TOY PROGRAMMING WORKSHEET

1.	TOY has registers, numbered R[0] through R[]				
2.	One of these registers is special. Which is it? R[] What makes it special?				
3.	TOY has memory locations, addressed 00 through				
4.	One of these memory locations is special. Which is it? What makes it special				
5.	TOY has op codes, numbered through				
6.	TOY has one PC. What does "PC" stand for?				
7.	What does the PC do?				

8. Use the TOY cheatsheet to fill in the following blanks:

MEM	CODE	PSEUDO-CODE	HUMAN-READABLE COMMENTS
10:	7101	R[1] <- 01	R[1] gets the constant 1
11:	4222		Initialize R[2] to
12:		R[3] <- 01	
13:	85FF		Read N from StdIn (R[5])
14:	1423	$R[4] \leftarrow R[2] + R[3]$	Keep a running sum in R[4]
15:	1203		Copy R[3] value into R[2]
16:			Copy R[4] value into R[3]
17:		$R[5] \leftarrow R[5] - R[1]$	Subtract 1 from N (R[5])
18:	D514		N > 0? Do another iteration.
19:			Send the sum in $R[4]$ to $StdOut$
:	0000		When we get here, we're done!

9.	List 6 TOY instructions, each having a different op code, that copy the value of R[B] into R[A					
10.	List 7 TOY	instructions	s, each having a different op co	de, that put 0000 in R[A].		
11.				alue of R[A]. (Can be done in 4 or 5 lines.)		
	MEM	CODE	PSEUDO-CODE	HUMAN-READABLE COMMENTS		
	10:					
	11:					
	12:					
	13:					
	14:	0000	halt	All done!		
12. Consider the following TOY program. What is the value of R[3] when it halts?						
	MEM	CODE	PSEUDO-CODE	HUMAN-READABLE COMMENTS		
	10:	7101				
	11:	7207				
	12:	7301				
	13:	1333				
	14:	2221				
	15:	D213				
	16:	0000				