You may NOT use a calculator. Assume the following memory/register contents at the beginning of each instruction:

<table>
<thead>
<tr>
<th>Location</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x059</td>
<td>0xA8</td>
</tr>
<tr>
<td>0x05A</td>
<td>0x08</td>
</tr>
<tr>
<td>0x05B</td>
<td>0xFD</td>
</tr>
<tr>
<td>0x05C</td>
<td>0x29</td>
</tr>
</tbody>
</table>

W = 0xC3, STATUS = 0x00

---

a. (2 pts) `rrcf 0x05C, f`.

b. (2 pts) `bcf 0x05B,6`

---

c. (3 pts) Fill in the blanks below

```c
unsigned char i,k;
do {
    i--;
} while (i > k);
```

---

d. (3 pts) Write the following in PIC18 assembly.

```asm
char s,p,q;
s = (p >> 1) + (q << 1);
```

---

Both p, q are changed. This is equivalent to:
p = p >> 1;
q = q << 1;
s = p + q;  // original code did NOT change p or q

---

;/; A WRONG ANSWER
```
```