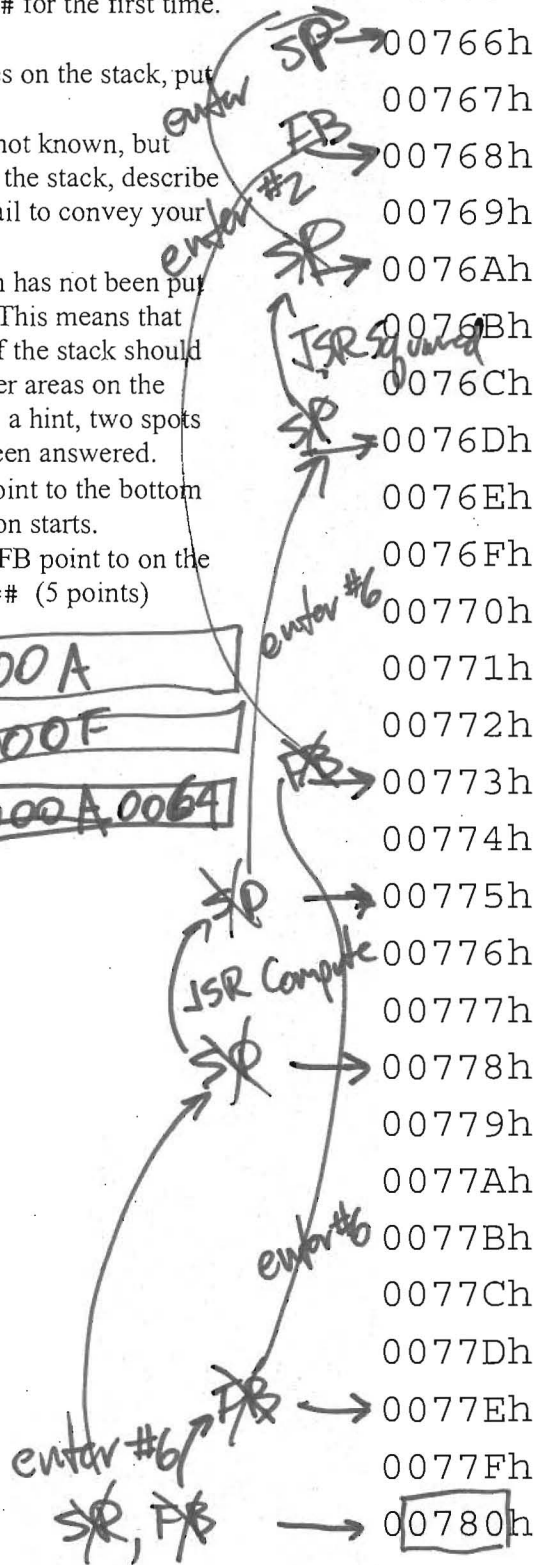
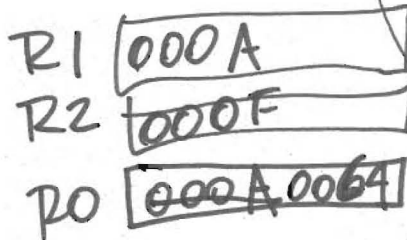


Assume you are starting execution of the program at main. Assume the drawing to the right is the stack which is 8-bits wide.

a) Show the contents of the stack after the program has run and just completed executing the line of code at **####THIS POINT####** for the first time. (35 points)

- Where you can show values on the stack, put them in the memory space.
- Where specific values are not known, but something has been put on the stack, describe the contents in enough detail to convey your knowledge.
- Where specific information has not been put on the stack, write "XX". This means that the space beyond the top of the stack should have XX, but there are other areas on the stack which are empty. As a hint, two spots of memory have already been answered.
- Assume both FB and SP point to the bottom of the stack before execution starts.

b) Show the location that SP and FB point to on the stack at **####THIS POINT####** (5 points)



XX
XX
XX
0A
00
73
07
PC-L Mov.W
PC-M R0,
PC-H -6[FB]
XX
XX
0A
00
0F
00
7E
07
PC-L MOV.W
PC-M R0,
PC-H -6[FB]
XX
XX
0F
00
0A
00
80
07
XX

Annotations: Z Comp, X Comp, Y Comp, FB main, C main, b main, a main