Brian Cullinan

CS481 HW 6

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\* Load and store – stores and loads variables

Iload, istore, lload, lstore, iconst, fload, fstore, dload, dstore, aload, astore

Most of these have convenience functions for automatically accessing a certain index of variable

\* Arithmetic – performs arithmetic operations

Ddiv, dmul, dneg, fadd, idiv, iadd, iinc

\* Type conversion – converts types between variables

i2s, l2d,

\* Object creation and manipulation – created and access objects created in the code

New, putfield, putstatic, getfield

\* Operand stack management (push / pop) – performs operations on the stack

Push, pop,

\* Control transfer (branching)

If\_

\* Method invocation and return

Invoke, return

\* Throwing exceptions

athrow

\* Monitor-based concurrency