

0000000000000111	0	start:	l odd	daddr:	
1111010000000000	1		push	;	push data adr
0000000000001101	2		l odd	dcnt:	
1111010000000000	3		push	;	push data cnt
1110000000010100	4		call	adder:	
0001000000001110	5		stod	rslt:	
1111111100000000	6		halt		
000000000001000	7	daddr:	data:	;	or → 8
0000000000011001	8	data:	25		
00000000000110010	9		50		
0000000001001011	10		75		
0000000001100100	11		100		
0000000001111101	12		125		
0000000000000101	13	dcnt:	5		
0000000000000000	14	rslt:	0		
1111111111111111	15		- 1		
1111111111111111	16		- 1		
1111111111111111	17		- 1		
1111111111111111	18		- 1		
1111111111111111	19		- 1		

0 start: l odd daddr:  
1 push  
2 l odd dcnt:  
3 push  
4 call adder:  
5 stod rsl t:  
6 halt  
7 daddr: data:  
8 data: 25  
9 50  
10 75  
11 100  
12 125  
13 dcnt: 5  
14 rsl t: 0  
15 - 1  
16 - 1  
17 - 1  
18 - 1  
19 - 1

PC	0
AC	0
SP	1024

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1

1024 ← SP

```
0 start: l odd daddr:
1      push
2      l odd dcnt:
3      push
4      call adder:
5      stod rsl t:
6      halt
7 daddr: data:
8 data: 25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rsl t: 0
15     -1
16     -1
17     -1
18     -1
19     -1
```

PC

1
---

AC

8
---

SP

1024
------

-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1

1024

← SP

```

0 start: l odd daddr:
1 push
2 l odd dcnt:
3 push
4 call adder:
5 stod rslt:
6 halt
7 daddr: data:
8 data: 25
9 50
10 75
11 100
12 125
13 dcnt: 5
14 rslt: 0
15 -1
16 -1
17 -1
18 -1
19 -1

```

PC	2
AC	8
SP	1023

-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
8 ← SP
1024 -1

```

0 start: l odd daddr:
1 push
2 l odd dcnt:
3 push
4 call adder:
5 stod rslt:
6 halt
7 daddr: data:
8 data: 25
9 50
10 75
11 100
12 125
13 dcnt: 5
14 rslt: 0
15 -1
16 -1
17 -1
18 -1
19 -1

```

PC	3
AC	5
SP	1023

-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
8
-1

← SP

1024

```

0 start: l odd daddr:
1 push
2 l odd dcnt:
3 push
4 call adder:
5 stod rslt:
6 halt
7 daddr: data:
8 data: 25
9 50
10 75
11 100
12 125
13 dcnt: 5
14 rslt: 0
15 -1
16 -1
17 -1
18 -1
19 -1

```

PC	4
AC	5
SP	1022

-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
5
8
-1

← SP

1024

```

0 start: l odd daddr:
1      push
2      l odd dcnt:
3      push
4      call  adder:
5      stod rsl t:
6      halt
7 daddr: data:
8 data:  25
9        50
10       75
11      100
12     125
13 dcnt:  5
14 rsl t: 0
15      -1
16      -1
17      -1
18      -1
19      -1

```

PC	5 → 20
AC	5
SP	1021

-1
-1
-1
-1
-1
-1
-1
-1
-1
-1
5
5
8
-1

← SP

1024

100000000000000001	20	adder:	lodl	1
0001000000101010	21		stod	mycnt:
100000000000000010	22		lodl	2
1111000000000000	23		pshi	
0010000000101100	24		add	myc1:
0001000000101011	25		stod	myptr:
0000000000101010	26	loop:	lodd	mycnt:
0011000000101100	27		subd	myc1:
0101000000100111	28		jzer	done:
0001000000101010	29		stod	mycnt:
0000000000101011	30		lodd	myptr:
1111000000000000	31		pshi	
0010000000101100	32		add	myc1:
0001000000101011	33		stod	myptr:
1111011000000000	34		pop	
1010000000000000	35		addl	0
1111110000000001	36		insp	1
1111010000000000	37		push	
0110000000011010	38		jump	loop:
1111011000000000	39	done:	pop	
1111100000000000	40		retn	
1111111100000000	41		halt	
0000000000000000	42	mycnt:	0	
0000000000000000	43	myptr:	0	
0000000000000001	44	myc1:	1	



```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0
43 myptr: 0
44 myc1: 1

```

1024

PC	20
AC	5
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
5
5
8
- 1

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0
43 myptr: 0
44 myc1: 1

```

1024

PC	21
AC	5
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
5
5
8
- 1

← SP  
SP+1

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0
44 myc1: 1          1024

```

PC	22
AC	5
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
5
5
8
- 1

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0
44 myc1: 1          1024

```

PC	23
AC	8
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
5
5
8
- 1

← SP

SP+2

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0
44 myc1: 1          1024

```

PC	24
AC	8
SP	1020

-1
-1
-1
-1
-1
-1
-1
-1
-1
25
5
5
8
-1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     -1
16     -1
17     -1
18     -1
19     -1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0
44 myc1: 1          1024

```

PC	25
AC	9
SP	1020

-1
-1
-1
-1
-1
-1
-1
-1
25
5
5
8
-1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     -1
16     -1
17     -1
18     -1
19     -1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	26
AC	9
SP	1020

-1
-1
-1
-1
-1
-1
-1
-1
25
5
5
8
-1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     -1
16     -1
17     -1
18     -1
19     -1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	27
AC	5
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
25
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
← SP 13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```



```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0 → 9
44 myc1:  1      1024

```

PC	28
AC	4
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
25
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 5
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	29
AC	4
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
25
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	30
AC	4
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
25
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	31
AC	9
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
25
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

← SP

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	32
AC	9
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
25
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 9
44 myc1: 1          1024

```

PC	33
AC	10
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
25
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	34
AC	10
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
25
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	35
AC	50
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
25
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```



```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	36
AC	<u>75</u> ← 50 + 25
SP	1020

-1
-1
-1
-1
-1
-1
-1
-1
50
25
5
5
8
-1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       -1
16       -1
17       -1
18       -1
19       -1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	37
AC	75
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
25
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	38
AC	75
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	39 → 26
AC	75
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop:  lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done:  pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	27
AC	4
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	28
AC	3
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 4
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	29
AC	3
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	30
AC	3
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```



```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 3
43 myptr: 0 → 10
44 myc1:  1          1024

```

PC	31
AC	10
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
50
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	32
AC	10
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 10
44 myc1: 1          1024

```

PC	33
AC	11
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1: 1          1024

```

PC	34
AC	11
SP	1019

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1:  1          1024

```

PC	35
AC	75
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1:  1          1024

```

PC	36
AC	<u>150</u> ← 75 + 75
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1: 1          1024

```

PC	37
AC	150
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
75
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1: 1          1024

```

PC	38
AC	150
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
150
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```



```

20 adder: lodl 1
21        stod mycnt:
22        lodl 2
23        pshi
24        addd myc1:
25        stod myptr:
26 loop:  lodd mycnt:
27        subd myc1:
28        jzer done:
29        stod mycnt:
30        lodd myptr:
31        pshi
32        addd myc1:
33        stod myptr:
34        pop
35        addl 0
36        insp 1
37        push
38        jump loop:
39 done:  pop
40        retn
41        halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1:  1          1024

```

PC	39 → 26
AC	150
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
150
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1        push
2        lodd dcnt:
3        push
4        call adder:
5        stod rslt:
6        halt
7 daddr: 8
8        25
9        50
10       75
11       100
12       125
13 dcnt: 5
14 rslt: 0
15       - 1
16       - 1
17       - 1
18       - 1
19       - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 3
43 myptr: 0 → 11
44 myc1: 1          1024

```

PC	27
AC	3
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
150
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 1
43 myptr: 0 → 12
44 myc1: 1

```

**AFTER 2 MORE  
ITERATIONS:**

PC	27
AC	1
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
125
375
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 0
43 myptr: 0 → 12
44 myc1: 1          1024

```

PC	28
AC	0
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
125
375
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 1
43 myptr: 0 → 12
44 myc1: 1          1024

```

PC	29 → 39
AC	0
SP	1020

- 1
- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
375
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 1
43 myptr: 0 → 12
44 myc1: 1          1024

```

PC	40
AC	375
SP	1021

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
375
5
5
8
- 1

← SP

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

```

20 adder: lodl 1
21      stod mycnt:
22      lodl 2
23      pshi
24      addd myc1:
25      stod myptr:
26 loop: lodd mycnt:
27      subd myc1:
28      jzer done:
29      stod mycnt:
30      lodd myptr:
31      pshi
32      addd myc1:
33      stod myptr:
34      pop
35      addl 0
36      insp 1
37      push
38      jump loop:
39 done: pop
40      retn
41      halt
42 mycnt: 0 → 1
43 myptr: 0 → 12
44 myc1: 1          1024

```

PC	41 → 5
AC	375
SP	1022

- 1
- 1
- 1
- 1
- 1
- 1
- 1
75
375
5
5
8
- 1

```

0 start: lodd daddr:
1      push
2      lodd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: 8
8      25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0
15     - 1
16     - 1
17     - 1
18     - 1
19     - 1

```

← SP

```

0 start: l odd daddr:
1      push
2      l odd dcnt:
3      push
4      call adder:
5      stod rslt:
6      halt
7 daddr: data:
8 data: 25
9      50
10     75
11     100
12     125
13 dcnt: 5
14 rslt: 0 → 375
15     -1
16     -1
17     -1
18     -1
19     -1

```

PC	6
AC	375
SP	1022

