

CRYING IN THE RAIN

BRUSH

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

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Diagram illustrating the structure of a memory page (BR 1 of 8):

- Page 1 (BR 1 of 8) contains a block labeled **A** (8 units) and a block labeled **INT** (2 units).
- Page 2 (BR 2 of 8) contains a block labeled **A** (8 units).
- Page 3 (BR 3 of 8) contains a block labeled **A** (8 units).
- Page 4 (BR 4 of 8) contains a block labeled **A** (8 units).
- Page 5 (BR 5 of 8) contains a block labeled **A** (8 units).
- Page 6 (BR 6 of 8) contains a block labeled **A** (8 units).
- Page 7 (BR 7 of 8) contains a block labeled **A** (8 units).
- Page 8 (BR 8 of 8) contains a block labeled **A** (8 units).

BRUSH sim.

XXXXXX XXXX XX;
LH L HH L;

SWEOPY FILL OUT
L L L L

Diagram illustrating the state of the program counter (PC) and the original pattern (PATT) after the first branch instruction.

Box 1 (Left): Contains the letter 'A'. Below it is the number '8'. To its right is the text 'ORIG PATT.' and 'BR 1 OF 8'.

Box 2 (Right): Contains a circled '1'. Below it is the number '3'. To its right is the text 'END PUSH' and '2ND'.