A program for the experimental processor

```
start;
hi:=0; p:=1; hi:=10×hi+p; p:=0; hi:=10×hi+p;
ai:=0; ai:=ai+hi; x:=ai;
hi:=0; p:=2; hi:=10×hi+p; p:=0; hi:=10×hi+p;
ai:=0; ai:=ai+hi; y:=ai;
hi:=0; p:=2; hi:=10×hi+p; p:=5; hi:=10×hi+p; p:=5; hi:=10×hi+p;
ai:=0; ai:=ai+hi; r:=ai;
ai:=0; g:=ai; b:=ai;
putpixel(x,y,r,g,b);
halt;
finish;
```

Spaces and new lines do not affect the software. Only the Unicode Private Use Area codepoints are to be interpreted.

The program is intended to add a single red pixel to a display at a point (x=10, y=20) measured from the top left corner of the display. This program is experimental as the processor has not been implemented at the time of writing this publication.