

1) What is the output of the following program?

```
.ORIG x3000
LD      R1, LETA
LEA     R0, BUFFER
STR     R1, R0, #0
ADD     R1, R1, #1
STR     R1, R0, #1
ADD     R1, R1, #1
STR     R1, R0, #2
ADD     R1, R1, #1
STR     R1, R0, #3
TRAP   x22
LD      R0, LF
TRAP   x21
LEA     R0, STRING
TRAP   x22
TRAP   x25
LF      .FILL x000A
LETA   .FILL x0041
BUFFER .BLKW #4
STRING .STRINGZ "EFGH"
      .END
```

2) What does the following do?

```
LEA     R3, Binary
LD      R6, ASCII
LD      R7, COUNT
AGAIN   TRAP x23
ADD     R0, R0, R6
STR     R0, R3, #0
ADD     R3, R3, #1
ADD     R7, R7, #-1
BRp     AGAIN
BRnzp   NEXT_TASK
ASCII   .FILL xFFD0
COUNT .FILL #10
Binary .BLKW #10
```

3) What does the following code do?

```
START   LDI     R1, KBSR
        BRzp   START
        LDI     R0, KBDR

EO      LDI     R1, DSR
        BRzp   EO
        STI     R0, DDR

        BRnzp  NEXT_TASK
KBSR   .FILL xFE00
KBDR   .FILL xFE02
DSR    .FILL xFE04
DDR    .FILL xFE06
```

4) What does the following program do?

```
.ORIG x3000
AND R5, R5, #0
AND R3, R3, #0
ADD R3, R3, #8
LEA R0, BB
LDR R1, R0, #1
LDR R1, R1, #0
ADD R2, R1, #0
AGAIN  ADD R2, R2, R2
      ADD R3, R3, #-1
      BRp AGAIN
      LDR R4, R0, #0
      AND R1, R1, R4
      NOT R1, R1
      ADD R1, R1, #1
      ADD R2, R2, R1
      BRnp NO
      ADD R5, R5, #1
NO     TRAP x25
BB     .FILL xFF00
      .FILL x4000
      .END
```

5) What does the following code do?

```
.ORIG x0450
ST      R7, SaveR7
ST      R0, SaveR0
ST      R1, SaveR1
ST      R3, SaveR3
Loop    LDR     R1, R0, #0
        BRz    Return
L2      LDI     R3, DSR
        BRzp   L2
        STI     R1, DDR
        ADD     R0, R0, #1
        BRnzp  Loop
Return  LD      R3, SaveR3
        LD      R1, SaveR1
        LD      R0, SaveR0
        LD      R7, SaveR7
        RET

DSR    .FILL xFE04
DDR    .FILL xFE06
SaveR0 .FILL x0000
SaveR1 .FILL x0000
SaveR3 .FILL x0000
SaveR7 .FILL x0000
      .END
```