

Java pc

Java
bytecode

```
...  
iload_1  
iload_2  
idiv  
istore_3  
...
```

*Java instruction
(e.g. 0x6c)*

Jump
table

```
...  
&dmul  
&idiv  
&ldiv  
&fddiv  
&ddiv  
...
```

*Start address of idiv
in JVM ROM*

JOP pc

JOP microcode

```
...  
iadd: add nxt  
isub: sub nxt  
  
idiv: stm b  
      stm a  
      ...  
      ldm c nxt  
  
irem: stm b  
      ...
```