

Códigos de Testes:

Registradores inicializados com “0” (zero).

Memória inicializada na posição 3 com o valor 4 (MEM[3] = 4)

Instrução	R0	R1	R2	R3
MVI R0, #2	2	0	0	0
MVI R1, #3	2	3	0	0
ADD R1, R0	2	5	0	0
MVI R2, #6	2	5	6	0
SUB R2, R1	2	5	1	0
MV R3, R2	2	5	1	1
ADD R0,R3	3	5	1	1
OR R1,R0	3	7	1	1
SUB R1,R0	3	4	1	1
ADD R1, R3	3	5	1	1
SLL R1, R3	1	A	1	1
SRL R1, R3	1	5	1	1
MVI R0, #0	0	5	1	1
SLT R0, R1	1	5	1	1
SLT R1, R1	1	0	1	1
MVI R3, #3	1	0	1	3
MVI R1, #5	1	5	1	3
ADD R0, R3	4	5	1	3
MVI R0, #0	0	5	1	3
LD R2, R3	0	5	4	3
ADD R2, R3	0	5	7	3
SD R2, R0	0	5	7	3
LD R0, R0	7	5	7	3
SUB R0, R3	4	5	7	3
MVI R0, #0	0	5	7	3
ADD R0, R0	0	5	7	3
MVNZ R0, R2	0	5	7	3
SUB R1,R3	0	2	7	3
MVNZ R0, R2	7	2	7	3
ADD R0, R1	9	2	7	3

LOOP: Mostrar o LOOP

Instrução
MVI R2, #1
MVI R4, #10
MV R5,R7
SUB R4, R2
MVNZ R7,R5

