

23 alu := ac; if z then goto 22;	0101 = SCERO
24 goto 0;	no se produce el salto
25 alu :=rit; if n then goto 27;	0110 0 0111
26 cp := band (ri, mascd); goto 0	0110 = SALTA
27 ac :=band (ri, mascd); goto 0;	0111 = CARC
28 rit := lshift (ri + ri); if n then goto 40;	10xx o 11xx?
29 rit := lshift (rit); if n then goto 35;	100x o 101x?
30 alu := rit; if n then goto 33;	1000 o 1001?
31 a := ri + pp;	1000 = CARL
32 rdm := a; rd; goto 7;	
33 a := ri + pp;	1001 = ALML
34 rdm := a; rim := ac; wr; goto 10	
35 alu := rit; if n then goto 38	010 0 1011?
36 a := ri + pp;	1010 = SUML
37 rdm := a; rd; goto 13;	
38 a := ri + pp;	1011 = RESL
39 rdm := a; rd; goto 16;	
40 rit := lshift(rit); if n then goto 46;	110x o 111x?
41 alu := rit; if n then goto 44;	1100 p 1101?
42 alu := ac; if n then goto 22;	1100 = SNEG
43 goto 0;	
44 alu := ac; if z then goto 0;	1101 = SNCERO
45 cp := band (ri, mascd); goto 0	
46 rit := lshift (rit); if n then goto 50;	
47 pp := pp + (-1);	1110 = LLAMA
48 rdm := pp; rim := cp; wr;	

49	cp := band (ri, mascd); wr;	goto 0	
50	rit := lshift(rit); if n then goto 65;		1111000 = APILAI
51	rit := lshift(rit); if n then goto 59;		
52	alu := rit; if n then goto 56;		
53	rdm := ac; rd;		
54	pp := pp + (-1); rd;		
55	rdm := pp; wr;	goto 10;	
56	rdm := pp; pp := pp + 1; rd;		1111001 = DPILAI
57	rd;		
58	rdm := ac; wr;	goto 10;	
59	alu := rit; if n then goto 62;		
60	pp := pp + (-1);		1111010 = APILA
61	rdm := pp; rim := ac; wr;	goto 10;	
62	rdm := pp; pp := pp + 1; rd;		1111011 = DPILA
63	rd;		
64	ac := rim;	goto 0;	
65	rit := lshift(rit); if n then goto 73;		
66	alu := rit; if n then goto 70;		
67	rdm := pp; pp := pp + 1; rd;		1111100 = RETOR
68	rd;		
69	cp := rim;	goto 0;	
70	a := ac;		1111101 = INTERC
71	ac := pp;		
72	pp := a;	goto 0;	
73	alu := rit; if n then goto 76;		
74	a := band (ri, mascp);		1111110 = INCPP

```
75 pp := pp + a; goto 0;
```

```
76 a := band (ri, mascp);
```

```
77 a := inv (a);
```

```
78 a := a + 1; goto 76;
```

```
79 pp := pp + a; goto 0;
```

1111111 = DECPP

