You are told that an array A of 10 32-bit values is stored in memory beginning at address 0x100.

1. A[0] is stored at address 0x100. At what address is A[3] stored?

Each element of array A is a 32-bit value (4 Byte). The offset to the next element is 4 Byte.

A[1] @ 0x104
A[2] @ 0x108
A[3] @ 0x10C


```assembly
addi x1, x0, 0x10C     // x1 = 0x10C
lw    x2, 0(x1)             // x2 = Mem[x1] = Mem[0x10C]
addi x2, x2, 5              // x2 = x2+5
sw    x2, 0(x1)             // Mem[0x10C] = x2
```

OR

```assembly
addi x1, x0, 0x100     // x1 = 0x100
lw    x2, 0xC(x1)       // x2 = Mem[x1+0xC] = Mem[0x10C]
addi x2, x2, 5         // x2 = x2+5
sw    x2, 0xC(x1)       // Mem[0x10C] = x2
```