```
0 start: lodd daddr:
00000000000111
1111010000000000
                             push ; push data adr
00000000001101
                   2
                             lodd dcnt:
                   3
1111010000000000
                             push ; push data cnt
                             call adder:
111000000010100
                   4
0001000000001110
                   5
                             stod rslt:
1111111100000000
                   6
                             hal t
000000000001000
                   7 daddr:
                             data: ; or \rightarrow 8
000000000011001
                             25
                   8 data:
000000000110010
                   9
                             50
000000001001011
                  10
                             75
000000001100100
                  11
                             100
000000001111101
                  12
                             125
000000000000101
                 13 dcnt:
                             5
000000000000000 14 rslt:
                             0
11111111111111111
                  15
11111111111111111
                  16
                             - 1
11111111111111111
                  17
                             - 1
11111111111111111
                  18
                             - 1
11111111111111111
                  19
```

0	start:	l odd	daddr:			
1		push		F	PC	0
		_	dcnt:	A	C	0
2 3		push		S	SP	1024
4			adder:			
5			rslt:			
6		hal t				
7		data:		- 1		
8	data:	25			_	
9		50		- 1		
10		75		- 1		
11		100		- 1		
12		125		- 1	\dashv	
	dcnt:	5			-	
	rslt:	0		- 1	_	
15		- 1		- 1		
16		- 1		- 1		
17		- 1		- 1	1	
18		- 1			_	
19		- 1		- 1	_	
				- 1		
				- 1		
			1024	- 1	← SP	

0 at a	at. I add dadda.		
0 Stai	rt: lodd daddr: push	PC	
	l odd dent:	AC	
2 3	push	SI	
4 5	call adder:		
5	stod rslt:		
6	hal t		
7 dado		- 1	
8 data			
9	50	- 1	
10	75	- 1	
11	100	- 1	
12	125	- 1	
13 dcnt			
14 rslt		- 1	
15	- 1	- 1	
16	- 1	- 1	
17	- 1	- 1	
18	- 1		
19	- 1	- 1	
		- 1	
		- 1	
	1024	- 1	← SP

_	start:		daddr:	P	c	2
1 2		push l odd	dcnt:		c	8
2 3 4		push	adder:		P	1023
4 5 6		stod hal t	rslt:			
		data:		1	7	
	data:	25		- 1	-	
9		50		- 1	_	
10		75		- 1		
11		100		- 1		
12 13	dcnt:	125 5		- 1		
	rslt:	0		- 1		
15		- 1		- 1		
16		- 1		- 1		
17		- 1		- 1	1	
18		- 1			-	
19		- 1		- 1	-	
				- 1		
				8	← SP	
			1024	- 1		

0 start	: lodd daddr:		
1	push	Pe	C = 3
2 3	lodd dent:	A	5
3	push	S	P 1023
4 5	call adder:		
5 6	stod rslt:		
o 7 daddr	halt : data: -		
8 data:	25	- 1	
9	50	- 1	
10	75	- 1	
11	100	- 1	
12 13 dcnt:	125 5	- 1	
14 rslt:	0	- 1	
15	-1	- 1	
16	- 1	- 1	
17	- 1	- 1	
18	-1		
19	- 1	- 1	
		- 1	
		8	← SP
	1024	- 1	

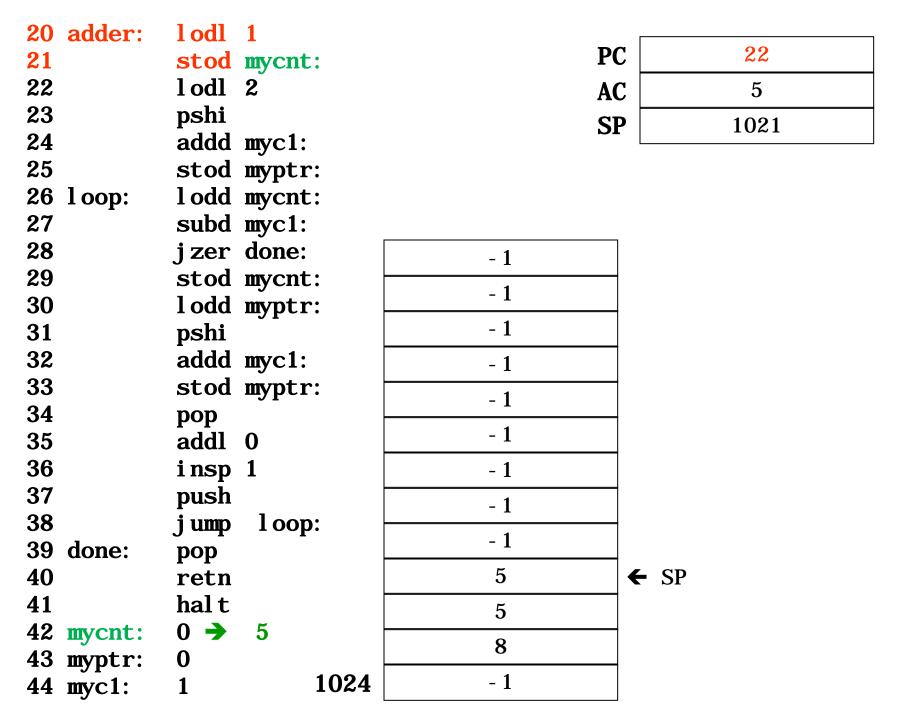
	lodd daddr:	Pe	
1	push	A	
2 3 4 5	l odd dent: push	SI	
4	call adder:	31	1022
5	stod rslt:		
6	hal t		
7 daddr:	data:	1	
8 data:	25	- 1	
9	50	- 1	
10	75	- 1	
11	100	- 1	
12 13 dcnt:	125 5	- 1	
14 rslt:	0	- 1	
15	- 1	- 1	
16	- 1	- 1	
17	- 1	- 1	
18	- 1		
19	- 1	- 1	
		5	← SP
		8	
	1024	- 1	

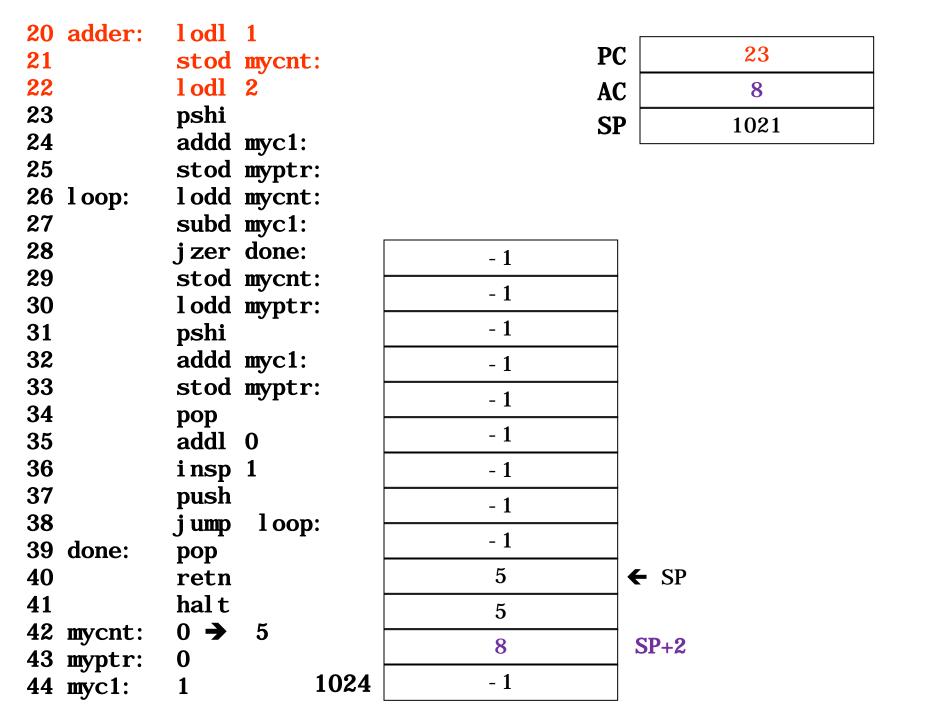
0	start:	l odd	daddr:			
1		push		P	C	5 → 20
		_	dcnt:	A	C	5
2 3		push		S	P	1021
4 5		call	adder:			
5		stod	rslt:			
6		hal t				
7		data:		4	1	
8	data:	25		- 1	1	
9		50		- 1		
10		75		- 1		
11		100		- 1	1	
12	•	125		- 1	1	
	dcnt:	5			1	
	rslt:	0		- 1	1	
15		- 1		- 1		
16		- 1		- 1]	
17		- 1		- 1	1	
18		- 1				
19		- 1		5	← SP	
				5		
				8		
			1024	- 1		

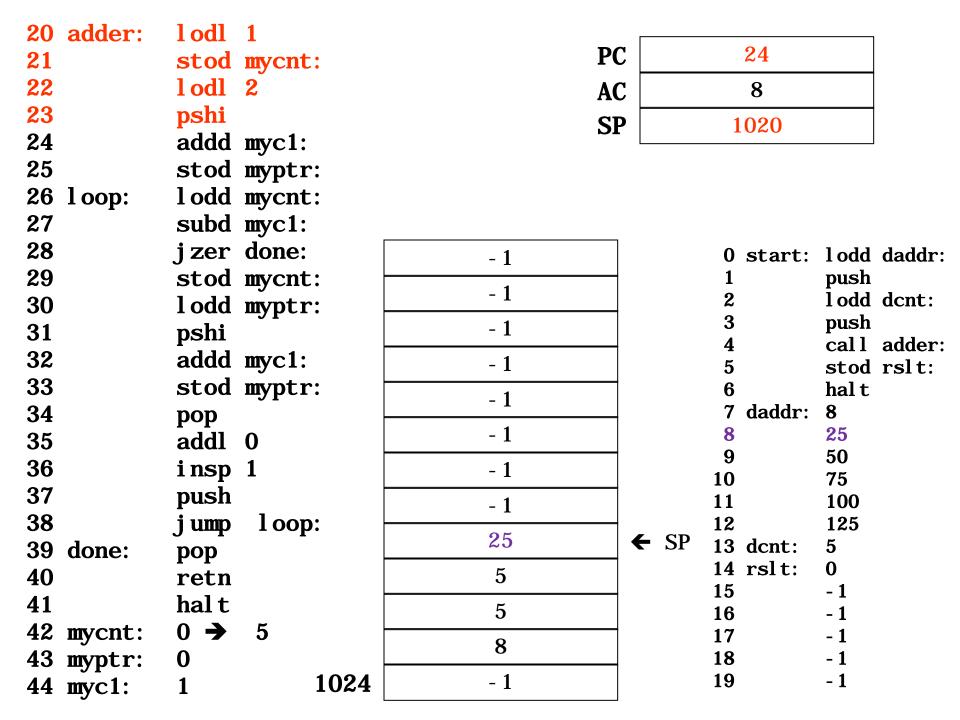
```
100000000000001 20 adder:
                             lodl 1
                             stod mycnt:
0001000000101010
100000000000010 22
                             lodl 2
111100000000000 23
                             pshi
0010000000101100 24
                             addd myc1:
                             stod myptr:
0001000000101011
                 25
                             lodd mycnt:
000000000101010
                 26 loop:
                             subd myc1:
0011000000101100
                 27
                             jzer done:
0101000000100111
                 28
0001000000101010
                 29
                             stod mycnt:
                             lodd myptr:
000000000101011
                 30
1111000000000000
                 31
                             pshi
001000000101100 32
                             addd myc1:
                             stod myptr:
0001000000101011
                 33
1111011000000000 34
                             pop
101000000000000
                 35
                             addl 0
1111110000000001
                 36
                             insp 1
1111010000000000
                 37
                             push
011000000011010
                 38
                                   loop:
                             j ump
                 39 done:
1111011000000000
                             pop
1111100000000000
                 40
                             retn
11111111100000000 41
                             hal t
000000000000000
                 42 mycnt:
                             0
000000000000000
                 43 myptr:
                             0
000000000000001
                 44 myc1:
```

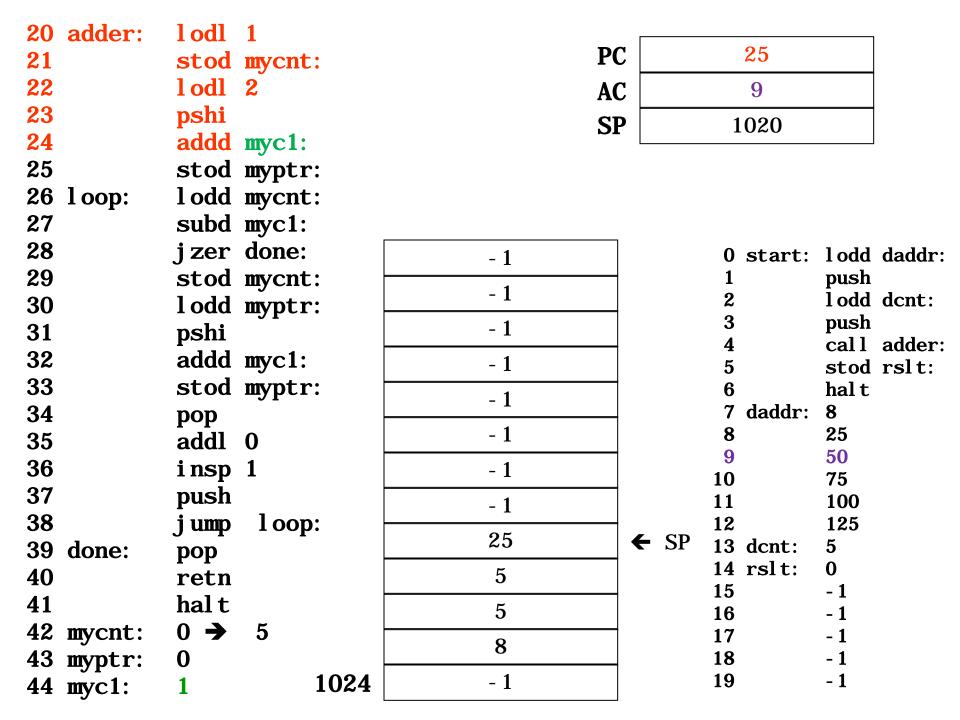
20 add	er: lodl 1		
21	stod mycnt:	PC	20
22	lodl 2	AC	5
23	pshi	SP	
24	addd myc1:	SI	1021
25	stod myptr:		
26 loo	p: lodd mycnt:		
27	subd myc1:		
28	jzer done:	- 1	
29	stod mycnt:	- 1	
30	lodd myptr:		
31	pshi	- 1	
32	addd myc1:	- 1	
33	stod myptr:	- 1	
34	pop	- 1	
35	addl 0		
36	insp 1	- 1	
37	push	- 1	
38 39 done	jump loop:	- 1	
40	e: pop retn	5	← SP
41	halt		V SI
42 myc		5	
43 myp		8	
44 myc		- 1	

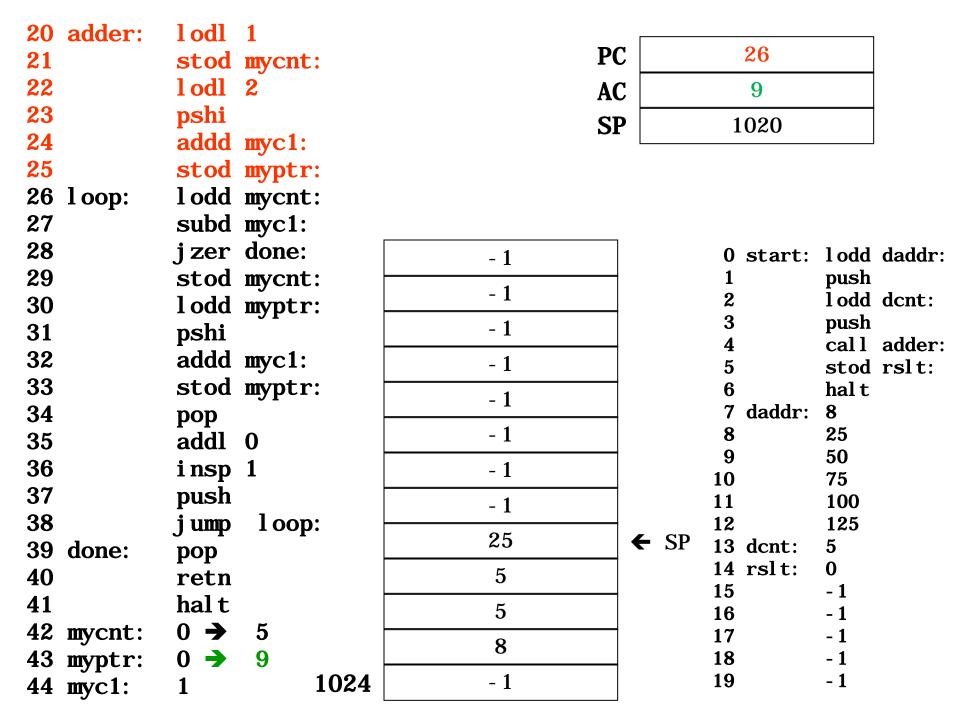
20 adder	r: lodl 1		
21	stod mycnt:	PC	21
22	lodl 2	AC	5
23	pshi	SI	
24	addd myc1:	Si	1021
25	stod myptr:		
26 loop:	lodd mycnt:		
27	subd myc1:		
28	jzer done:	- 1	
29	stod mycnt:	- 1	
30	lodd myptr:		
31	pshi	- 1	
32	addd myc1:	- 1	
33	stod myptr:	- 1	
34	pop	- 1	
35	addl 0		
36	insp 1	- 1	
37	push	- 1	
38 39 done:	jump loop:	- 1	
39 done.	pop retn	5	← SP
41	hal t		
42 mycnt		5	SP+1
42 mycht		8	
44 myc1:		- 1	

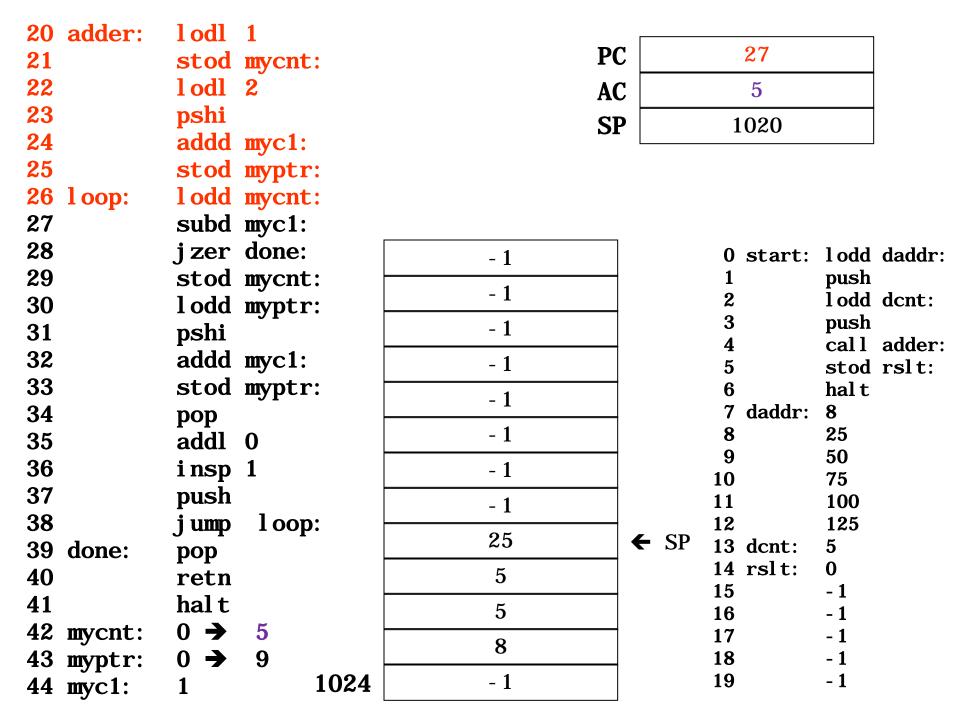


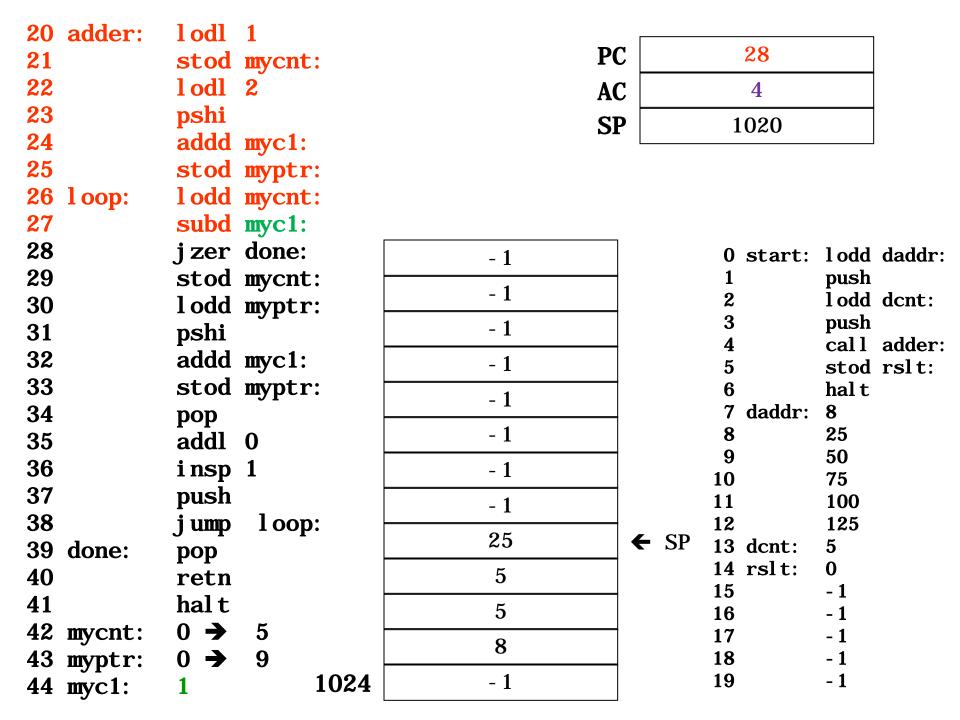


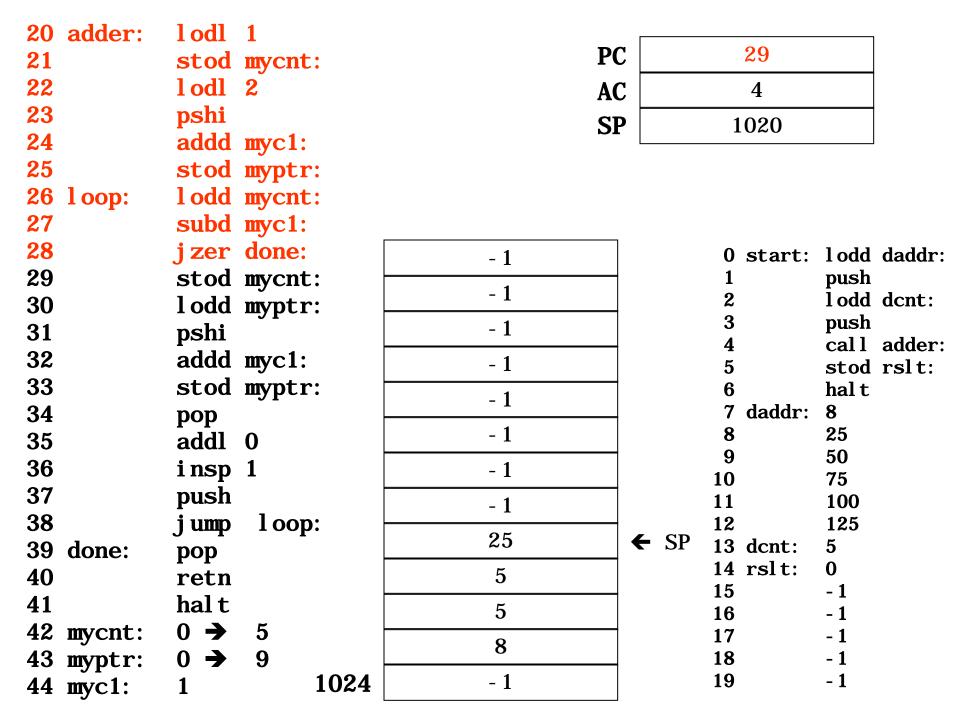


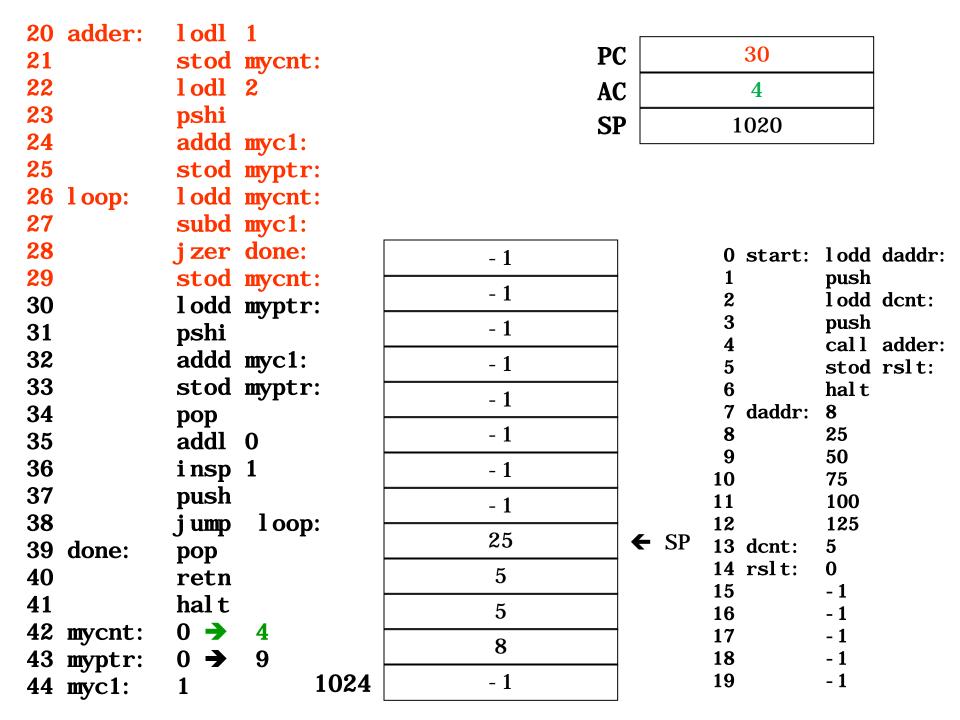


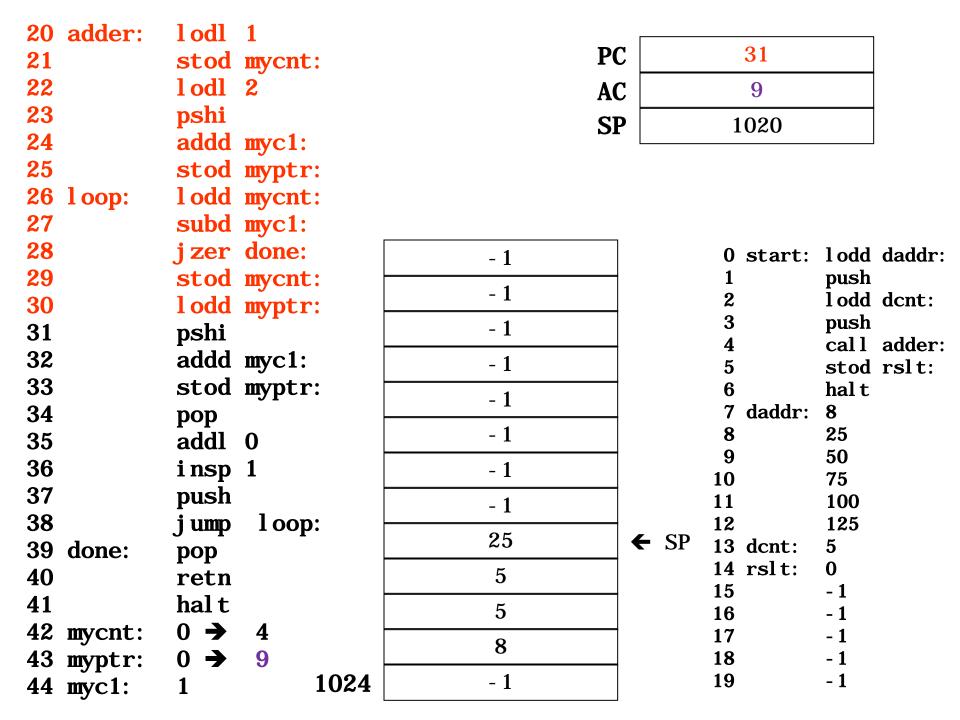


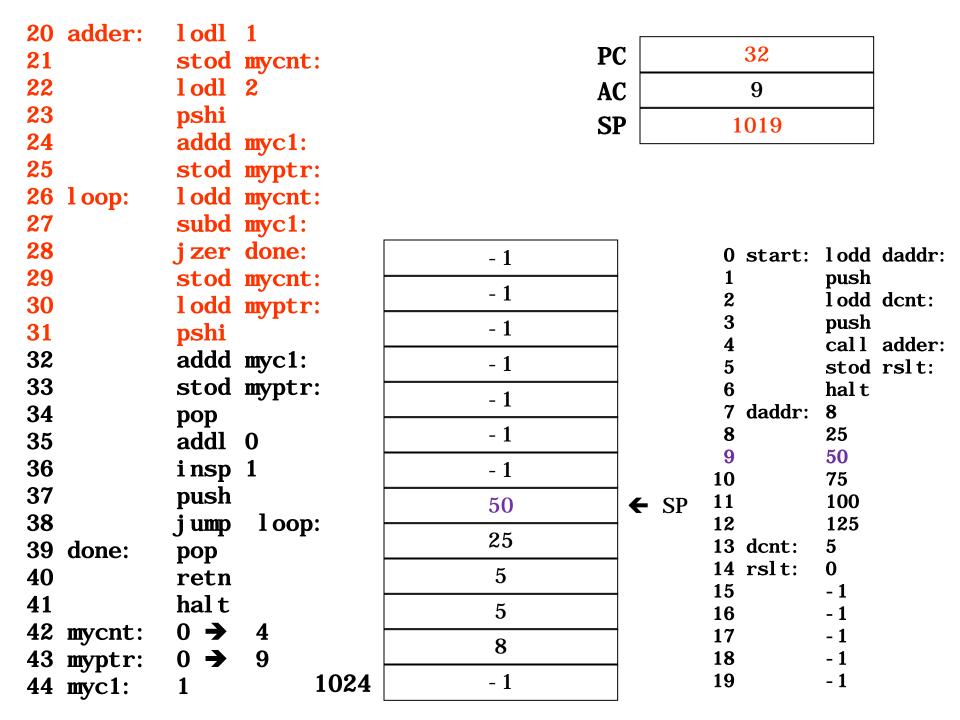


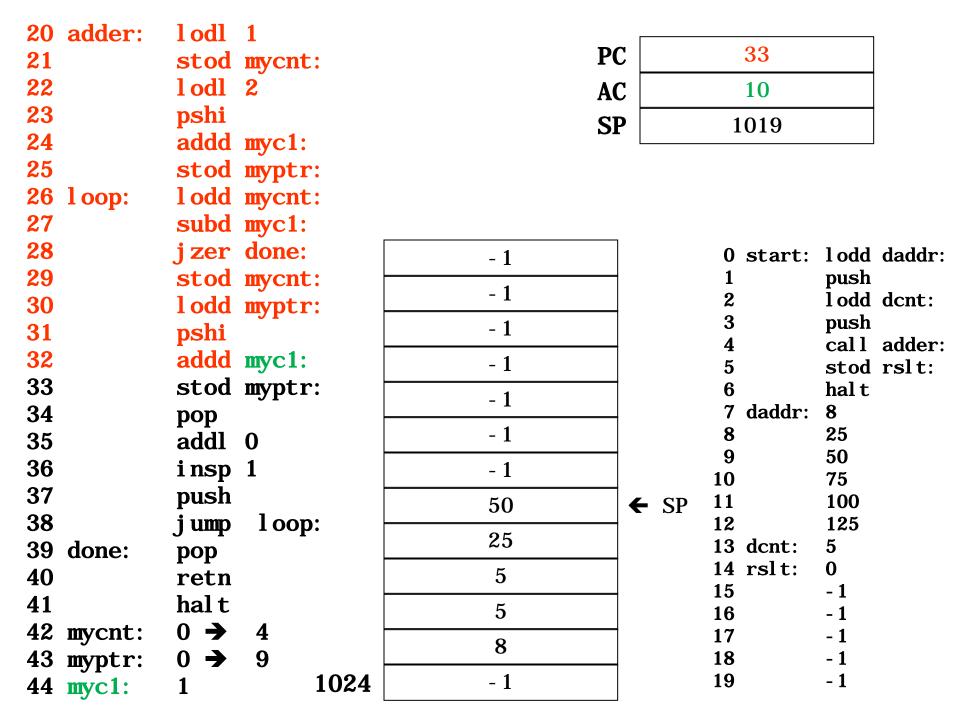


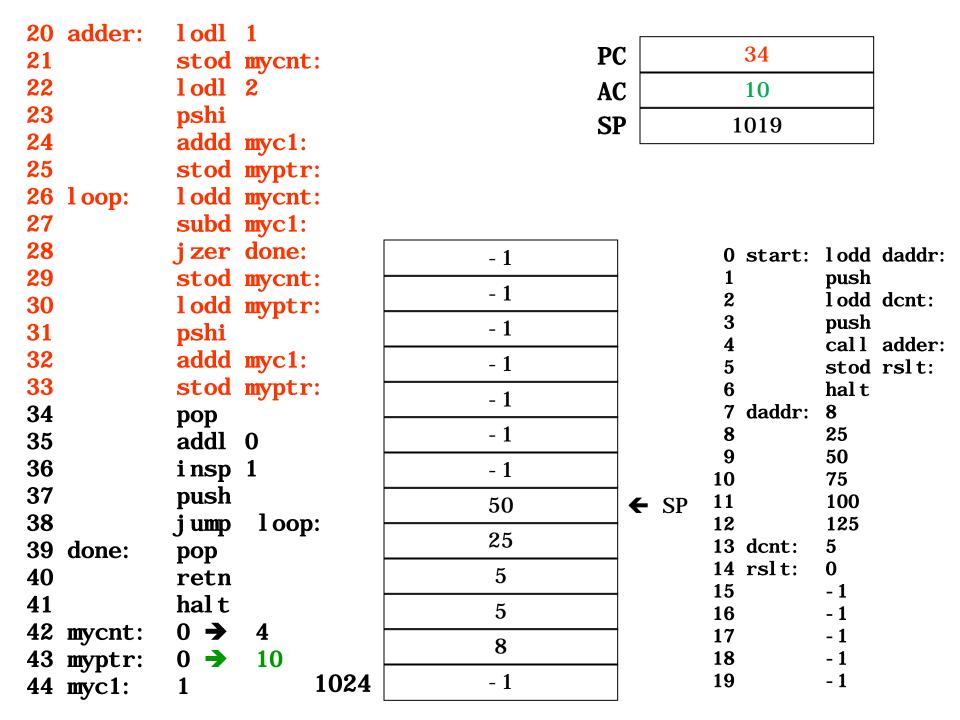


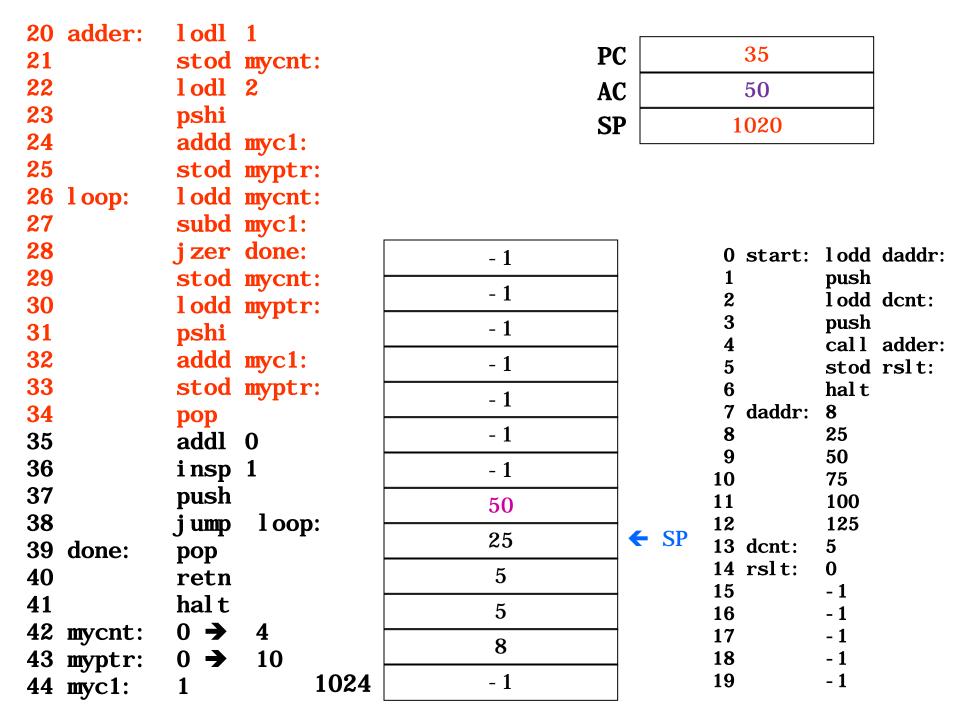


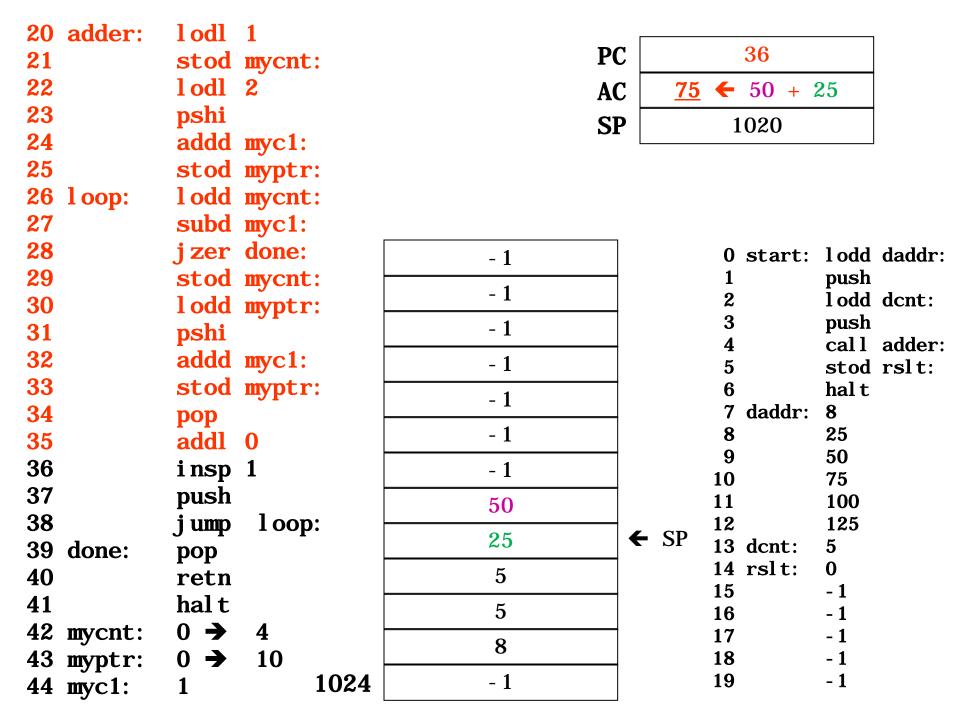


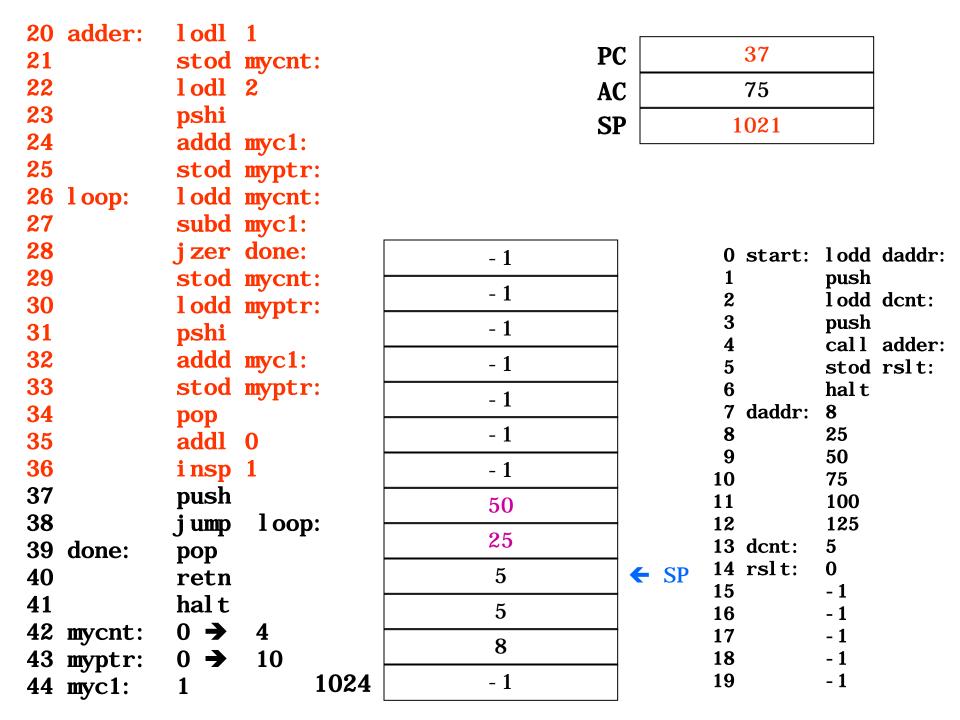


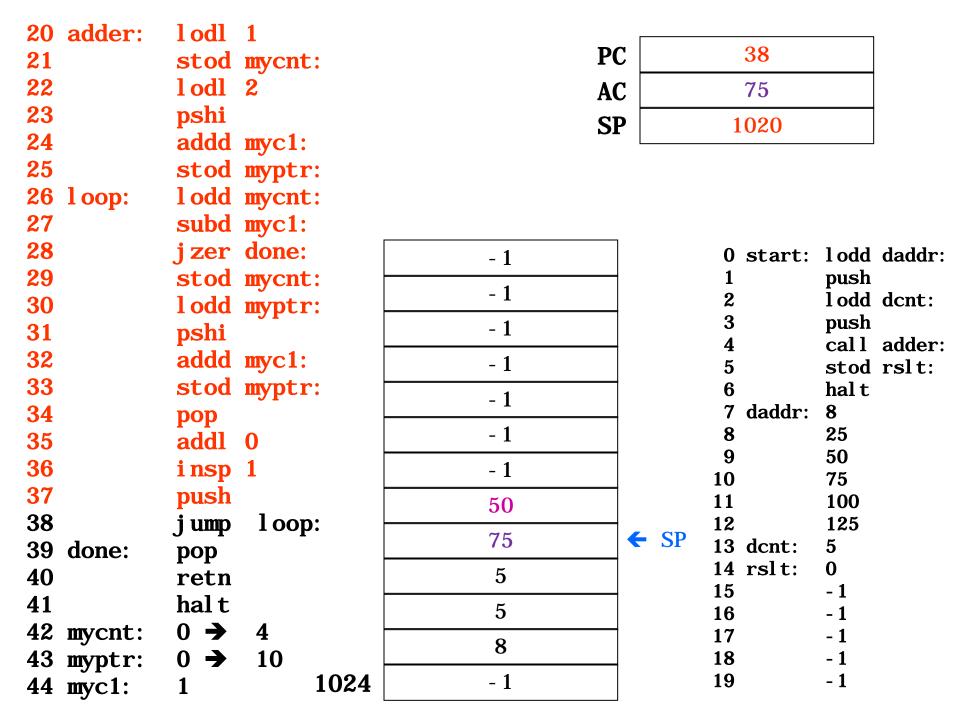


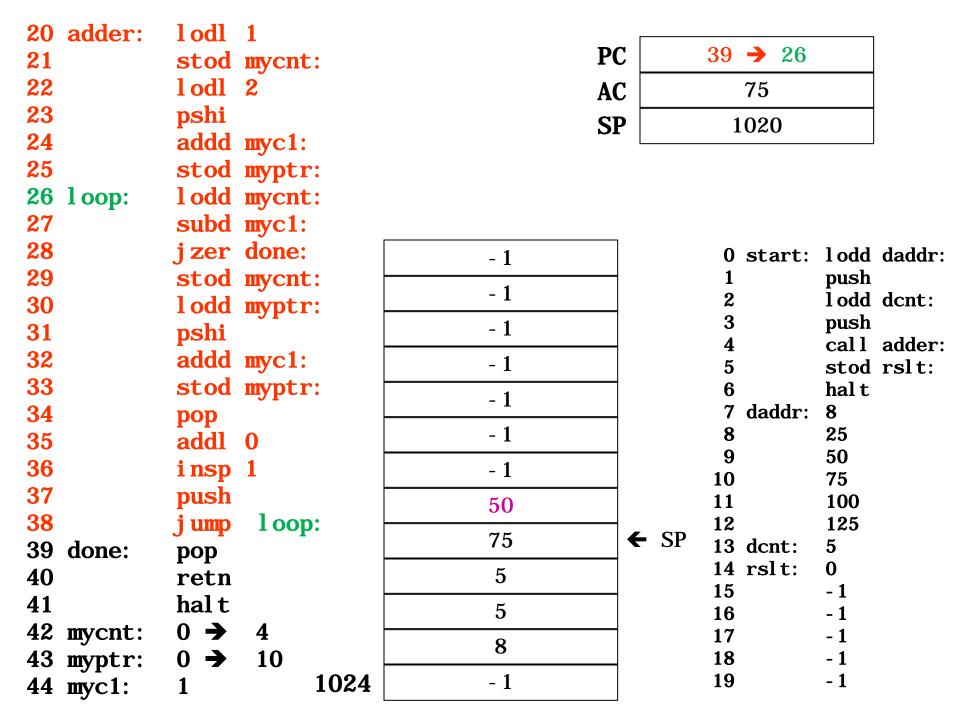


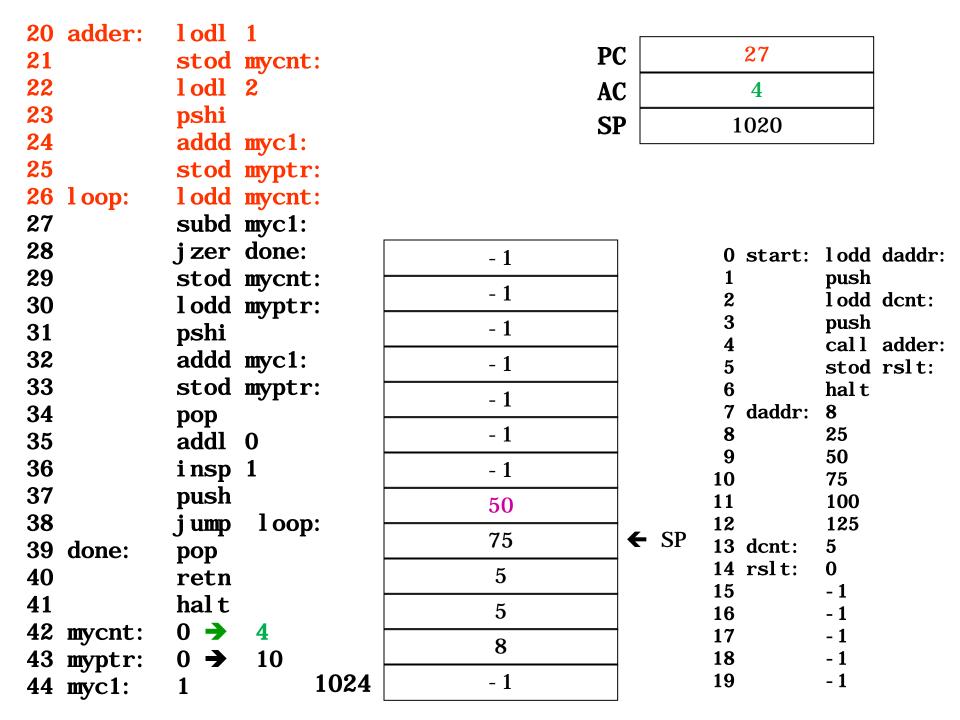


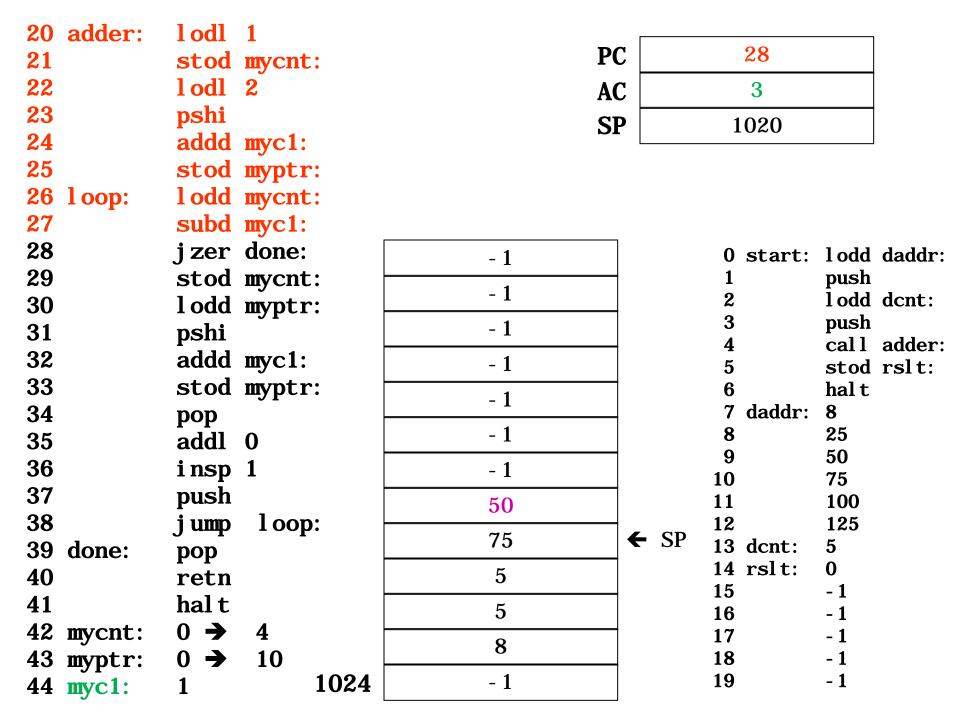


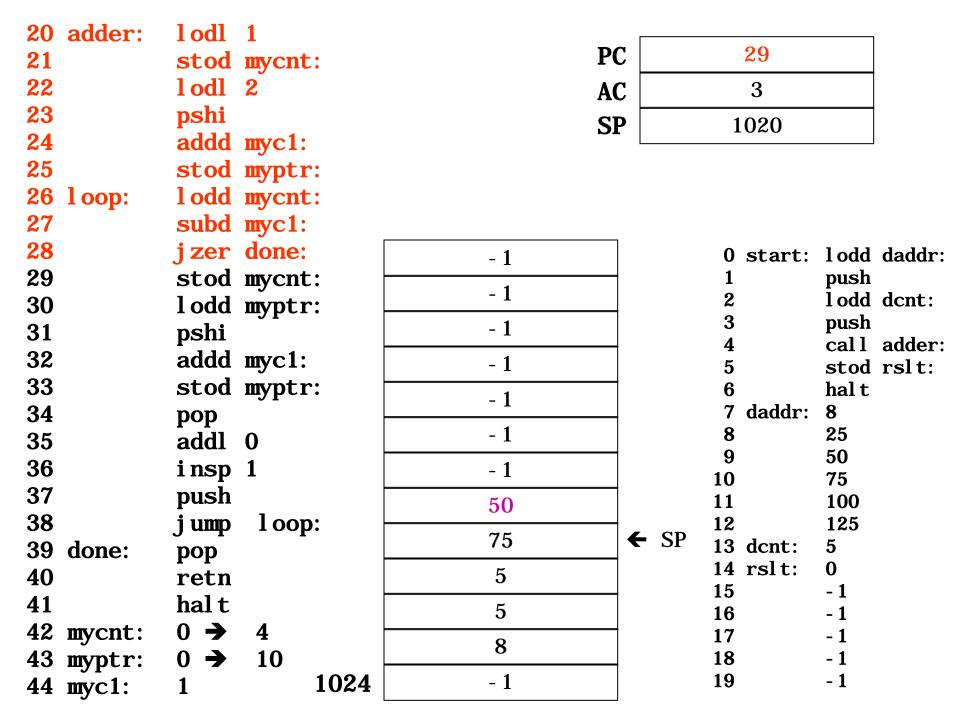


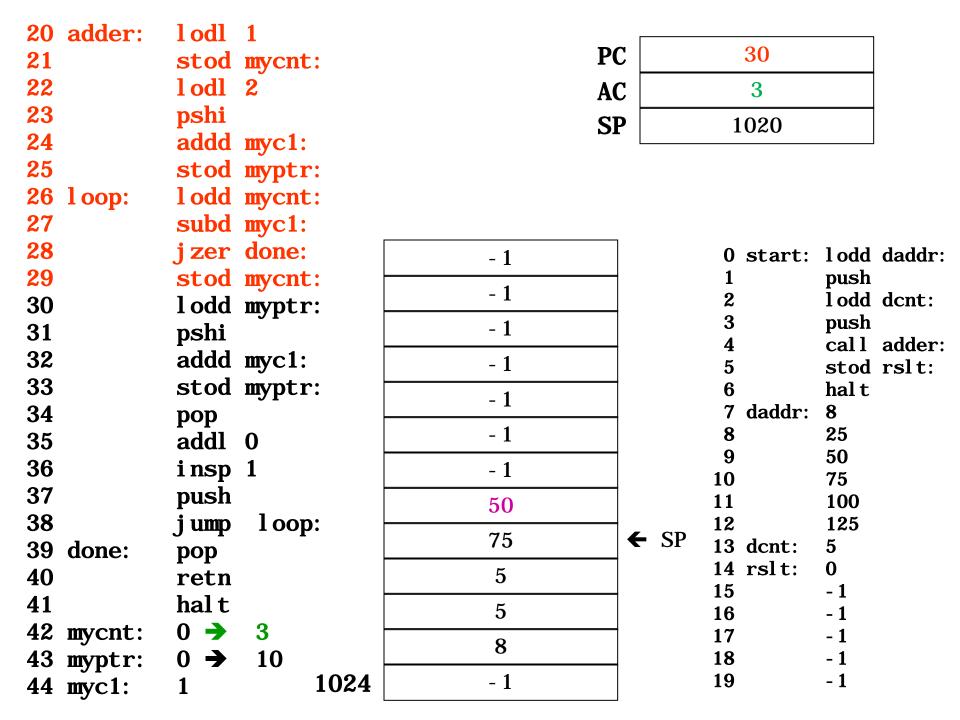


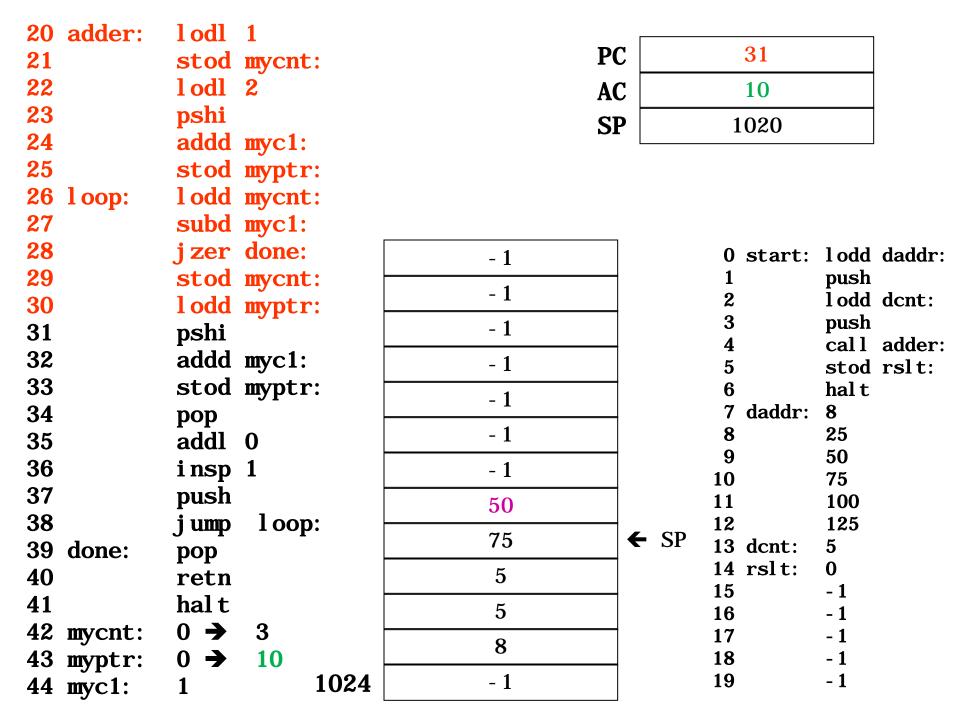


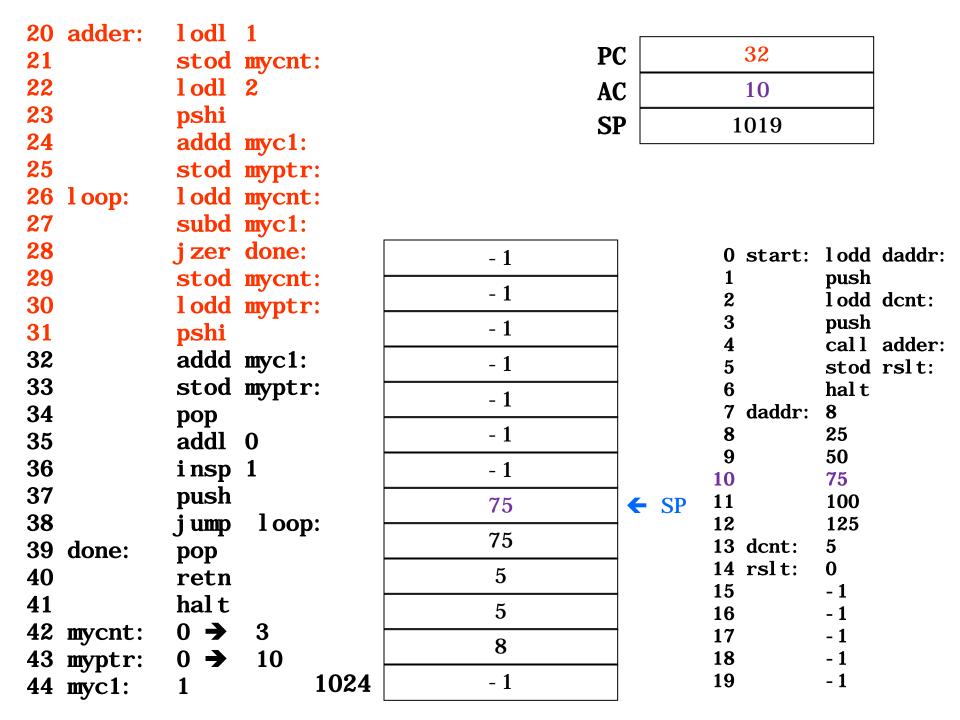


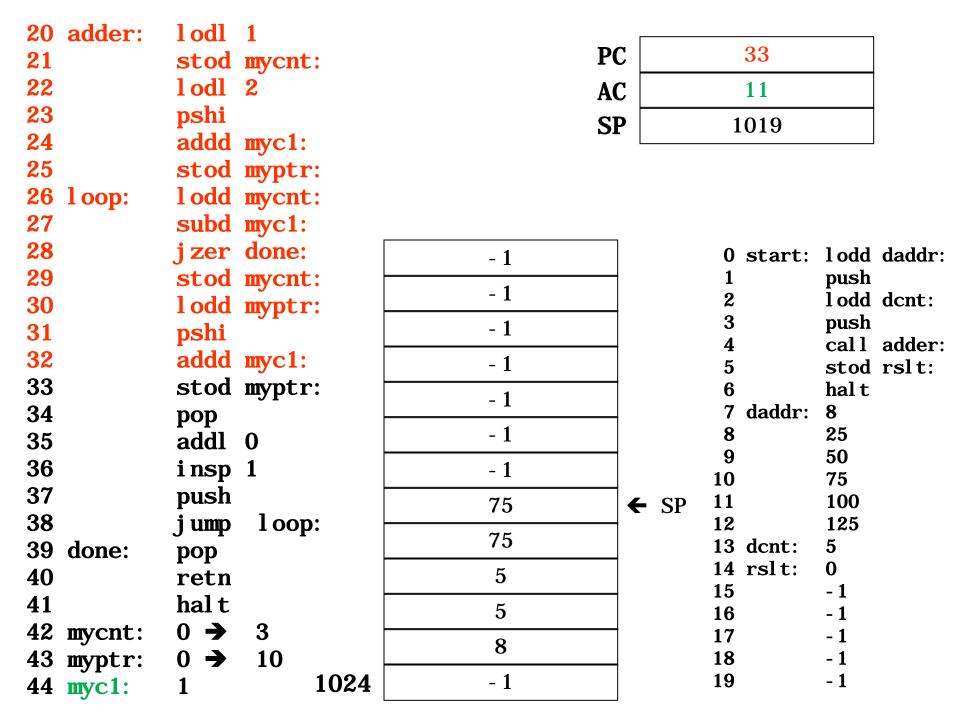


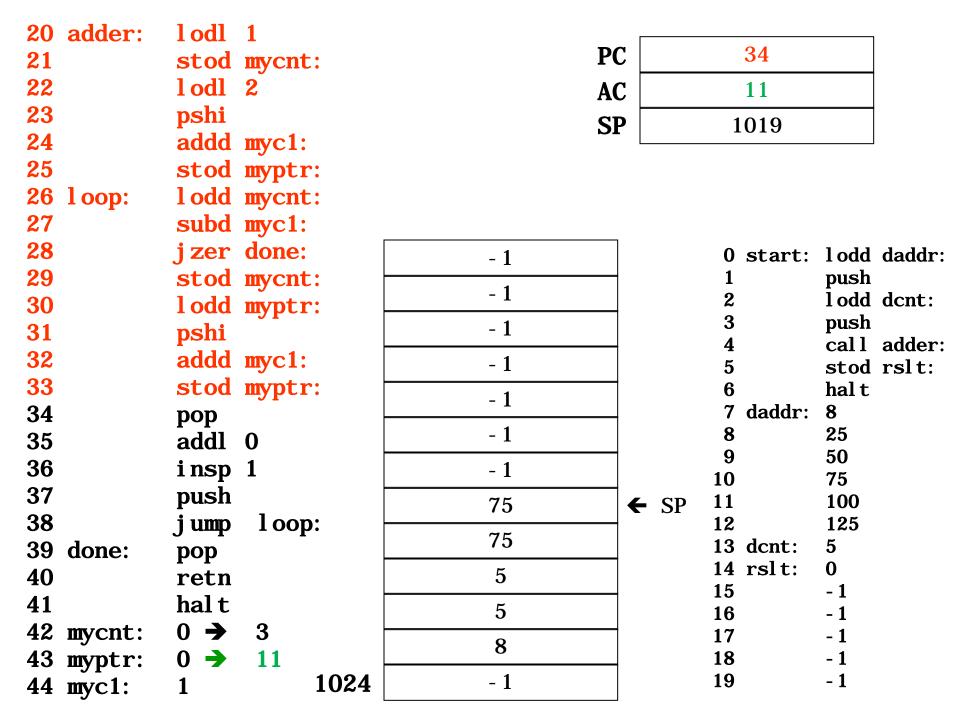


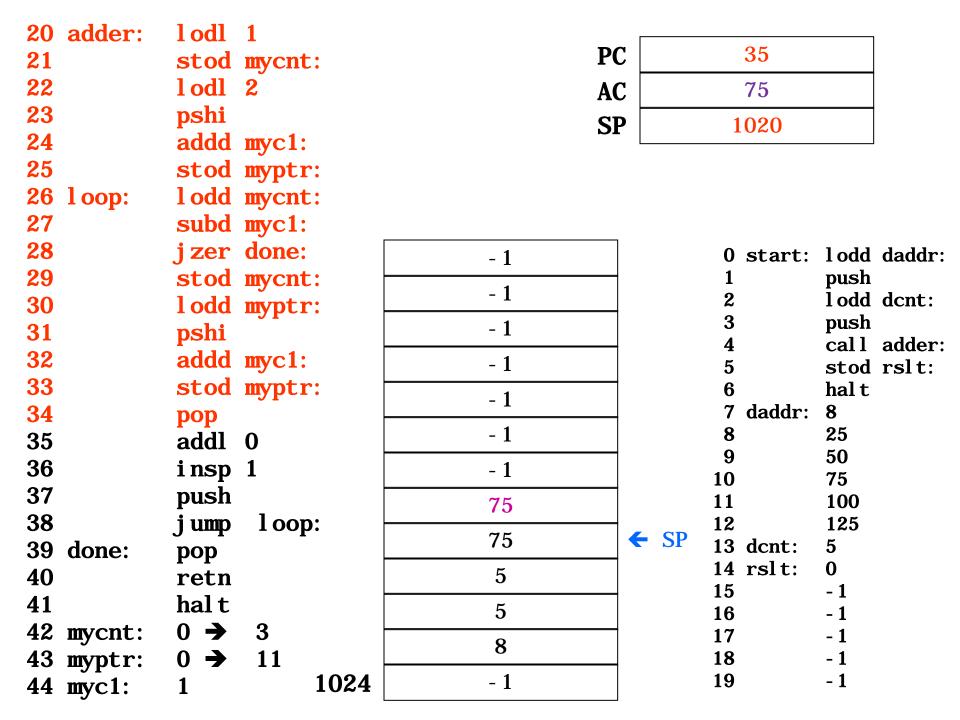


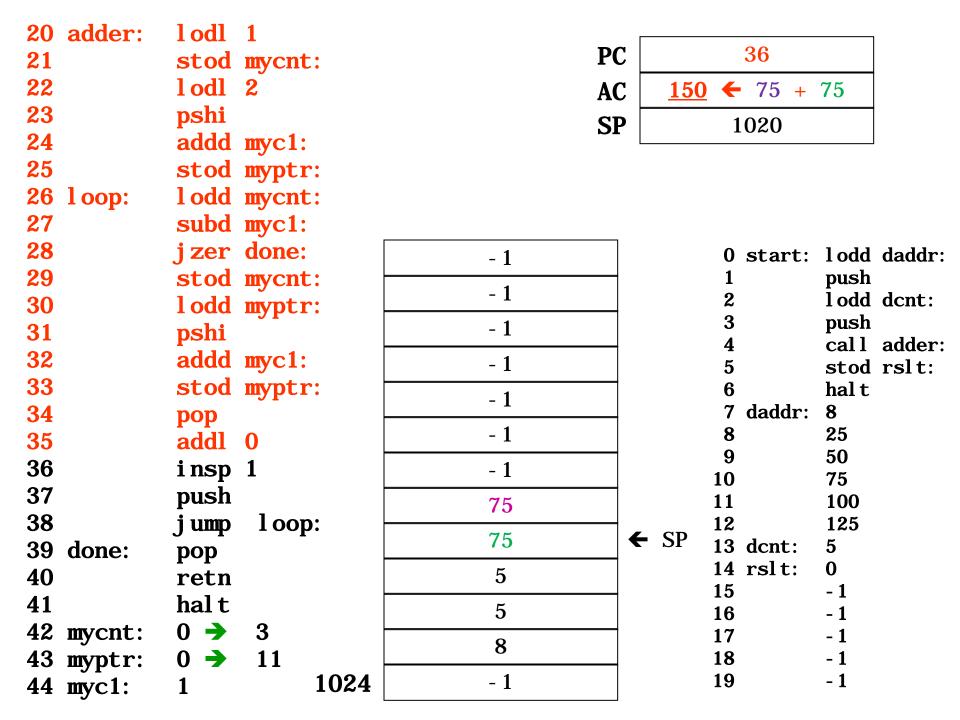


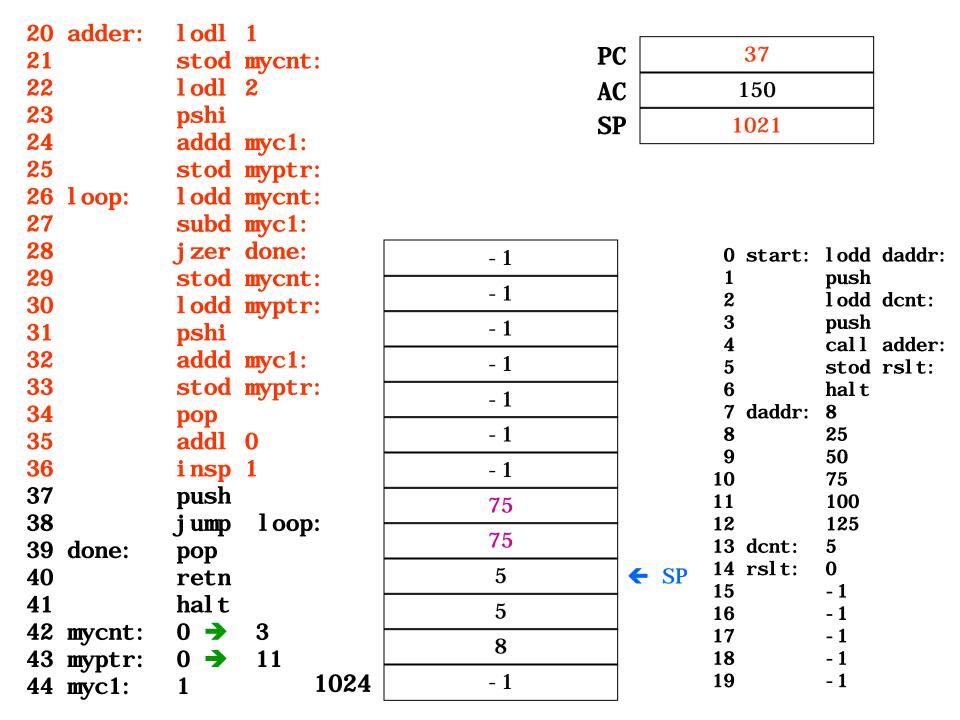


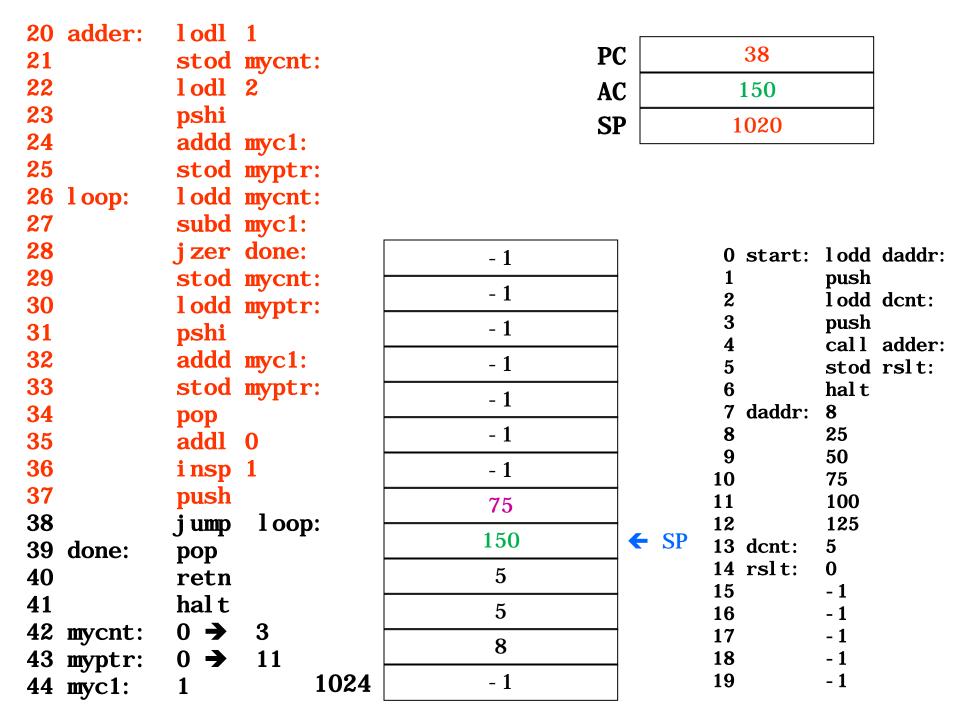


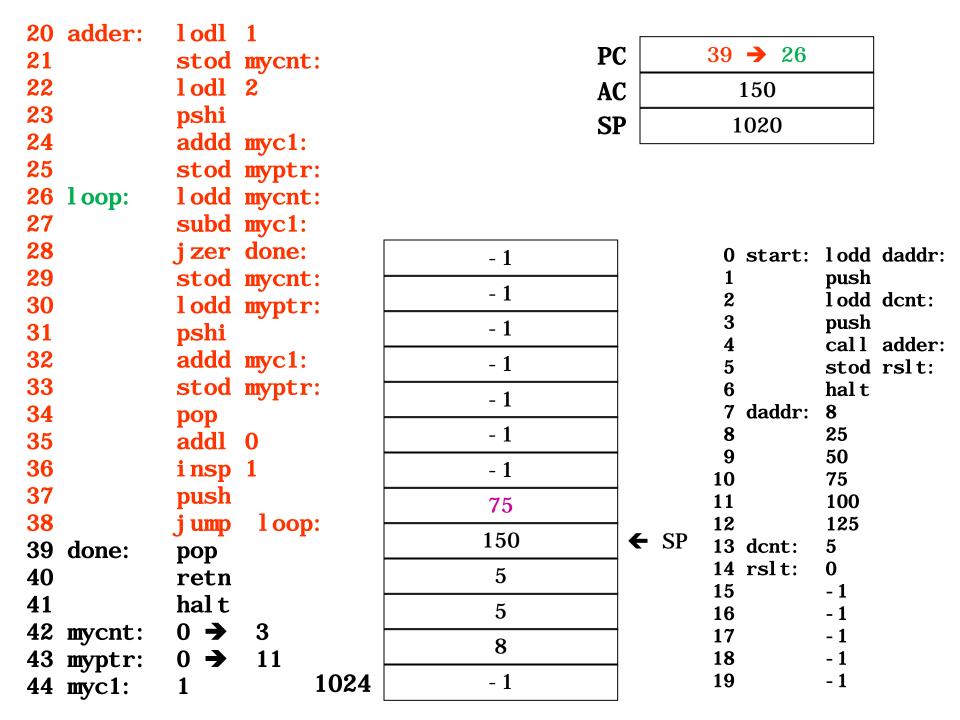


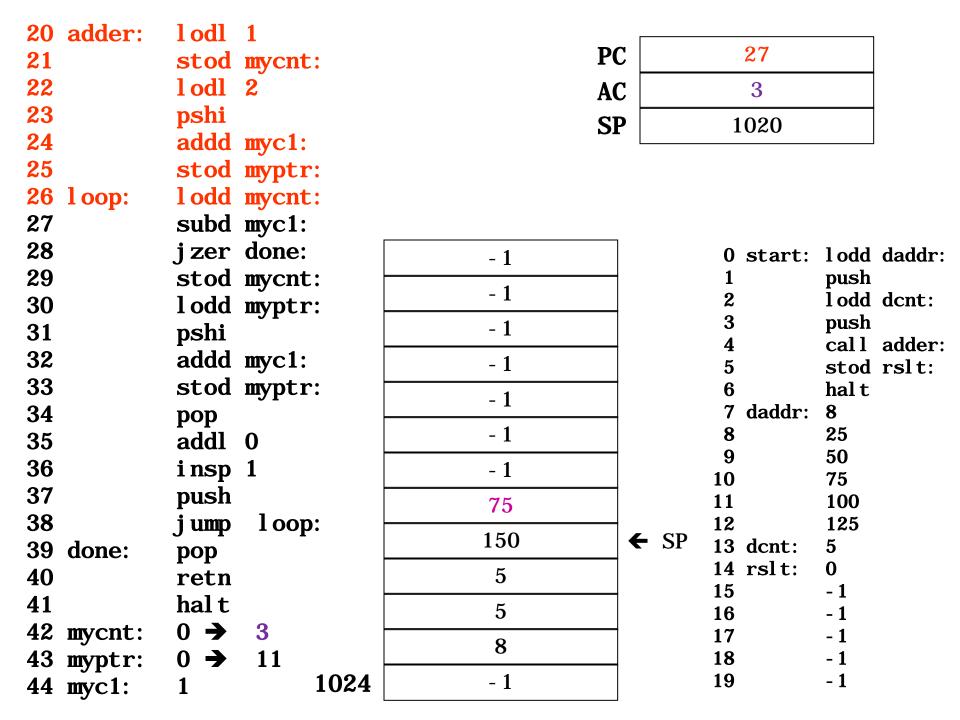


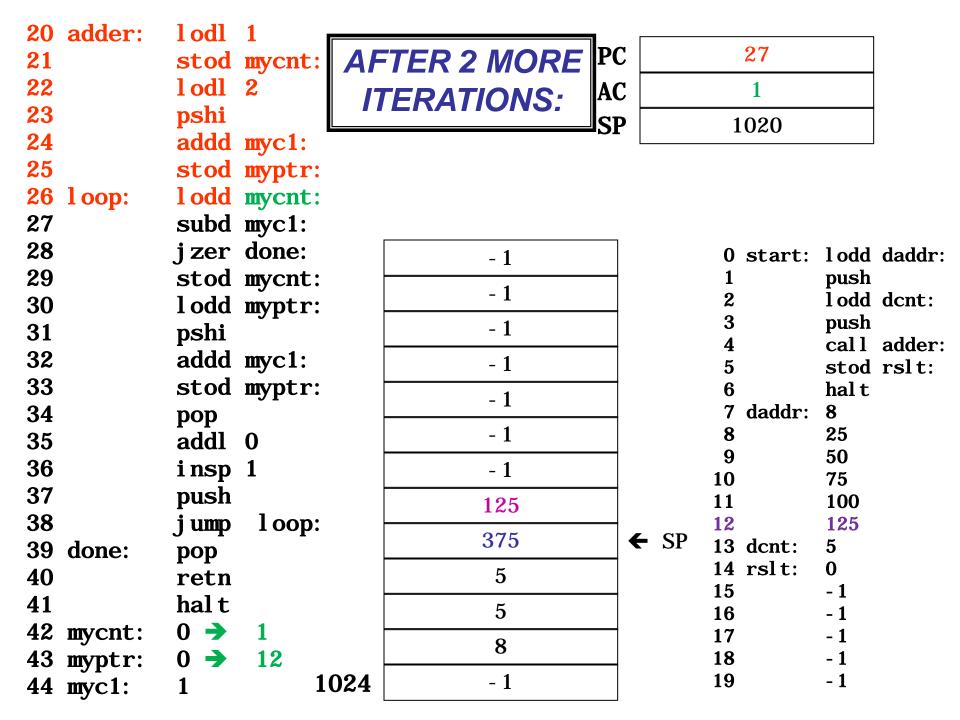


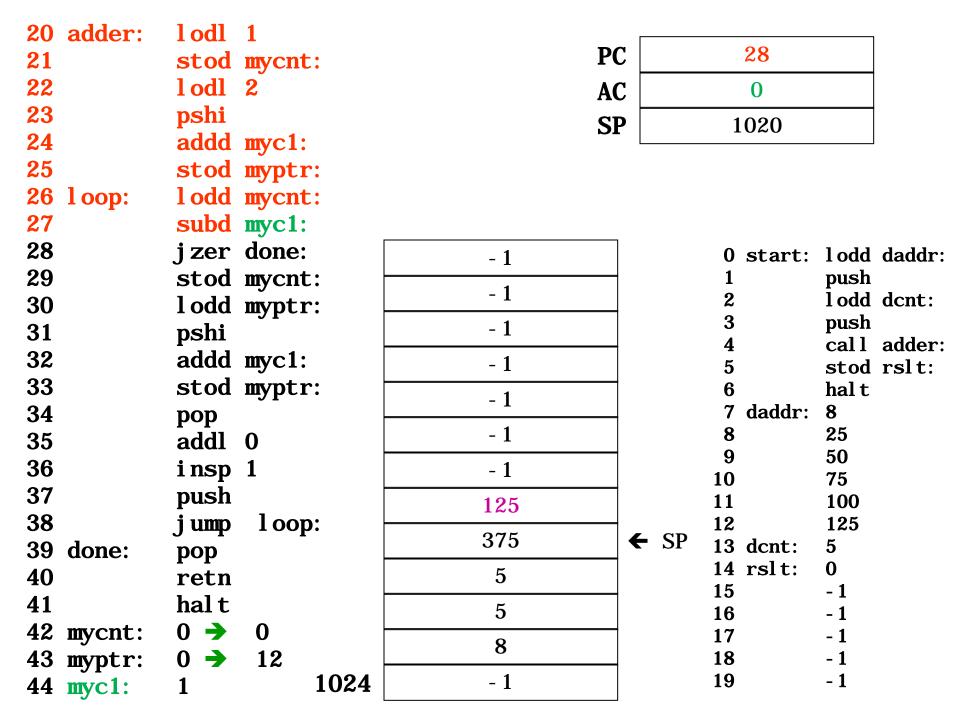


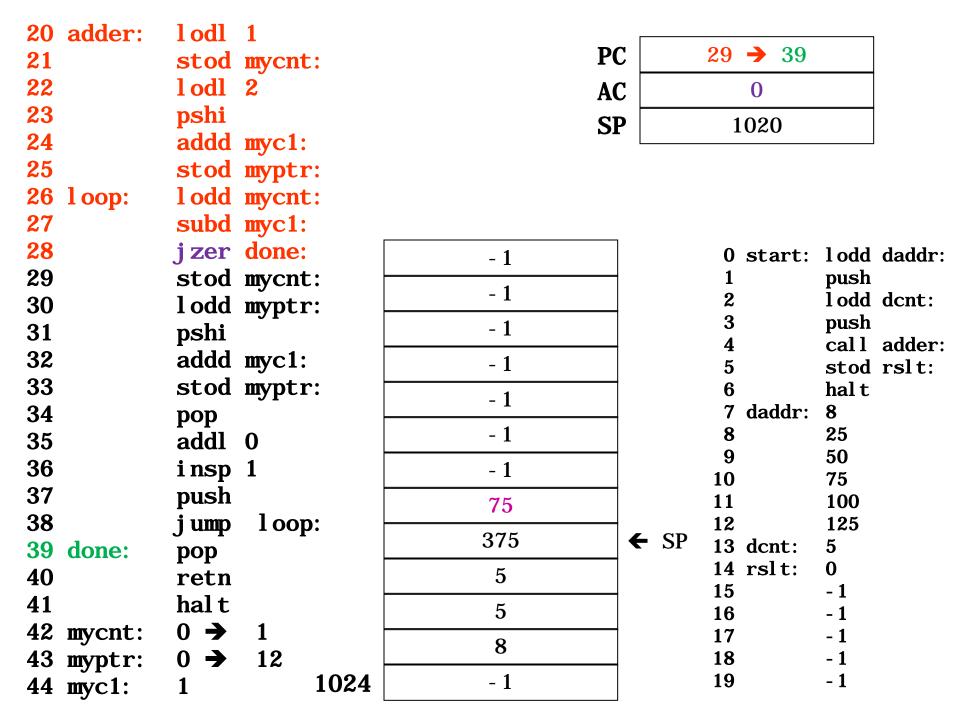


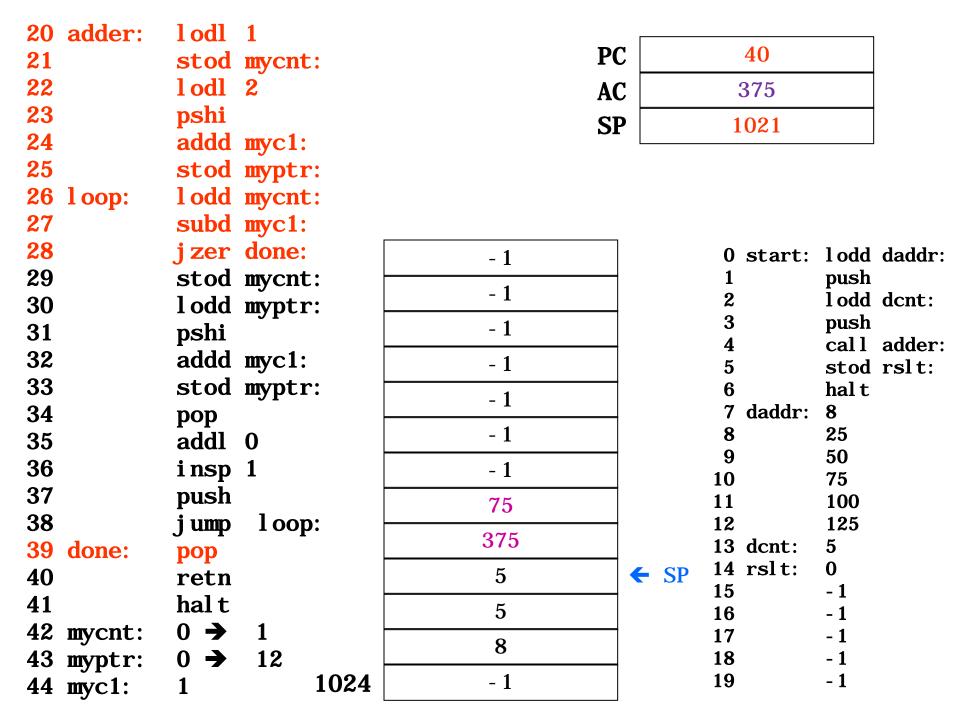


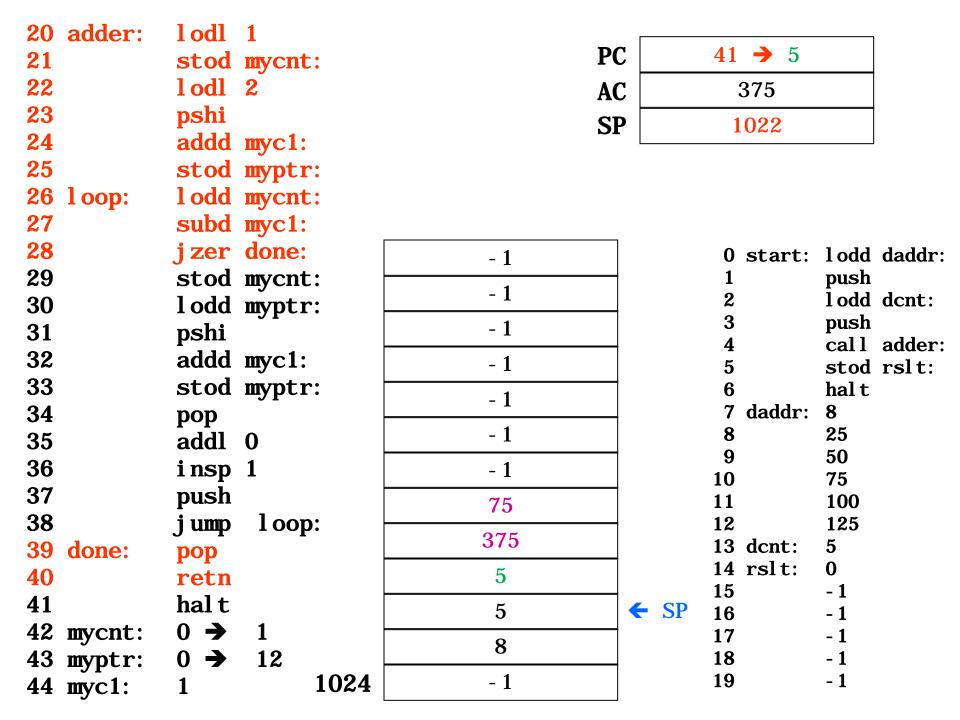












0 start:	lodd daddr:	_	~	
1	push	P	C	6
2	lodd dent:	A	C	375
3	push	S.	P	1022
4 5	call adder:			
5	stod rslt:			
6	hal t			
7 daddr: 8 data:	data: 25	- 1		
9	50	- 1		
10	75	- 1		
11 12	100 125	- 1		
13 dent:	5	- 1		
14 rslt:	0 → 375	- 1		
15	- 1	- 1		
16	- 1	75		
17 18	- 1 - 1	375		
19	- 1 - 1	5		
_ •	_	5	← SP	
		8	1	
	1024	- 1	1	