The typical elements of machine instruction include:

1. Opcode: The opcode is a code that specifies the operation to be performed by the processor, such as addition, subtraction, or comparison.

2. Operand(s): The operand(s) are the data values upon which the operation specified by the opcode is to be performed. They can be constants, variables, or memory addresses.

3. Addressing mode: The addressing mode specifies how the operand(s) are to be accessed. Common addressing modes include immediate mode, direct mode, indirect mode, and indexed mode.

4. Condition code(s): Condition codes are flags or bits that indicate the status of the processor after executing an instruction. For example, a condition code might indicate whether a result is negative, zero, or positive.

5. Execution time: The execution time specifies the number of clock cycles required to execute the instruction. This can vary depending on the complexity of the instruction and the architecture of the processor.

6. Control flow: Control flow instructions specify how the program should proceed to the next instruction, such as branching to a different location in memory or jumping to a subroutine.

7. Interrupts: Interrupts are signals that can pause the normal execution of a program and redirect the processor to handle a special event or request, such as a hardware input or output operation. Some instructions may enable or disable interrupts.