

A list of opcode present in the .out file:

```
static const int OP_JUMP = 0x00000010;  
static const int OP_JUMPZERO = 0x00000011;  
static const int OP_JUMPNZERO = 0x00000012;  
static const int OP_GOSUB = 0x00000013;  
static const int OP_RETURN = 0x00000014;  
static const int OP_ENTER_SUBROUTINE = 0x00000015;  
static const int OP_EXIT_SUBROUTINE = 0x00000016;  
static const int OP_START_PROGRAM = 0x00000017;  
static const int OP_EXIT_PROGRAM = 0x00000018;
```

```
static const int OP_PUSHSCALAR = 0x00000020;  
static const int OP_PUSHARRAY = 0x00000021;  
static const int OP_PUSHI = 0x00000022;
```

```
static const int OP_POPSCALAR = 0x00000030;  
static const int OP_POPARRAY = 0x00000031;  
static const int OP_POP = 0x00000032;
```

```
static const int OP_DUP = 0x00000040;  
static const int OP_SWAP = 0x00000041;
```

```
static const int OP_ADD = 0x00000050;  
static const int OP_NEGATE = 0x00000051;  
static const int OP_MUL = 0x00000052;  
static const int OP_DIV = 0x00000053;
```

```
static const int OP_PRINTS = 0x00000060;  
static const int OP_PRINTTOS = 0x00000061;
```