

ARMAssembly:RegistersOnly:C

Prg2Bug.s

```
01 .global start
02 start:
03
04 mov R0, #0    @ R0 = 0
05 mov R1, #1    @ R1 = 1
06
07 loopTop
08 cmp R1, #6    @ while (R1 != 6)
09 beq allDone
10
11 add R0, R0, R1 @ R0 = R0 + R1
12
13 add R1, R1, #1 @ R1 = R1 + 1
14
15 b loopTop     @ back to while header
16
17 allDone:
18 mov R7, 1
19 SWI 0
```