

STUMPED INSTRUCTION SET TABLE

Instruction Mnemonic	Machine Code in Hexadecimal	Action (Microcode)	Comments
NOP	0000	Do Nothing	
HALT	0F00	Stop CPU Execution	
PUSHPC	0100	PC \rightarrow top	Pay close attention to sign issues here
POPPC	0200	top \rightarrow PC	
LD	0300	mem[top] \rightarrow top	
ST	0400	top \rightarrow mem[next]	Both are popped off of the stack
DUP	0500	Copies top of stack	Stack: top \rightarrow top top
DROP	0600	Removes top of stack	Stack: next top \rightarrow next Note: this is like pop but the top of the stack is discarded.
OVER	0700	Copies next to top	Stack: next top \rightarrow next top next
DNEXT	0800	Drops next	Stack: next top \rightarrow top
SWAP	0900	Swaps top and next	Stack: next top \rightarrow top next
PUSHI I	1000 + I	I \rightarrow top	
PUSH A	2000 + A	mem[A] \rightarrow top	
POP A	3000 + A	top \rightarrow mem[A]	
JMP A	4000 + A	A \rightarrow pc	
JZ A	5000 + A	A \rightarrow pc if top == 0	
JNZ A	6000 + A	A \rightarrow pc if top != 0	
IN	D000 + P	in[port P] \rightarrow top	
OUT	E000 + P	top \rightarrow out[port P]	
ADD	F000	next + top \rightarrow top	
SUB	F001	next - top \rightarrow top	
MUL	F002	next * top \rightarrow top	
DIV	F003	next / top \rightarrow top	Integer division, division by zero halts CPU
MOD	F004	next % top \rightarrow top	Integer modulus
SHL	F005	next << top \rightarrow top	
SHR	F006	next >> top \rightarrow top	
BAND	F007	next & top \rightarrow top	
BOR	F008	next top \rightarrow top	
BXOR	F009	next ^ top \rightarrow top	
AND	F00A	next && top \rightarrow top	Logical operations, not bitwise. Non-zero implies true, zero is false
OR	F00B	next top \rightarrow top	
EQ	F00C	next == top \rightarrow top	
NE	F00D	next != top \rightarrow top	
GE	F00E	next >= top \rightarrow top	
LE	F00F	next <= top \rightarrow top	
GT	F010	next > top \rightarrow top	
LT	F011	next < top \rightarrow top	
NEG	F012	-top \rightarrow top	Unary minus
BNOT	F013	~top \rightarrow top	Bitwise inversion
NOT	F014	!top \rightarrow top	Logical negation