Time Instructions {	100	10 sec	200 Sec 30) sec 400 sec 500	l sec 600 s	9EC 700 :	séc 800 se	c 900	set 1000 set 1100	set 1200 set	1300 se		1500 se	: 1600 sec
RD[15:0]=0000000000000000	00000000000	00000 000	00101100110000	0001001011010000	X 001000101101	.0000	001100101101	0000	(0000101100110000	000000010100	0010	X 000000000000000	11	X 0000101100+
} Instructions														
Register File {														
A1[2:0]=000	000	(110)	X 010					X 110	000				110
A2[2:0]=000	000	(100)	X011					(100	101		000		100
A3[2:0]=000	000	(101		(001					X 101	000				101
RD1[15:0]=0000000000000000	00000000000	00000 0000	00000000000110	(00000000000000000000000000000000000000					X00000000000000110	0000000000000	0000			0000000000+
RD2[15:0]=0000000000000000	00000000000	00000 0000	00000000000100	000000000000000011					X 000000000000000100	0000000000000	1010	000000000000000000000000000000000000000	00	0000000000+
WD3[15:0]=0000000000000000	00000000000	00000 (000	00000000001010	1111111111111111	000000000000000000000000000000000000000	0010	000000000000000000000000000000000000000	0011	X 0000000000001010	0000000000000	0000			0000000000+
WE3=1														
} Register File														
ALU {														
Result[15:0]=00000000000000000	00000000000	00000 000	0000000001010	1111111111111111	000000000000000000000000000000000000000	0010	00000000000000000	0011	(0000000000001010	0000000000000	0000			0000000000+
} ALU														
Control Unit {														
ALUOp[1:0]=00	00									11		00		
ALUSrc=0														
Jump_EN=0														
MemRead=0														
MemToReg=0														
MemWrite=0														
RegDst=1														
RegWrite=1														
op[2:0]=000	000									010		X 011		000
} Control Unit														
Data Mem {														
A[15:0]=0000000000000000	00000000000	00000 1000	00000000001010	1111111111111111	000000000000000000000000000000000000000	0010	000000000000000000000000000000000000000	0011	X0000000000001010	000000000000	0000			0000000000+
RD[15:0]=0000000000000000	00000000000	00000												
RE=0														
WD[15:0]=0000000000000000	00000000000	00000 0000	000000000000000000000000000000000000000	X 00000000000000011					X0000000000000000000000000000000000000	000000000000000000000000000000000000000	1010	000000000000000	00	0000000000+
WE=0														
} Data Mem														