DP340 Mini-MIcro Computer Systems

LOADGO

**SYSTEM COMMANDS:**  
LDnn - Starts loading of program at memory location nn and transfers control to program entry mode  
EXnn - Causes execution of program beginning at location nn  
ESnn - Causes step-wise execution of program at location nn  
END - Causes program entry to terminate and returns control to command mode  
FIX - to make changes in an existing program  
QUIT - terminates LOADGO (BYE or EXIT can also be used)  
  
LOADGO PROGRAM STATEMENTS

**DATA MOVEMENT**INnn - inputs data from keyboard to memory location nn  
OUnn - outputs data from memory location nn to display  
BRnn - Bring the contents of memory location nn to the accumulator  
PLnn - places contents of accumulator in memory location nn  
PZnn - places contents of accumulator in memory location nn AND zeros the accumulator  
   
**ARITHMETIC**  
ADnn - add the contents in location nn to the accumulator  
SUnn - subtract the contents of location nn from the accumulator  
MUnn - multiply the contents of location nn by the accumulator  
DInn - divide the accumulator by the contents of location nn  
ACcc - add the constant cc to the accumulator  
  
**BRANCHING**  
JUnn - unconditional jump to the instruction at location nn  
JPnn - jump to the instruction at location nn ONLY if the quantity in the accumulator is POSITIVE  
JNnn - jump to the instruction at location nn ONLY if the quantity in the accumulator is NEGATIVE  
JZnn - jump to the instruction at location nn ONLY if the quantity in the accumulator is ZERO  
  
**JOBSTREAM:**

The jobstream or order of operations for LOADGO programming is as follows:  
  
Issue an LDnn command to start the program loading at location nn

Enter the series of statements that form the program. The program must include a STOP statement, although NOT necessarily as the last statement

Issue an END command after enter