Question 1. Write assembly code and C code to define an array of eight 8-bit unsigned objects called \texttt{PTTbuf}.

Question 2. Write assembly code and C code to define a pointer to an 8-bit object \texttt{Pt}.

Question 3. Write assembly code and C code to initialize the pointer to point to the first element of \texttt{PTTbuf}.

Question 4. Write assembly code and C code to detect if the buffer is full.

Question 5. If not full, use the pointer to store the current value of PTT into the buffer.