

Increment One Letter's Histogram Bin

```

AT_LEAST_A
ADD R6,R2,R4
BRp MORE_THAN_Z
ALPHA
ADD R2,R2,R0
LDR R6,R2,#0

```

Same answer as last time: load, modify, store.

Increment memory at address pointed to by R2.

Is there an LC-3 instruction for that?

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```

AT_LEAST_A
ADD R6,R2,R4
BRp MORE_THAN_Z
ALPHA
ADD R2,R2,R0
LDR R6,R2,#0
ADD R6,R6,#1

```

Increment memory at address pointed to by R2.

And now increment the value.

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```

AT_LEAST_A
ADD R6,R2,R4
BRp MORE_THAN_Z
ALPHA
ADD R2,R2,R0
LDR R6,R2,#0
ADD R6,R6,#1
STR R6,R2,#0

```

Increment memory at address pointed to by R2.

And put the new value back.

We Are Done with That Character

As before, we are done with that character.

So now we need to **point to the next character...**

