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--- Day 8: I Heard You Like Registers ---

You receive a signal directly from the CPU. Because of your recent
assistance with jump instructions, it would like you to compute the result
of a series of unusual register instructions.

Each instruction consists of several parts: the register to modify, whether
to increase or decrease that register's value, the amount by which to
increase or decrease it, and a condition. If the condition fails, skip the
instruction without modifying the register. The registers all start at 0.
The instructions look like this:

```
b inc 5 if a > 1
a inc 1 if b < 5
c dec -10 if a >= 1
c inc -20 if c == 10
```

These instructions would be processed as follows:

   - Because a starts at 0, it is not greater than 1, and so b is not
     modified.
   - a is increased by 1 (to 1) because b is less than 5 (it is 0).
   - c is decreased by -10 (to 10) because a is now greater than or equal
     to 1 (it is 1).
   - c is increased by -20 (to -10) because c is equal to 10.

After this process, the largest value in any register is 1.

You might also encounter <= (less than or equal to) or != (not equal to).
However, the CPU doesn't have the bandwidth to tell you what all the
registers are named, and leaves that to you to determine.

What is the largest value in any register after completing the instructions
in your puzzle input?

Your puzzle answer was 5752.

--- Part Two ---

To be safe, the CPU also needs to know the highest value held in any
register during this process so that it can decide how much memory to
allocate to these operations. For example, in the above instructions, the
highest value ever held was 10 (in register c after the third instruction
was evaluated).

Your puzzle answer was 6366.

Both parts of this puzzle are complete! They provide two gold stars: **

At this point, you should return to your advent calendar and try another puzzle.

If you still want to see it, you can get your puzzle input.

You can also [Share] this puzzle.