|  |  |  |  |
| --- | --- | --- | --- |
| Opcode | | | Description |
| Binary | Mnemonic |  | |
| 0000 | Halt | Terminate the program. | |
| 0001 | Load X | Load the contents of address X into AC. | |
| 0010 | Store X | Store the contents of AC to address X. | |
| 0011 | Subt X | Subtract the contents of address X from AC and store the result in AC. | |
| 0100 | Add X | Add the contents of address X to AC and store the result in AC. | |
| 0101 | Input | Input a value from the keyboard into AC. | |
| 0110 | Output | Output the value in AC to the display. | |
| 0111 | Skipcond | Skip the next instruction on condition. | |
| 1000 | Jump X | Load the value of X into PC. | |
| 1001 | Load C | Load the constant value of the operand in the accumulator | |
| 1010 | AND | Perform AND operation on value in AC and value from memory address X | |
| 1011 | OR | Perform OR operation on value in AC and value from memory address X | |

Skipcond will jump to the next instruction if the value in the AC is equal to 0.