

```
int a;  
a = a + 10;
```

Accumulator

```
mov [a], AEX  
add AEX, 10  
mov AEX, [a]
```

Accumulator

Load / Store

```
load [a], R1  
load 10, R2  
add R1, R2, R3  
save R3, [a]
```