



0000		
0001	ADD	$R0 = R1 + R2$
0010	SUB	$R0 = R1 - R2$
0011	MUL	$R0 = R1 * R2$
0100	NAND	$R0 = R1 \text{ NAND } R2$
0101	NOR	$R0 = R1 \text{ NOR } R2$
0110	SW01	$R0 = R1; R1 = R0$
0111	SW12	$R1 = R2; R2 = R1$
1000	SW23	$R2 = R3; R3 = R2$
1001	SWPC	$PC = R3; PC = R3$
1010	PUSH	$Mem[SP] = R3; SP = SP - 1$
1011	POP	$R3 = Mem[SP + 1]; SP = SP + 1$
1100	BE	if ( $z == 0$ ) $PC = R3$
1101	BNE	if ( $z != 0$ ) $PC = R3$
1110	JMP	$PC = R3$
1111	CMP	$R1 - R2$

0x00	0xF0
0x01	0xAA
0x02	0x55
0x03	0x11
0x04	0x11
0x05	0x11
...	...
0xF0	0xA8
0xF1	0xAA
...	...
0xFA	0xAA
...	...
0xFD	0xFD
0xFE	0xFE
0xFF	0xFF