Instruction	uOP	Register Transfers	
FETCH	FETCH1	MAR <= PC	
	FETCH2	DR <= M[MAR]	PC <= PC + 1
	FETCH3	IR <= DR	
NOP	NOP1		
LOAD	LOAD1	MAR <= PC	
	LOAD2	DR <= M[MAR]	PC <= PC + 1
	LOAD3	MAR <= DR	
	LOAD4	DR <= M[MAR]	
	LOAD5	A <= DR	
STORE	STORE1	MAR <= PC	
	STORE2	DR <= M[MAR]	PC <= PC + 1
	STORE3	MAR <= DR	
	STORE4	DR <= A	
	STORE5	M[MAR] <= DR	
MOVE	MOVE1	R <= A	
ADD	ADD1	A <= A+R	
XOR	XOR1	A <= A xor R	
TESTNZ	TESTNZ1	Z <= V'	
TESTZ	TESTZ1	Z <= V	
JUMPX	JUMPX1	MAR <= PC	
	JUMPX2	DR <= M[MAR]	
	JUMPX3	PC <= DR	
JUMPZX	JUMPZX1	MAR <= PC	
	JUMPZX2	DR <= M[MAR]	PC <= PC + 1
	JUMPZX3	IF(Z=1) THEN PC <= DR	
LOADSPX	LOADSPX1	MAR <= PC	
	LOADSPX2	DR <= M[MAR]	
	LOADSPX3	SP <= DR	
PEEK	PEEK1	MAR <= SP	
	PEEK2	DR <= M[MAR]	
	PEEK3	A <= DR	
PUSH	PUSH1	SP <= SP-1	
	PUSH2	MAR <= SP	DR <= A
	PUSH3	M[MAR] <= DR	
POP	POP1	MAR <= SP	
	POP2	DR <= M[MAR]	
	POP3	A <= DR	
	POP4	SP <= SP+1	
HALT	HALT	PC <= 0	