THE FOLLOWING TESTBENCH SIMULATE THE SIMPLE ADDING OPERATION WHICH IS WRITTEN IN THE ASSEMBLY LEVEL LANGUAGE THEN CONVERTED INTO MACHINE CODE THOSE MACHINE CODE IS CONVERTED INTO HEXADECIMAL VALUES AND LOADED TO THE MEMORY

#### **ASSEMBLY CODE**

ADDI R1,R0,10 // I-type

ADDI R2,R0,20 // I-type

ADD R4,R1,R2 // R-type

ADD R5,R4,R3 // R-type

HLT

### MACHINE CODE

001010 00000 00001 0000000000001010

001010 00000 00010 0000000000010100

001010 00000 00011 000000000011001

000000 00001 00010 00100 00000 000000

000000 00100 00011 00101 00000 000000

111111 00000 00000 00000 00000 000000

# THE FOLLOWING PROCCESOR BULIT ON THE RISC V MIPS32 ACRCHITETURE WHICH HAS 32 BIT INSTRUCTION

Which has 3 type of instruction R-type(register), I-type(immediate) and J-type(jump)

R-type: in R type 31-26 (6-bit) are opcode, 25-21(6-bit) are source register 1, 20-16(6-bit) source register 2, 15-11(6-bit) destination register, 10-6(5-bit) shift amount, 5-0(5-bit) opcode extension

I-type: in I type 31-26 (6-bit) opcode, 25-21(6-bit) source register 1, 20-16(6-bit) destination register, 15-0(16-bit) immediate data

## J-type: in J-type 31-26 (6-bit) are opcode, 25-0(26-bit) are immediate data

### Output

