J type instruction set				
Bits range	31 <b>→</b> 26	25 →21	20 <del>&gt;</del> 5	4 →0
			(OTHERS <= 'X')	
Name	Operand code	Destination		Function (F)
	(OP)	Register		

### **J type** OP(00 0000)

- 1. NOP F(0 0000)
- 2. JZ F(0 0001)
- 3. JN F(0 0010)
- 4. JC F(0 0011)
- 5. JMP F(0 0100)
- 6. CALL F(0 0101)
- 7. RET F(0 0110)

R type instruction set						
Bits range	31 <b>→</b> 26	25 →21	20 →16	15 <b>→</b> 11	10 → 5 (OTHERS <= 'X')	4 →0
Name	Operand code (OP)	Destination/ source2 Register	Source1 register	Shift amount		Function (F)

## **R type** OP(10 0000)

(Discarding reading 2)

- 1. NOT F(10000)
- 2. INC F(10001)
- 3. DEC F(1 0010)
- 4. MOV F(0 1000)
- 5. ADD F(0 1001)
- 6. SUB F(0 1010)
- 7. AND F(0 1011)
- 8. OR F(0 1100)
- 9. SHL F(0 1101)
- 10. SHR F(0 1110)

N type instruction set				
Bits range	31 <b>→</b> 26	25 <b>→</b> 5 (OTHERS <= 'X')	4 →0	
Name	Operand code (OP)		Function (F)	

#### **N type** OP(01 0000)

- 1. SETC F(0 0000)
- 2. CLRC F(0 0001)
- 3. RST F(0 0010)

S type instruction set				
Bits range	31 <b>→</b> 26	25 →21	20 → 5 (OTHERS <= 'X')	4 →0
Name	Operand code (OP)	Destination/ source2 Register		Function (F)

# **S type** OP(00 1111)

- 1- PUSH F(0 0000)
- 2- POP F(0 0001)

I type instruction set				
Bits	31 <b>→</b> 26	25 →21	20 <b>→</b> 16	15 <b>→</b> 0
range				
Name	Operand	Destination/	Source1	Shift amount
	code (OP)	source2	register	
		Register		

# I type

1.	IADD	OP(00 1000)
2.	IN (2 INST?)	OP(00 1001)
3.	OUT	OP(00 1010)
4.	LDM	OP(00 1011)

4. LDM OP(00 1011) 5. LDD OP(00 1100)

6. STD OP(00 1101)