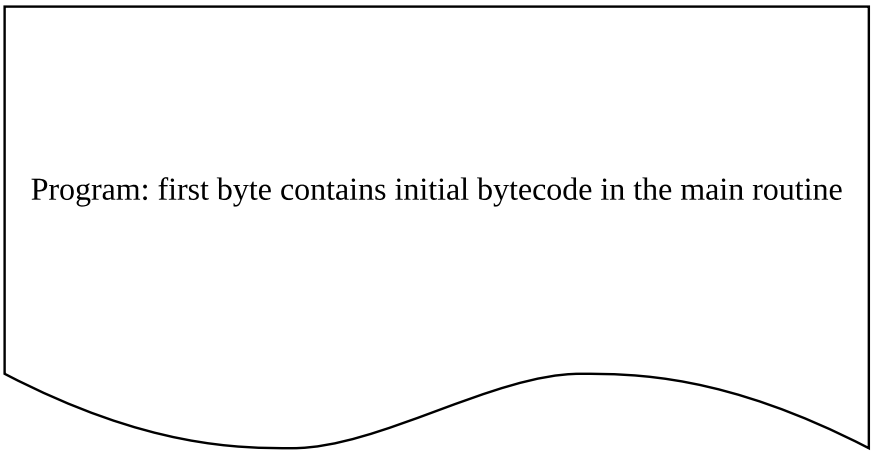
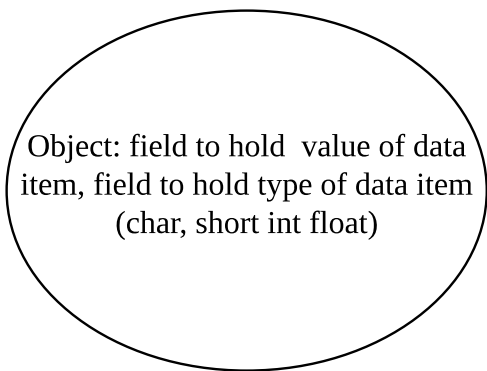


- different kinds of byte codes should inherit from a base (abstract) byte code class, which in turn inherits from an (abstract) memory object class



input file save to mem

execute the byte code pointed by PC

Update PC based on instruction executing

push data into runtime stack

Text

halt instuction
terminate execution
of program

69
0
4

← pc

```
Bytecode* bc = getMemory(pc++);  
Short* s = getMemory(pc++);  
pc++;  
// execute a push with s
```