



3)

STAGE	iaddq V, rB
FETCH	$\text{icode} : \text{iFun} \leftarrow M_1[\text{PC}]$ # Set function/instruction code $\text{rA} : \text{rB} \leftarrow M_1[\text{PC}+1]$ # set inst registers, rA:rB $\text{ValC} \leftarrow M_4[\text{PC}+2]$ # set instr counter $\text{ValP} \leftarrow \text{PC} + 6$ # Ireg & imm, so increment PC by 6
DECODE	$\text{ValB} \leftarrow R[\text{rB}]$ # set value of register rB to ValB
Execute	$\text{valE} \leftarrow \text{ValC OP ValB}$ # ValC(imm.) + ValB(rB) set CC # Set cond flag
MEMORY	
WRITE BACK	$R[\text{rB}] \leftarrow \text{valE}$ # save valE in R[rB]
PC UPDATE	$\text{PC} \leftarrow \text{ValP}$ # increment program counter