LMC Instruction Set

|  |  |  |
| --- | --- | --- |
| Instruction | Opcode mnemonic | Machine Code |
|  | LDA | 5xx |
|  | STA | 3xx |
|  | ADD | 1xx |
|  | SUB | 2xx |
|  | INP | 901 |
|  | OUT | 902 |
|  | HLT | 000 |
|  | BRZ | 7xx |
|  | BRP | 8xx |
|  | BRA | 6xx |
|  | DAT |  |

xx refers to a Mailbox number

Operands

Many instructions require an opcode and an operand.

\_\_\_\_\_\_\_\_\_\_\_\_ is what you want to do.

\_\_\_\_\_\_\_\_\_\_\_\_ is what you want to do it *on*, or *with*.

E.g. *SUB discount* will subtract the value stored in memory data labelled discount from the contents of the accumulator.

In this example \_\_\_\_\_ is the \_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_ is the \_\_\_\_\_\_\_\_\_\_\_\_.

In Little man computer assembly code, an operand can either be a label or a memory location. Labels are better.