A: The instructions below are the first 5 instructions of a Pep/8 program. Show (in hexadecimal) the contents of each byte of the user stack as it appears after the last of the instructions has been executed. Use “??” for any location where the value is unknown. You do not need to figure out the memory addresses of the stack locations.

```
subsp 6,i
ldx 0x4567,i
stx 1,s
addsp 4,i
stbytex 0,s
```
A:
  subsp 6,i

  ??
  ??
  ??
  ??
  ??
  ??
  ??

1dx  0x4567,I
stx  1,s 

  ??
  45
  67
  ??
  ??
  ??
  ??
```
addsp 4,i
stbyte 0,s

??
45
67
??
67
??
```