

Address	Instruction	Register	
1		A	
2			
3		B	
4			
5		C	
6			
7		D	
8			
9		E	
10			
11		F	
12			
13		G	
14			
15		H	
16			
17			
18			
19			
20			

Paper Computer

V 1.0

Instruction set of the paper computer

jmp [address]	Set program counter to address [address].
isz [register]	Check register [register] for the value 0. If 0, the program counter is increased by 2, otherwise by 1.
inc [register]	Increment register [register] by 1.
dec [register]	Decrement register [register] by 1.
stp	Stop CPU.

Programming the paper computer

Use small stones, coins or similar to represent the values in the individual registers.

When the computer is started, the registers initially have arbitrary values. Therefore, place some small stones into the particular fields.

You can use a pen or something similar as a program counter. It always points to the current line of code.

Now you can program. Develop a program that empties register A.