

LOAD/STORE BYTES

```
add r1, pc, #(table-8-.)
```

```
mov r2, #0x63
```

```
strb r2, [r1]
```

```
add r1, r1, #1
```

```
strb r2, [r1]
```

```
table % 8192 ; 8K of zero bytes
```

0	1	2	3
63	63	00	00

Use LDRB and STRB for accessing bytes