ID	TITLE	PRE CONDITION	EXPECTED RESULTS	STATUS	ACTUAL RESULTS
c#1_set_clear_carry	carry flag functionality		carry flag = 1, then		set carry and clear it successfully
	, , ,		carry flag = 0	PASSED	
c#2_load_imm	load immediate value in the 8 registers		load imm value in all registers	PASSED	load imm value in all registers successfully
#3_nop_after_ldm	no operation		complete the code after no op instruction	PASSED	complete the code after no op instruction
c#4_not	not funtionality	load imm value (1) in r0	all bits of r0 will be 1 except the lsb	PASSED	all bits of r0 will be 1 except the lsb
c#5_inc	inc funtionality	load imm value (1) in r0	the value of r1 should be incremented by 1	PASSED	the value of r1 is incremented by 1
c#6_dec	dec funtionality	load imm value (1) in r0	the value of r1 should be decremented by 1	PASSED	the value of r1 is decremented by 1 and zero flag changed to 1 successfully
c#7_mov	mov funtionality	load imm value (1) in r0 load imm value (2) in r1	the value of r0 should be the same as in r1 r0 = r1 = 2	PASSED	the value of r1 is the same as in r0 r0 = r1 = 1
c#8_1_add	add positive , positive	load imm value (1) in r0 load imm value (2) in r1	the value of <b>r1</b> should be r1 + r0 = 3	PASSED	the value of r1 is r1 + r0 = 3
c#8_2_add	add positive , negative	load imm value ( 1 ) in r0 load imm value ( -2 ) in r1	the value of r1 should be r1 + r0 = -1	PASSED	the value of r1 is r1 + r0 = -1 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY
c#8_3_add	add negative , positive	load imm value ( -1 ) in r0 load imm value ( 2 ) in r1	the value of <b>r1</b> should be r1 + r0 = 1	PASSED	the value of <b>r1</b> is r1 + r0 = 1
c#8_4_add	add negative, negative	load imm value ( -1 ) in r0 load imm value ( -2 ) in r1	the value of <b>r1</b> should be r1 + r0 = -3	PASSED	the value of <b>r1</b> is r1 + r0 = -3 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY
Tc#9_1_sub	add positive , positive	load imm value ( 1 ) in r0 load imm value ( 2 ) in r1	the value of <b>r1</b> should be r1 - r0 = 1	PASSED	the value of r1 is r1 - r0 = -1 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY CARRY FLAG CHANGED TO 1 SUCCESSFULLY
rc#9_2_sub	add positive , negative	load imm value (1) in r0 load imm value (2) in r1	the value of <b>r1</b> should be r1 - r0 = -3	PASSED	the value of n is n 1 - n0 = -1 NEGATIVE FLAG NOT CHANGED TO 1 SUCCESSFULLY CARRY FLAG CHANGED TO 1 SUCCESSFULLY
c#9_3_sub	add negative , positive	load imm value ( -1 ) in r0 load imm value ( 2 ) in r1	the value of <b>r1</b> should be r1 - r0 = 3	PASSED	the value of r1 is r1 - r0 = -3 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY CARRY FLAG NOT CHANGED TO 1 SUCCESSFULLY
c#9_4_sub	add negative, negative	load imm value ( -1 ) in r0 load imm value ( -2 ) in r1	the value of $r1$ should be $r1 - r0 = -1$	PASSED	the value of r1 is r1 - r0 = 1 NEGATIVE FLAG NOT CHANGED TO 1 SUCCESSFULLY CARRY FLAG NOT CHANGED TO 1 SUCCESSFULLY
c#10_1_and	and positive , positive	load imm value ( 5 ) in r1 load imm value ( 3 ) in r2	the value of r2 should be r1 & r2 = 1	PASSED	the value of <b>r2</b> is r1 & r2 = 1 No changes in flags successfully
Гс#10_2_and	and negative, negative	load imm value ( -1 ) in r1 load imm value ( -2 ) in r2	the value of r2 should be r1 & r2 = -2	PASSED	the value of <b>r2</b> is r1 & r2 = -2 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY CARRY FLAG NOT CHANGED TO 1 SUCCESSFULLY
Гс#10_3_and	and number , zero	load imm value ( 5 ) in r1 load imm value ( 0 ) in r2	the value of r2 should be r1 & r2 = 0	PASSED	the value of <b>r2</b> is r1 & r2 = 0 ZERO FLAG CHANGED TO 1 SUCCESSFULLY
c#10_4_and	and negative, positive	load imm value ( -2 ) in r1 load imm value ( 3 ) in r2	the value of r2 should be r1 & r2 = 2	PASSED	the value of <b>r2</b> is r1 & r2 = 2 NOT CHANGES IN FLAGS SUCCESSFULLY
c#11_1_or	or positive , positive	load imm value (1) in r1 load imm value (4) in r2	the value of r1 should be r1   r2 = 5	PASSED	the value of <b>r1</b> is r1   r2 = 5 NOT CHANGES IN FLAGS SUCCESSFULLY
c#11_2_or	or negative, negative	load imm value ( -1 ) in r1 load imm value ( -2 ) in r2	the value of r1 should be r1   r2 = -1	PASSED	the value of <b>r1</b> is r1   r2 = -1 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY
-c#11_3_or	or number , zero	load imm value (2) in r1 load imm value (0) in r2	the value of r1 should be r1   r2 = 2	PASSED	the value of <b>r1</b> is r1   r2 = 2 NOT CHANGES IN FLAGS SUCCESSFULLY
c#11_4_or	or negative, positive	load imm value ( -2 ) in r1 load imm value ( 1 ) in r2	the value of r1 should be r1   r2 = -1	PASSED	the value of r1 is r1   r2 = -1 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY
c#12_1_shl	shl positive number	load imm value ( 3 ) in r1	the value of r1 should be r1 << 1 = 6	PASSED	the value of r1 is r1 << 1 = 6 CARRY FLAG NOT CHANGED TO 1 SUCCESSFULLY
c#12_1_shl	shl negativve number	load imm value ( -1 ) in r1	the value of r1 should be r1 << 1 = -2	PASSED	the value of r1 is r1 << 1 = -2 NEGATIVE FLAG CHANGED TO 1 SUCCESSFULLY CARRY FLAG CHANGED TO 1 SUCCESSFULLY
c#12_1_still c#13_1_shr	shr positive number	load imm value ( 5 ) in r1	the value of r1 should be r1 $>> 1 = 2$	PASSED	the value of r1 is r1 >> 1 = 2  CARRY FLAG CHANGED TO 0 SUCCESSFULLY
O#10_1_5III	on positive number	load IIIIII valde ( 5 ) III I I	are value of 11 Silouid De 11 >> 1 - 2	1 AGGED	the value of r1 is r1 >> 1 = -1 NEGATIVE FLAG NOT CHANGED TO 1 SUCCESSFULLY
c#13_1_shr	shr negative number	load imm value ( -2 ) in r1	the value of r1 should be r1 >> 1 = -1	PASSED	NEGATIVE FLAG NOT CHANGED TO 1 SUCCESSFULLY
		push r1 load imm value ( 1 ) in r1			
c#14_push_pop	push and pop from the stack funtionality	pop r1		PASSED	push and pop from the stack successfully
		ldm r4, 2 ldm r6, 3 ldd r1, r4			
	land and stone fronting alle.	add r1, r4	the color of of about the O	DACCED	land and show from the manner of the
c#15_load_store c#16_unconditional jum	load and store funtionality	std r1, r6	the value of r1 should be 8	PASSED PASSED	load and store from the memory successfully jum successfully

Tc#17_call	call r2		PASSED	call successfully
Tc#18_ret	ret		PASSED	return successfully
Tc#19_interrupt	interrupt		PASSED	execute the code in the interrupt successfully then return to code successfully
Tc#20_loop	loop on array in the memory and add constant to its elements		PASSED	swapping Rsrc , Rdes problem
Tc#21_full_test_case			PASSED	