

Name: \_\_\_\_\_

For the following program segments, execute each program one instruction at a time. At the end of each instruction execution. Indicate any changes in registers and/or memory locations. Note that the result of any instruction may be operands for succeeding instructions.

		D0:	<b>6789ABCD</b>	D1:	<b>33445566</b>
<b>EORI.L</b>	<b>#\$0FF00000,D0</b>	D0:	<b>6879ABCD</b>		
<b>ASR.L</b>	<b>#4,D0</b>	D0:	<b>06879ABC</b>		
<b>SUBI.L</b>	<b>#\$4444,D1</b>			D1:	<b>33441122</b>
<b>ROR.W</b>	<b>#4,D1</b>			D1:	<b>23344112</b>

		A2:	<b>00023232</b>	D3:	<b>113377CC</b>
<b>ADDA.W</b>	<b>D3,A2</b>	A2:	<b>0002A9FE</b>	D3:	
<b>CLR.B</b>	<b>D3</b>			D3:	<b>11337700</b>
<b>SWAP.W</b>	<b>D3</b>			D3:	<b>77001133</b>

	A0:	<b>00001704</b>	A1:	<b>00001702</b>	\$1702	11
<b>MOVEM.L (A0)+,A1</b>	A0:	<b>00001708</b>	A1:	<b>33445566</b>	\$1703	22
					\$1704	33
					\$1705	44
	D4:	<b>00000000</b>			\$1706	55
<b>BSET.L</b>	<b>#0,D4</b>				\$1707	66
					\$1708	77
					\$1709	88
					\$1709	99
					\$1709	AA