

counting to ten with PC-relative addressing

```
0x3000  0010 010 010011111  _____
0x3001  0001 010 010 1 00001  _____
0x3002  0011 010 010011101  _____
.
.  (something that we want to do ten times)
.
0x3010  0001 010 010 1 10110  _____
0x3011  0000 100 111101110  _____
.
.
.
0x30A0  00000000000000000  _____
```

counting to ten with indirect addressing

```
0x3000  1010 011 010011111  _____
0x3001  0001 100 011 1 00001  _____
0x3002  1011 100 010011101  _____
.
.  (something that we want to do ten times)
.
0x3010  0001 100 100 1 10110  _____
0x3011  0000 100 111101110  _____
.
.
.
0x30A0  0100000100100011  _____
.
.
.
0x4123  00000000000000000  _____
```

counting to ten with base+offset addressing

```
0x3000  1110 110 010011111 _____  
0x3001  0110 001 110 000000 _____  
0x3002  0001 001 001 1 00001 _____  
0x3003  0111 001 110 000000 _____  
  
.  
  (some more complex task that we want to do ten times)  
.  
  
0x3018  0001 001 001 1 10110 _____  
0x3011  0000 100 111100111 _____  
  
.  
.  
.  
  
0x30A0  0000000000000000 _____
```