

Diagram A – Program Flow 1

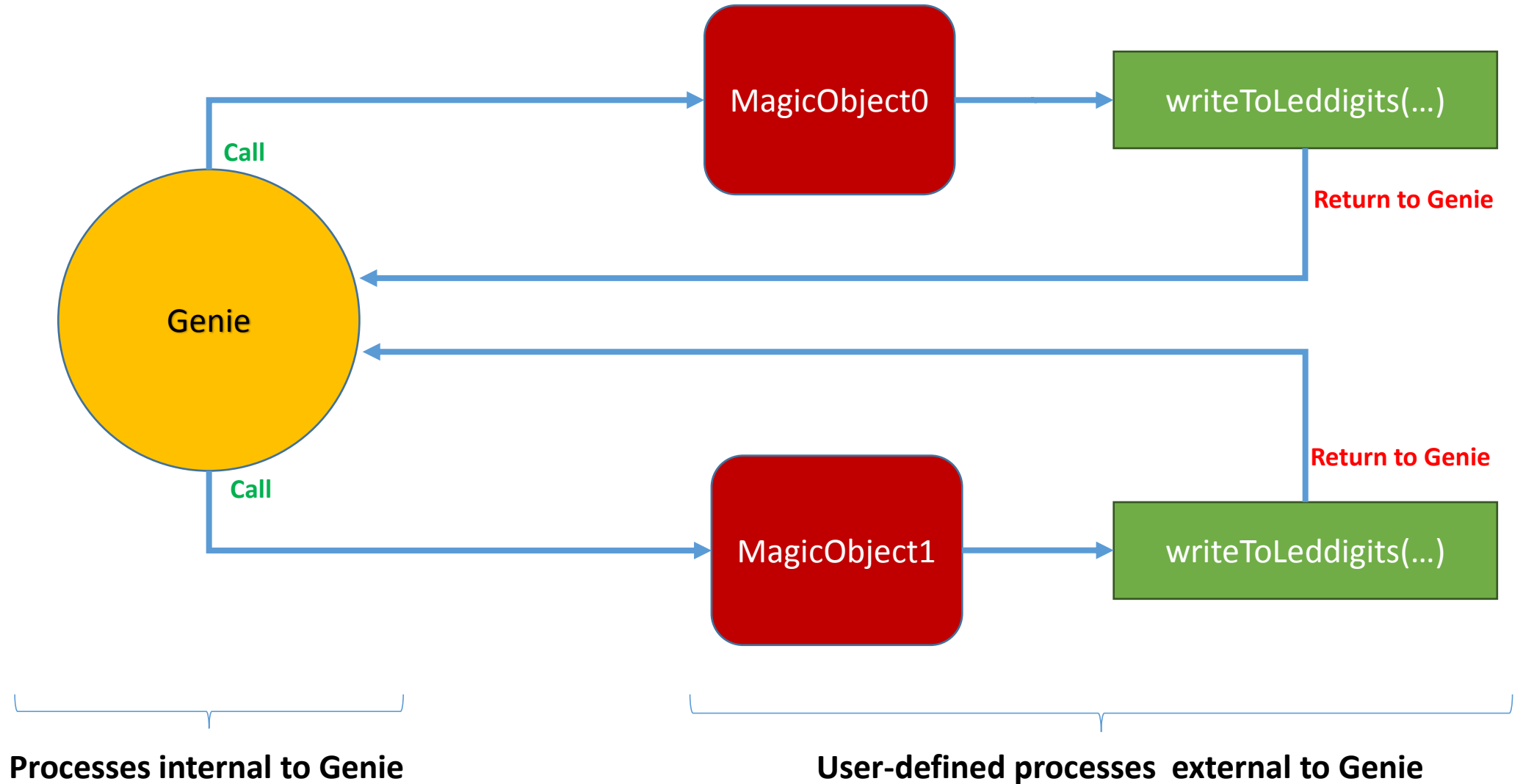


Diagram B – Program Flow 2

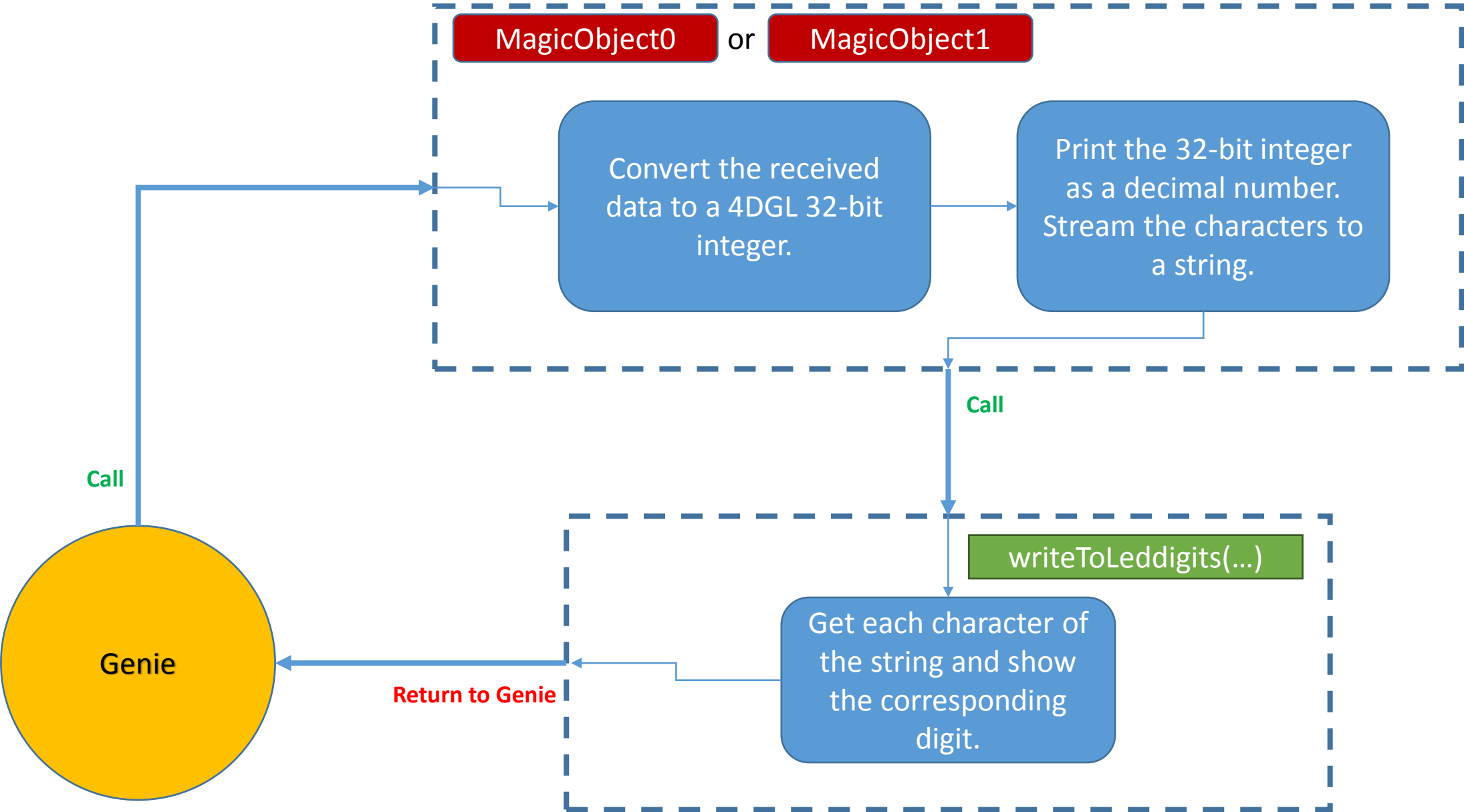


Diagram C – Program Flow 3

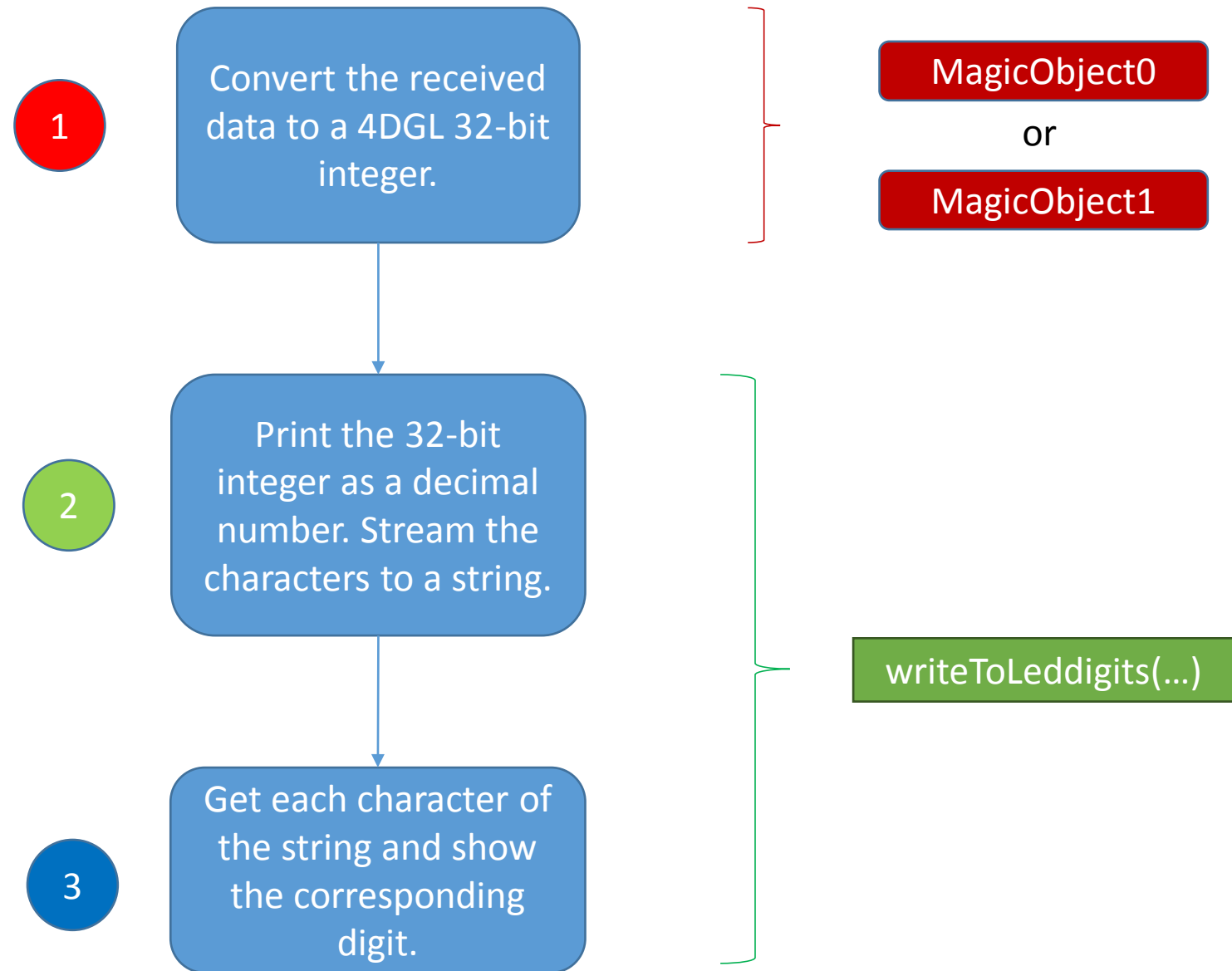


Diagram D – Data Storage Array

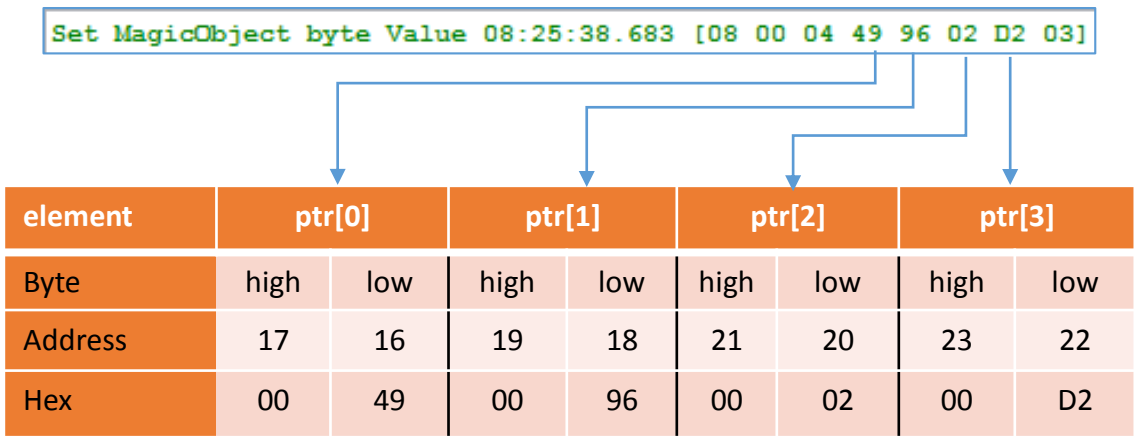


Diagram E – Conversion to a 4DGL 32-bit Integer

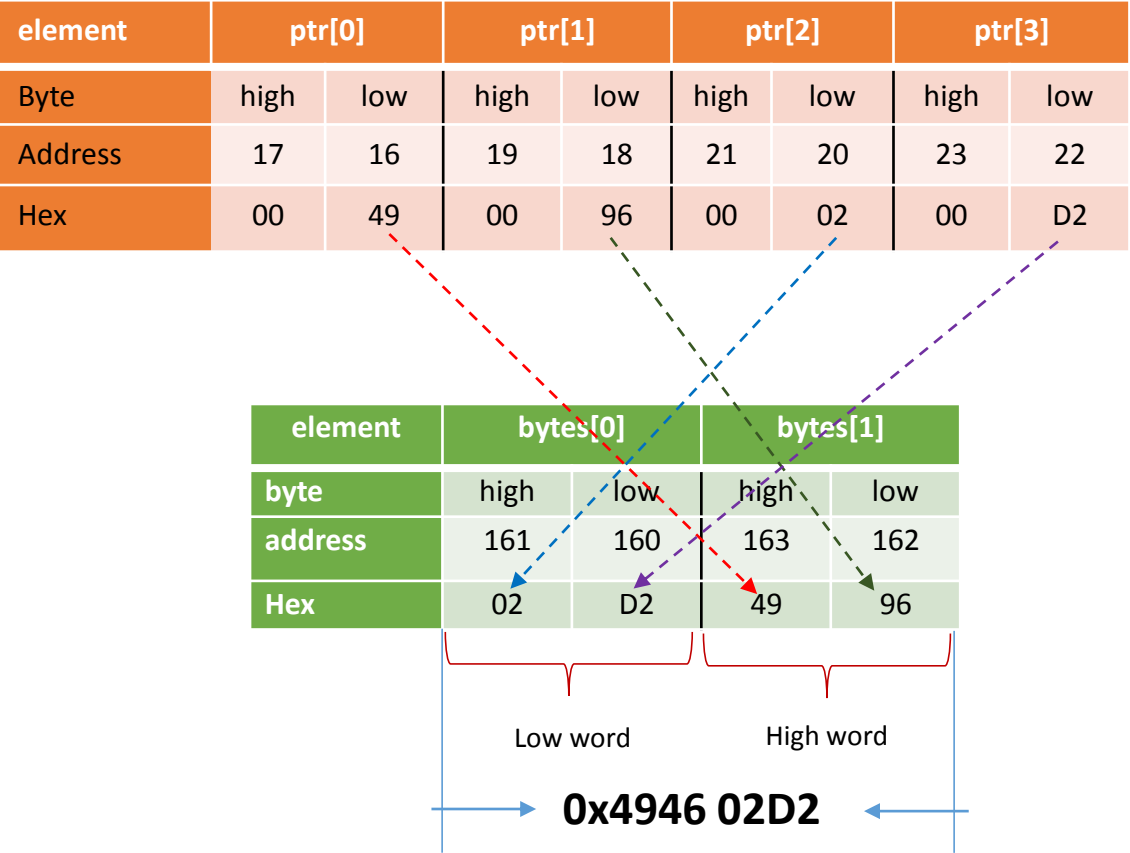
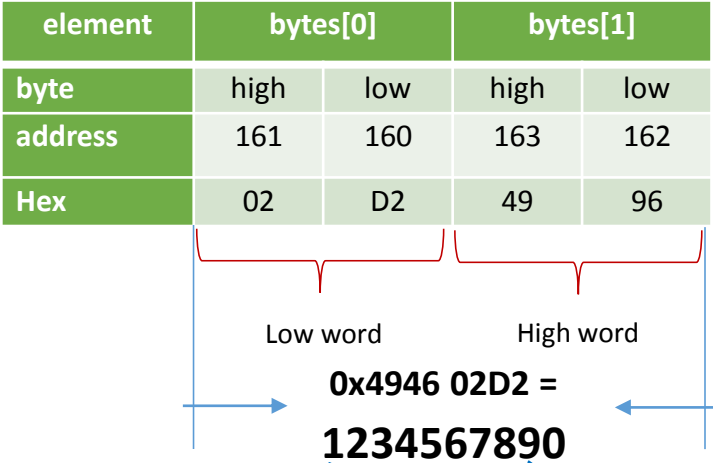


Diagram F – Print the 32-bit Integer



element	buffer[0]		buffer[1]		buffer[2]		buffer[3]		buffer[4]	
byte	high	low	high	low	high	low	high	low	high	low
address	51	50	53	52	55	54	57	56	59	58
hex	32	31	34	33	36	35	38	37	30	39
ASCII	2	1	4	3	6	5	8	7	0	9

Diagram G – Display the Characters

