

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

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

ADDI — *Add Signed Integer* {#ADDI}

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"

```
``linenums="1" hl_lines="1 3 5 7"
; imm +ve
    ADDI    1
; imm -ve
    ADDI   -123
; reg val
    ADDI   val(QT)
; const
    ADDI   SOME_CONST_VAL
...
```

ADDU — *Add Unsigned Integer* (#ADDU)

Property	Value

`Opcode`	#18	
`Type`	*Arithmetic*	
`Operand Type`	Unsigned 64-bit value	
`Destination`	L3 (implicit)	
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=== "Algorithm"

```

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

```

=== "Example"

```

```linenums="1" hl_lines="1 3 5"
; imm +ve
 ADDU 1
; reg val
 ADDU val(QT)
; const
 ADDU SOME_CONST_VAL
...

```

## 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"

```

 ...
; imm float
 ADDF 3.14
; reg val
 ADDF val(QT)
; const
 ADDF SOME_CONST_VAL
 ...

```

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