1. add x5, x7, x6
   addi x5, x5, -5

~~2. Zakładam, że a, b, c znajdują się w x2, x3, x4, a wynik w powinien zmieścić się w x1.~~

2. x1 = x2 + x3 + x4;

3. add x5, x5, x10
   lb x5, 0(x5)
   sb x5, 8(x11)

4. x12 => A[0]
   x6 => i
   x30 => A[8]
   x31 => A[0+x6]

   A[i] = A[8] + x5;

5. opcode 0x3 => LOAD
   funct3 = 0x2 => lw
   rs1 = 27 => x27
   rd = 3 => x3
   imm = 0x4 => 4

   lw x3, 4(x27)

   imm, rs1, funct3, rd, opcode

   000000000100 | 11011 | 010 | 00011 | 0000011

   Przerwy w kodzie tylko dla czytelności.

7. opcode = 0110011 -> format R
   rd = 00001 -> x1
   funct3 = 000 } -> add
   funct7 = 0000000
   rs1 = 00001 -> x1
   rs2 = 00001 -> x1

Instrukcja to:
add x1, x1, x1

6. sw x5, 32(x30)

opcode = 0100011 format S

imm = 32 = 0...0100000

rs1 = 30 = 0...011110

rs2 = 5 = 00101

funct3 = 010

kod: 0000001 | 00101 | 11110 | 010 | 00000 | 0100011

8. x5 = 0x0000aaaa

x6 = 0x12345678

x7 = ?

a) slli x7, x5, 4

x7 = 000aaaa0

or x7, x7, x6

x7 =	0000	0000	0000	1010	1010	1010	1010	0000
x6 =	0001	0010	0011	0100	0101	0110	0111	1000
x7 or x6 =	0001	0010	0011	1010	1111	1110	1111	1000

b) srli x7, x5, 3

x7 = 0000 0000 0000 0000 0001 0101 0101 0101

andi x7, x7, 0xfef

x7 =	0000	0000	0000	0000	0001	0101	0101	0101
0xfef =	1111	1111	1111	1111	1111	1111	1110	1111
x7 and 0xfef =	0000	0000	0000	0000	0001	0101	0100	0101