

- | | | | |
|-----|------|----------------|---|
| | ORG | \$0120 | ; |
| | FCB | \$2A,\$3B,\$4C | ; |
| BOX | RMB | 1 | ; |
| | ORG | \$0100 | ; |
| | LDAA | \$0120 | ; |
| | ADDA | \$0121 | ; |
| | ADDA | \$0122 | ; |
| | STAA | BOX | ; |
| | END | | |

2. Make appropriate comments and save all files.
3. Load and execute the program.
4. Use the L command to observe how the program is loaded into memory. Notice how much memory is wasted.
5. This program is an addition problem; at what memory location is the sum of this problem stored?
6. Modify the program and load the following data: \$7A, \$55, \$11. Write the modified program so that very little memory is wasted.
7. Make comments, use asterisks etc; to make the program more legible
8. New commands:

FCB:	form constant byte
RMB:	reserve memory byte