

The following opcodes are used for **Division**:

- DIVI — Divide by Signed Integer
- DIVU — Divide by Unsigned Integer
- DIVF — Divide by Floating Point

DIVI — *Divide by Signed Integer* {#DIVI}

```
L2 = L2 / <signed_imm>
L2 = L2 / <reg_val>
L2 = L2 / <const>
```

=== "DIVI Example"

```
```linenums="1" hl_lines="1 3 5 7"
; imm +ve
 DIVI 1
; imm -ve
 DIVI -123
; reg val
 DIVI val(QT)
; const
 DIVI SOME_CONST_VAL
```
```

=== "DIVI Properties"

| Opcode | Operand Type | Destination |
|--------|-----------------------|---------------|
| 16 | Signed 64-bit integer | L2 (implicit) |

Identified as mnemonic [#16](#DIVI), DIVI is used to divide the L2 register by a 64-bit signed value

DIVU — *Divide by Unsigned Integer* {#DIVU}

```
L3 = L3 / <unsigned_imm>
L3 = L3 / <reg_val>
L3 = L3 / <const>
```

=== "DIVU Example"

```

```linenums="1" hl_lines="1 3 5"
; imm +ve
 DIVU 1
; reg val
 DIVU val(QT)
; const
 DIVU SOME_CONST_VAL
...

```

=== "DIVU Properties"

Opcode	Operand Type	Destination
21	Unsigned 64-bit integer	L3 (implicit)

Identified as mnemonic [#18](#DIVU), DIVU is used to divide the L3 register by a 64-bit unsigned value

**DIVF — *Divide by Float value* {#DIVF}**

```

L1 = L1 / <float>
L1 = L1 / <reg_val>
L1 = L1 / <const>

```

=== "DIVF Example"

```

```linenums="1" hl_lines="1 3 5"
; imm float
    DIVF    3.14
; reg val
    DIVF    val(QT)
; const
    DIVF    SOME_CONST_VAL
...

```

=== "DIVF Properties"

Opcode	Operand Type	Destination
26	64-bit Float Value	L1 (implicit)

Identified as mnemonic [#23](#DIVF), DIVF is used to divide the L1 register by a 64-bit float value
