This section describes the available arithmetic **opcodes/mnemonics** and their corresponding operations.

> All arithmetic instructions accept **only a single operand**.
> The **other operand**, as well as the **destination**, is taken from one of the **Link registers**:
> `L0`, `L1`, `L2`, `L3`.

📎 See: Register Reference – Link Registers

🔢 Addition

The following opcodes are used for **addition**:

- `ADDI` — Add Signed Integer
- `ADDU` — Add Unsigned Integer
- `ADDF` — Add Floating Point

??? abstract "ADDI — *Add Signed Integer*"

```
=== "Properties"

    | Property        | Value                       |
    |-----------------|-----------------------------|
    | **Opcode**      | 13                          |
    | **Type**        | Arithmetic                  |
    | **Operand Type**| Signed 64-bit integer       |
    | **Destination** | `L2` (implicit)             |

=== "Algorithm"

    ```
    L2 = L2 + <signed_imm>
    L2 = L2 + <reg_val>
    L2 = L2 + <const>
    ```

=== "Example"

    ```
        ADDI 1
        ADDI -123
        ADDI val(QT)
        ADDI SOME_CONST_VAL
    ```
```

??? abstract "ADDU — *Add Unsigned Integer*"

```
=== "Properties"

    | Property        | Value                       |
    |-----------------|-----------------------------|
    | **Opcode**      | 18                          |
    | **Type**        | Arithmetic                  |
    | **Operand Type**| Unsigned 64-bit value       |
    | **Destination** | `L3` (implicit)             |

=== "Algorithm"

    ```
    L3 = L3 + <unsigned_imm>
    L3 = L3 + <reg_val>
    L3 = L3 + <const>
    ```

=== "Example"

    ```
        ADDU 1
        ADDU val(QT)
        ADDU SOME_CONST_VAL
    ```
```

??? abstract "ADDF — *Add Float value*"

```
=== "Properties"

    | Property        | Value                       |
    |-----------------|-----------------------------|
    | **Opcode**      | 23                          |
    | **Type**        | Arithmetic                  |
    | **Operand Type**| 64-bit float value          |
    | **Destination** | `L1` (implicit)             |

=== "Algorithm"

    ```
    L1 = L1 + <float>
    L1 = L1 + <reg_val>
    L1 = L1 + <const>
    ```

=== "Example"

    ```
        ADDF 3.14
        ADDF val(QT)
```
```

```
        ADDF SOME_CONST_VAL
    ```
```

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- 🔹 ADDU — Add Unsigned Integer

...

- 🔹 ADDF — Add Floating Point

| **Opcode** | **Code** |**Operand Count** | **Opernads** | **Description** |
| SUBI | |
| MULI | |
| DIVI | |
| MODI | |
| ADDU | |
| SUBU | |
| MULU | |
| DIVU | |
| MODU | |
| ADDF | |
| SUBF | |
| MULF | |
| DIVF | |
```