

1	LOAD	[i], r0	<i>;load the value of 'i' into</i>
2			<i>;a register from memory</i>
3	ADD	r0, 1	<i>;increment the value</i>
4			<i>;in the register</i>
5	STORE	r0, [i]	<i>;write the updated</i>
6			<i>;value back to memory</i>