COS126 TOY Programming Activity - Booksite 5.2-5.4

- Group Activity:
  - Leader
  - Recorder
  - Reporter

1. TOY has _____ registers called R[0] thru _____
2. Which register is special? _____ How?
3. TOY has _____ memory locations, addressed _____ thru _____
4. Which memory address is special? _____ How?
5. TOY has _____ op codes, _____ thru _____
6. TOY has one PC. What does PC mean?
7. TOY code is usually written in (choose one)
   binary hex decimal java
8. Fill in the missing Code, Pseudo-code, Address or Comment.

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Address  Code   Pseudo-code       Comment
  10     7101   R[1] <- 01        R[1] holds the constant 1
  11     4222   __________        Initialize R[2] to ________
  12     ____   R[3] <- 01        ____________________________
  13     85FF   _________________ Read N from Stdin
  14     1423   R[4] <- R[2]+R[3] We'll keep a sum in R[4]
  15     1203   _________________ Copy R[3] over to R[2]
  16     ____   _________________ Copy R[4] over to R[3]
  17     ____   R[5] <- R[5]-R[1] Subtract 1 from N
  18     D514   _________________ N > 0? Do it again.
  19     ____   _________________ Send the sum in R[4] to Stdout
  __     0000   _________________ All done!
```