1. Do problems 2, 4, 6, 8, 10, 12 from Chapter 6. For problem #10, you do not have to write code that initializes the array. For problem #12, you do not have to write code that initializes the array, but do show the contents of the array memory locations in HEX. You can use as many $FSRx$ registers as you wish in solving the problems.

Not all problems are weighted equally; points are assigned in proportion to problem difficulty.