Q: The instructions below are the first 7 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.

```
lda    0x4000,i
ldx    0x0123,i
stx    -3,s
subsp  5,i
stbytea 1,s
addx   1,s
stx    4,s
```
A: Element 0,s is highlighted

lda  0x4000,I ; A: 4000
ldx  0x0123,I ; X: 0123
stx  -3,s

subsp 5,i
stbytea 1,s
addx 1,s ; X: 0124
stx 4,s