

ADD R2, R0, #1
ADD R2, R0, R1, LSL, #2

- $R_d \Rightarrow R2$
- $R_n \Rightarrow R0$
- $op2 \Rightarrow \#1$ and $R1, LSL, \#2$

0.1 D.P. Instructions

MOV{5}{cond} Rd, Op2
MOV{cond} Rd, #imm16 <—— zero extended to 32 bits