





















Name	Value	2, 000 ns	2, 050 ns	2, 100 ns	2, 150 ns	2, 200 ns	2, 250 ns	2, 300 ns	2, 350 ns	2, 400 ns	2, 450 ns	2, 500 ns	2, 550 ns	2, 600 ns	2, 650 ns
 RegDst	0														
 ExtSel	1														
 RegWrite	1														
 MemWrite	0														
 ALUSrcA	0														
 ALUSrcB	1														
>  ALUOp[2:0]	0	6	0	6	4	0									
 MemToReg	0														
 Branch	0														
 Jump	0														
 Zero	0														
 PCWrite	1														
>  currPC[31:0]	00000000	00000040	0000003c	00000040	00000044	00000048	00000050								
>  nextPC[31:0]	00000004	0000003c	00000040	00000044	00000048	00000050	00000054								
>  instruction[31:0]	08010008	c940fffe	094a0001	c940fffe	404b0002	e0000014	fc000000								
>  alu_res[31:0]	00000008	00000001	00000000	00000001	00000000	00000002	00000000								
>  d1[31:0]	00000000	ffffffff	00000000	00000000	00000002	00000000	00000000								
>  d2[31:0]	00000008	00000000	00000001	00000000	00000002	00000000	00000000								
 clk	1														
 reset	0														
		bltz \$10,-2		addiu \$10,\$10,1		bltz \$10,-2		andi \$11,\$2,2		j 0x00000050		halt			
		d1 = Reg[10]=-1 d2 = imm =0 alu= d1+d2 =-1 -1<0 jump		d1 = Reg[10]=-1 d2 = imm =1 alu = d1+d2 =0 Reg[10] <-db =0		d1 = Reg[10]=0 d2 = imm =0 alu= d1+d2 =0 0==0 continue		d1 = Reg[2] =2 d2 = imm =2 alu = d1&d2 =2 Reg[11] <- db=2							