

## **INSTRUCTIONS:**

0. **ADDR:**  
Adding two numbers from instructions and storing them in a register specified in the instruction
1. **SUBR:**  
Subtracting two numbers from the instructions and storing them in a register specified in the instruction
2. **MULTIR:**  
Multiplying two numbers from instructions and storing them in a register specified in the instruction
3. **DIVIDR:**  
Dividing two numbers from instructions and storing them in a register specified in the instruction
4. **MODR:**  
Modulating two numbers from instructions and storing them in a register specified in the instruction
5. **GREATR:**  
Checks two numbers from two registers specified in instructions and if it is true, it stores 11111111 in the register specified in instructions else 00000000
6. **LESSR:**  
Checks two numbers from two registers specified in instructions and if it is true, it stores 11111111 in the register specified in instructions else 00000000
7. **EQR:**  
Checks two numbers from two registers specified in instructions and if it is true, it stores 11111111 in the register specified in instructions else 00000000
8. **NEQR:**  
Checks two numbers from two registers specified in instructions and if it is true, it stores 11111111 in the register specified in instructions else 00000000
9. **ASSIGNR:**  
Assigns a value in instruction to a register specified in the instruction
10. **DATAINR:**  
Stores the value from data input pins to a register specified in the instruction
11. **DATAOUTR:**  
Sends the value from the register specified in the instruction to data output pins

12. **OUTPUT VALUE:**

Outputs a value in the instruction to the data output pins

13. **JUMPN:**

Jumps to the nth instruction, value 'n' specified in the instruction

14. **JUMPT:**

If the value in a register specified in instruction is 11111111 then the instruction Jumps to the nth instruction, value 'n' specified in the instruction

15. **JUMPF:**

If the value in a register specified in instruction is 00000000 then the instruction Jumps to the nth instruction, value 'n' specified in the instruction