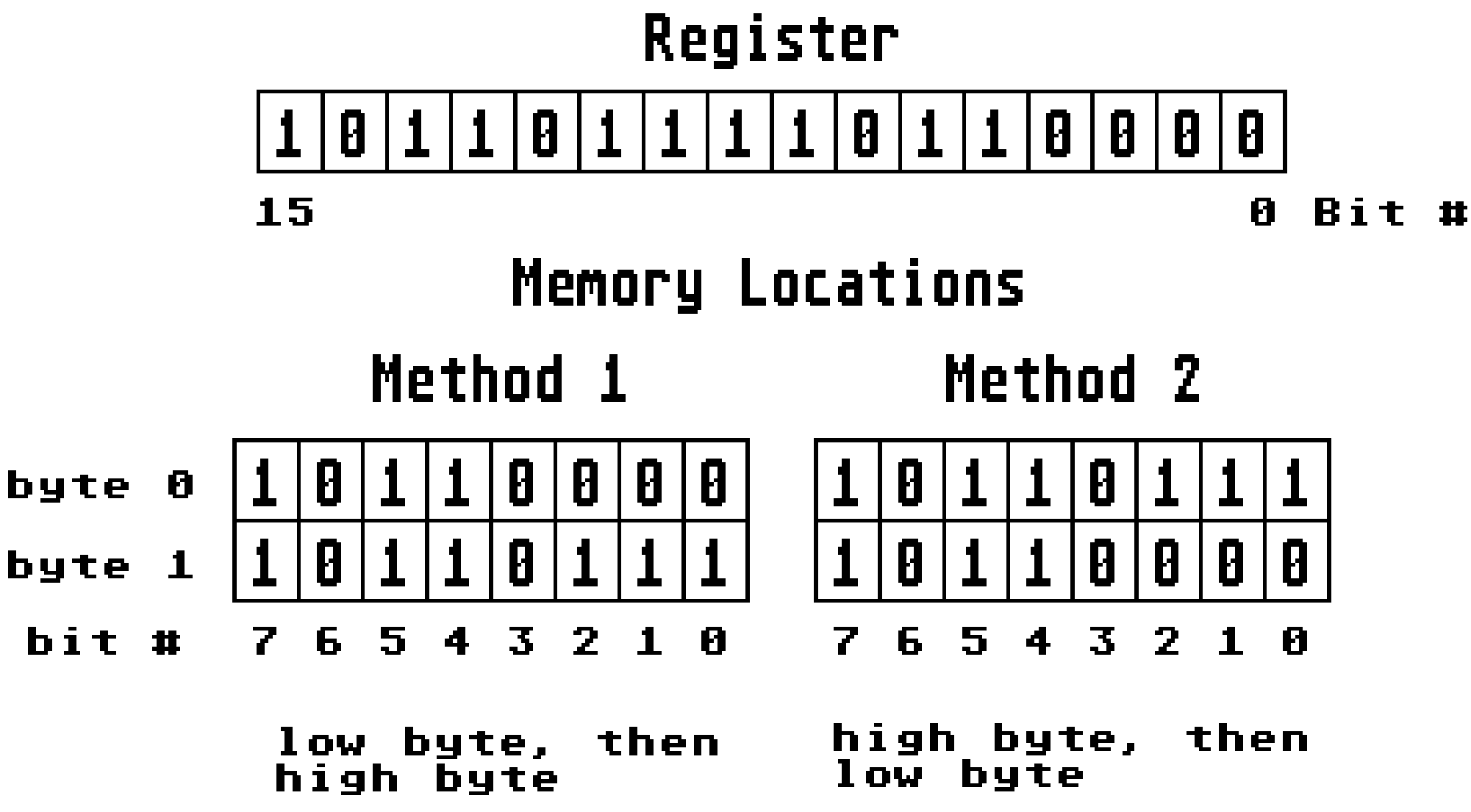
Register
1 0 1 1 0 1 1 1 1 0 1 1 0 0 0 0
15
0 Bit #
Memory Locations
Method 1
Method 2
byte 0
byte 1
bit #
1 0 1 1 0 0 0 0
1 0 1 1 0 1 1 1
7 6 5 4 3 2 1 0
1 0 1 1 0 1 1 1
1 0 1 1 0 0 0 0
7 6 5 4 3 2 1 0
low byte, then high byte
high byte, then low byte