Type   Opcode   Funct3   Funct7	Binary De Ob000000 Ob000011 Ob00010 Ob00010 Ob00011 Ob000110 Ob000111 Ob000111	Decimal	DownWin		æ	ddi is provided					
Type   Opcode   Funct3   Funct7			Dec.WE			ad is provided	addi is provided as an example	<u>е</u>			
R Obollooll Obolloolooloolooloolooloolooloolooloolool	0b000000 0b000001 0b000010 0b000101 0b000101 0b000101		Legwen	mmSel	BrUn	ASel	BSel	ALUSel	MemRW	WBSel	Hex
R OBOUTOUT OBOUTOOOOOOOOOOOOOOOOOOOOOOOOO	0b000000 0b000001 0b000011 0b000101 0b000101	`	1 binary digit	3 binary digits	1 binary digit	1 binary digit	1 binary digit	4 binary digits	1 binary digit	2 binary digits	
R 0b001 0b0000001  R 0b0110011 0b010 0b00000000000000000000	0b000001 0b000010 0b00011 0b000100 0b000110	0									0000
R OBOUTOUT OBOUTOOOOO OBOUTOOOOO OBOUTOOOOOOOOOO	0b000010 0b000011 0b000100 0b000110	-									0000
R 0b0110011 0b00000000000000000000000000	0b000011 0b000100 0b000101 0b000111	2									0000
R 0b0110011 0b00000000000000000000000000	0b000100 0b000101 0b000110	9									0000
R 0b0110011 0b01000000000000000000000000	0b000101 0b000110	4									0000
Check   Chec	05000110	2									0000
Oblivior	05000111	9									0000
Obeloi   O	1110000	7									0000
Oboloool   Oboloool   Oboloool   Oboloool   Oboloool   Oboloool   Oboloo	00010000	8									0000
Oboloool   Oboloool   Oboloool   Oboloool   Oboloo   Ob	0000000	6									0000
Obolto   O	00001010	10									0000
Obo000011 Ob001 Ob000	05001011	7									0000
Ob0000011 Ob001 Ob000 Ob010 Ob000 Ob010 Ob000 Ob010 Ob000 Ob000 Ob010	0001100	12									0000
Obo010011   Ob010   Ob0000   Ob0000   Ob0010   Ob0010   Ob0010   Ob0010   Ob0010   Ob0010   Ob0110   Ob0010   Ob0110   Ob0110   Ob0110   Ob0111   Ob01111   Ob01111   Ob01111   Ob01111   Ob01111   Ob1111   Ob1	00001101	13									0000
Ob0010011 Ob000000000000000000000000000	00001110	41									0000
Ob0010011 Ob000000000000000000000000000	05001111	15 1	0	000 [3]	0 [4]	0 [5]	1 [6]	0000	0	01 [7]	1041
Ob0010011 Ob000000 Ob100 Ob100 Ob100 Ob100 Ob100 Ob100 Ob100 Ob100 Ob100 Ob000 Ob100 Ob1	000010000	16									0000
S 0b010011 0b100 0b0100 0b101 0b0100000 0b101 0b0100 0b110 0b010 0b010 0b010 0b010 0b010 0b010 0b010 0b100 0b110 0	00010001	17									0000
S 0b010011 0b101 0b000000  S 0b110 0b010 0b110 0	0001000	18									0000
S 0b0100011 0b0100000 S 0b0100011 0b001 0b010 0b010 0b010 0b010 0b010 0b010 0b010 0b010 0b110 0b110 0b110 0b110 0b110 0b110 0b111 0b	0b010011	19									0000
S 0b0100011 0b001 0b000 0b000 0b000 0b000 0b000 0b000 0b000 0b001 0b100 0b100 0b101 0b101 0b101 0b101 0b101 0b101 0b101 0b111	00010100	20									0000
S 0b0100011 0b001 0b000 0b000 0b000 0b000 0b000 0b000 0b000 0b001 0b100 0b100 0b101 0b101 0b101 0b101 0b111 0b111	00010101	21									0000
S 0b0100011 0b001 0b010 0b010 0b010 0b010 0b010 0b010 0b010 0b100 0b100 0b101 0b110 0b111 0b111 0b111	00010110	22									0000
S 0b0100011 0b001 0b010 0b010 0b010 0b000 0b000 0b001 0b100 0b100 0b110 0b110 0b110 0b111 0b111 0b1111	0b010111	23									0000
0b010 0b000 0b001 0b100 0b101 0b110 0b111	00011000	24									0000
B 0b1100011 0b100 0b110 0b110 0b110 0b110 0b110 0b111	0b011001	25									0000
B 0b1100011 0b100 0b101 0b100 0b110 0b110 0b111	00011010	26									0000
B 0b1100011 0b100 0b101 0b101 0b110 0b111 0b111	0b011011	27									0000
0b0010111 0b101	00011100	28									0000
0b110 0b010111	0b011101	59									0000
0b0010111	0b011110	30									0000
U 0b0010111	0b011111	31									0000
0,010,10	0P100000	32									0000
	0P100001	33									0000
jal rd, imm J 0b1101111 0b1000	0P100010	34									0000
jalr rd, rs1, imm   0b1100111 0b000   0b1000	05100011	35									0000

- [1] This is the value that will be passed into the ROM
- [2] This is the value that will be outputted from the ROM. It's all the control signals concatenated together.
- [3] This value is provided as an example. Based on your design for the immediate generator, you may need to modify this value to generate the correct immediate value
- [4] This value actually doesn't matter because the addi instruction never uses the branch comparator. However, you must fill out every cell so the control bits line up properly
- [5] This value is provided as an example. Based on your design for the A MUX, you may need to modify this value to generate the correct immediate
- [6] This value is provided as an example. Based on your design for the B MUX, you may need to modify this value to generate the correct immediate value
- [7] This value is provided as an example. Based on your design for the Writeback MUX, you may need to modify this value to generate the correct immediate value