

# Wally

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Expanded Notation	Shorthand Notation	Operation	Additional Information
0	01	Add	
00	02	Subtract	
000	03	Multiply	
0000	04	Divide	
00000	05	Exclusive OR	
000000	06	Get Input	
0000000	07	Output Top Value	
00000000	08	Start Loop	Jumps to matching 09 if top == 0
000000000	09	End Loop	Jumps to matching 08 always
0000000000	010	Pop	Removes value on top
00000000000	011	Push 1	Pushes 1 to top
000000000000	012	Print Char	Prints top as 16-bit Character
0000000000000	013	Store Top Value	Pops top value in the accumulator
00000000000000	014	Retrieve Stored Value	Pushes value stored in the accumulator
000000000000000	015	Swap Top Two Values	
0000000000000000	016	Print Stack	Prints all stack values in order
0000000000000000	017	Print new line feed	
0000000s0000000000	018	Multiply top by 10	
00000000000000000	019	Modulus/Remainder	
000000000000000000	020	Equality Check	Pushes 1 if true, else pushes 0
0000000000000000000	021	>	Pushes 1 if true, else pushes 0
00000000000000000000	022	<	Pushes 1 if true, else pushes 0
000000000000000000000	023	≥	Pushes 1 if true, else pushes 0
0000000000000000000000	024	≤	Pushes 1 if true, else pushes 0
00000000000000000000000	025	≠	Pushes 1 if true, else pushes 0
000000000000000000000000	026	Random	Gets random value in range [min,max)