

if (R1>0) then .. else ..

```
ADD    R1,R1,#0 ; if (R1>0) then
BRNZ   ELSE1
```

...[THEN part]...

```
BRNZP  ENDIF1
ELSE1  NOP      ; else
```

...[ELSE part]...

```
ENDIF1 NOP      ; endif
```

while(R1>0)

```
WHILE1 ADD    R1,R1.#0 ; while(R1>0)
BRNZ   ENDW1
```

...[WHILE body]...

```
BRNZP  WHILE1
ENDW1  NOP      ; endwhile
```

for (init; R1>0; reinit)

```
...[init loop]...      ; for (init;
FOR1  ADD    R1,R1,#0
BRNZ  ENDF1   ; R1>0;
```

...[FOR body]...

```
...[reinit loop]...    ; reinit)
BRNZP  FOR1
ENDF1  NOP
```

do ... while(R1>0);

```
DO1  NOP      ; do
```

...[DO WHILE body]...

```
ADD    R1,R1,#0
BRP    DO1   ; while(x)
```