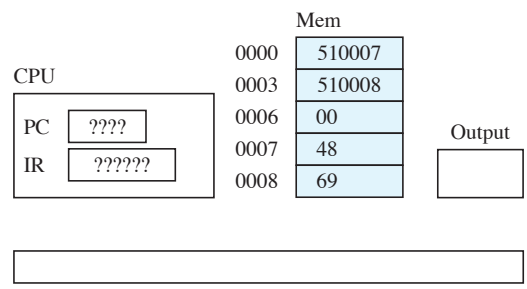
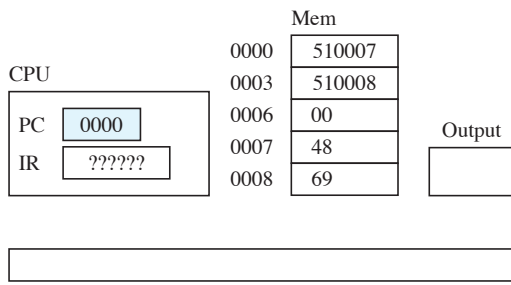


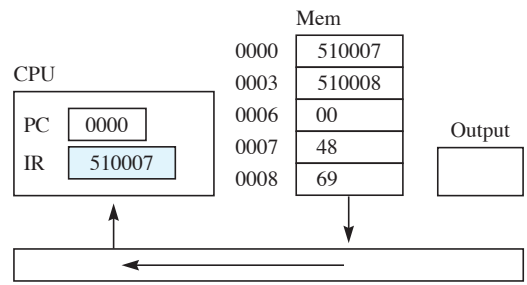
(a) Initial state before loading.



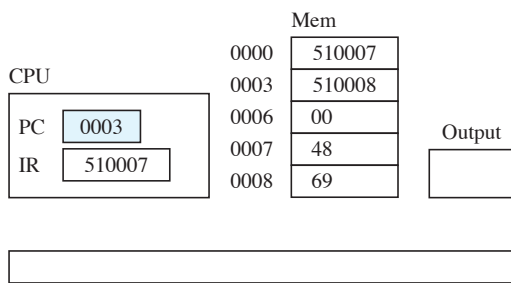
(b) Program loaded into main memory.



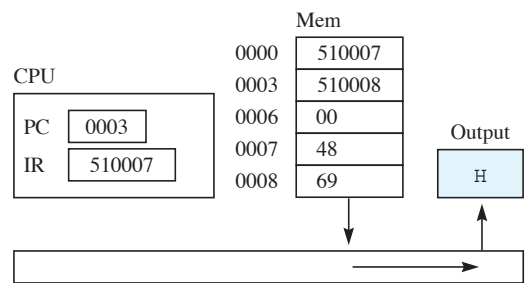
(c) PC ← 0000 (hex)



(d) Fetch



(e) Increment PC.



(f) Execute. Character H sent to output device.