Opcode Name: monitor-enter vx

Explanation: Obtains the monitor of the object referenced by vx.

Opcode (hex): 1D

Example

1D03 - monitor-enter v3

Obtains the monitor of the object referenced by v3.

Opcode Name: return-void

Explanation: Return without a return value

Opcode (hex): 0E

Example

0E00 - return-void

Opcode Name: nop

Explanation: No operation

Opcode(hex): 00

Example

0000- nop

Opcode Name: array-length vx,vy

Explanation: Calculates the number of elements of the array referenced by vy and puts the length value into vx.

Opcode (hex): 21

Example

2111 - array-length v1, v1

Calculates the number of elements of the array referenced by v1 and puts the result into v1.

Opcode Name: const/high16 v0, lit16

Explanation: Puts the 16 bit constant into the topmost bits of the register. Used to initialize float values.

Opcode (hex): 15

Example

1500 2041 - const/high16 v0, #float 10.0 // #41200000

Moves the floating literal of 10.0 into v0. The 16 bit literal in the instruction carries the top 16 bits of the floating point number.

Opcode Name: move-object vx,vy

Explanation: Moves the object reference from vy to vx.

Opcode (hex): 07

Example

0781 - move-object v1, v8

Moves the object reference in v8 to v1.