```
//
//  BR/BRLE/BRLT/BREQ/BRNE/BRGE/BRGT/BRV/BRC
//
//  These instructions involve the pattern PC = EA as the only action IF the appropriate condition being
checked is set...
//  Except for the unconditional BR, all others require checking the appropriate STATUS FLAG(S) to be set
in order to carry out the action(modify the PC)...
//
```