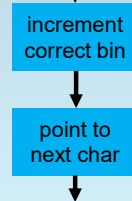


## Next, Advance the String Pointer

We are now finished with the upper task.  
We can write the code to point to the next character.



## Advance the String Pointer to the Next Character

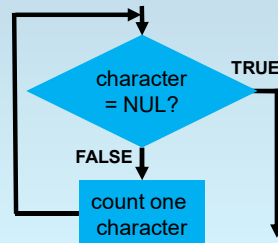
GET\_NEXT  
ADD R1,R1,#1

Advance the string pointer (in R1).

Is there an LC-3 instruction for that?

## Our Loop Body is Complete

And now we're done with counting a character and advancing the string pointer, so we can return to the start of our loop.



## Return to the Start of the Loop

GET\_NEXT  
ADD R1,R1,#1  
BRnzp COUNTLOOP

Return to the start of the loop.

Is there an LC-3 instruction for that?