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

- DIVI Divide by Signed Integer
- DIVU Divide by Unsigned Integer
- DIVF Divide by Floating Point

DIVI — Divide by Signed Integer {#DIVI}

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

=== "DIVI Example"

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

### === "DIVI Properties"

```
| Opcode | Operand Type | Destination | |------| | 16 | Signed 64-bit integer | L2 (implicit) | | Identified as memonic [#16](#DIVI), DIVI is used to divide the L2 register by a 64-bit signed value
```

# DIVU — Divide by Unsigned Integer {#DIVU}

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

#### === "DIVU Example"

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

=== "DIVU Properties"

```
| Opcode | Operand Type | Destination | |------| | 21 | Unsigned 64-bit integer | L3 (implicit) | | Identified as memonic [#18](#DIVU), DIVU is used to divide the L3 register by a 64-bit unsigned value
```

DIVF — Divide by Float value {#DIVF}

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

=== "DIVF Example"

```
```linenums="1" hl_lines="1 3 5"
; imm float
 DIVF 3.14
; reg val
 DIVF val(QT)
; const
```

```
DIVF SOME_CONST_VAL
```

# === "DIVF Properties"