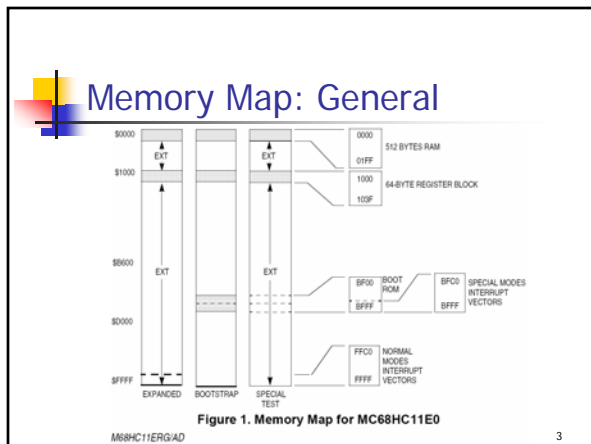



- ### Registers
- A, B (8-bit) or as D (A:B, 16-bit)
 - Accumulators – most math and logic
 - X, Y (16-bit) index registers
 - Pointers, counters
 - Stack pointer (SP, 16-bit)
 - Context (functions, interrupts, etc.)
 - Local storage
 - Program counter (PC, 16-bit)
 - Condition Codes (CCR, 8-bit)
- 2






Memory Map: Fox11 Highlights

- On-Chip
 - 0x0000-0x00FF (Page 0, RAM)
 - Jump Vectors (later)
 - 0x0100-0x01FF (Page 1, RAM)
 - 0x1000-0x103F (Memory-mapped I/O)
- Extended
 - 0x8400-0xFFFF (RAM)

4



Next time

- More on registers...
 - CCR (condition code register)
- Accessing memory
 - Addressing modes

5
