



4-DIGIT OPCODE

4-DIGIT SOURCE REGISTER ADDRESS

4-DIGIT DESTINATION REGISTER  
ADDRESS

4-DIGIT DESTINATION REGISTER  
ADDRESS

00

### ADD

In Assembly Language: ADD R1, R2, R3 (R1 = R2 + R3)  
OPCODE: 0000  
Destination Register (DST): Binary code of R1  
Source Register 1 (SRC1): Binary code of R2  
Source Register 2 (SRC2): Binary code of R3  
  
The binary representation would follow this structure:  
OPCODE (4 bits) - DST (4 bits) - SRC1 (4 bits) - SRC2 (4 bits)-00

### AND

In Assembly Language: AND R1, R2, R3 (R1 = R2 AND R3)  
OPCODE: 1011  
Destination Register (DST): Binary code of R1  
Source Register 1 (SRC1): Binary code of R2  
Source Register 2 (SRC2): Binary code of R3  
  
The binary representation would follow this structure:  
OPCODE (4 bits) - DST (4 bits) - SRC1 (4 bits) - SRC2 (4 bits)-00

### NAND

In Assembly Language: NAND DST, SRC1, SRC2 (DST = NOT (SRC1 AND SRC2))  
Binary Code Generation:  
OPCODE: 1110  
Destination Register (DST): Binary code for DST  
Source Register 1 (SRC1): Binary code for SRC1  
Source Register 2 (SRC2): Binary code for SRC2  
Binary Code:  
OPCODE (4 bits) - DST (4 bits) - SRC1 (4 bits) - SRC2 (4 bits)-00

### NOR

In Assembly Language: NOR DST, SRC1, SRC2 (DST = NOT (SRC1 NOR SRC2))  
Binary Code Generation:  
OPCODE: 1100  
Destination Register (DST): Binary code for DST  
Source Register 1 (SRC1): Binary code for SRC1  
Source Register 2 (SRC2): Binary code for SRC2  
Binary Code:  
OPCODE (4 bits) - DST (4 bits) - SRC1 (4 bits) - SRC2 (4 bits)-00

### ADDI

In Assembly Language: ADDI DST, SRC1, IMM (DST = SRC1 + IMM)  
Binary Code Generation:  
OPCODE: 0001  
Destination Register (DST): Binary code for DST  
Source Register 1 (SRC1): Binary code for SRC1  
Immediate Value (IMM): Binary code for IMM  
Binary Code:  
0001 - DST (4 bits) - SRC1 (4 bits) - IMM (6 bits)

### ANDI

In Assembly Language: ANDI DST, SRC1, IMM (DST = SRC1 AND IMM)  
Binary Code Generation:  
OPCODE: 1101  
Destination Register (DST): Binary code for DST  
Source Register 1 (SRC1): Binary code for SRC1  
Immediate Value (IMM): Binary code for IMM  
Binary Code:  
OPCODE (4 bits) - DST (4 bits) - SRC1 (4 bits) - IMM (6 bits)

### LD

In Assembly Language: LD DST, ADDR (DST = Memory[ADDR])  
Binary Code Generation:  
OPCODE: 0011  
Destination Register (DST): Binary code for DST  
Memory Address (ADDR): Binary code for ADDR  
Binary Code:  
0011 - DST (4 bits) - ADDR(10 bits)

### ST

In Assembly Language: ST SRC, ADDR (Memory[ADDR] = SRC)  
Binary Code Generation:  
OPCODE: 0100  
Destination Register (SRC): Binary code for SRC  
Memory Address ADDR): Binary code for ADDR  
Binary Code:  
0100 - SRC (4 bits) - ADDR (8 bits)

### CMP

In Assembly Language: CMP OP1, OP2  
Binary Code Generation:  
OPCODE: 0101  
Comparison Operand 1 (OP1): Binary code for OP1  
Comparison Operand 2 (OP2): Binary code for OP2  
Binary Code:  
0101 - OP1 (7 bits) - OP2 (7 bits)

### JUMP

In Assembly Language: JUMP ADDR  
Binary Code Generation:  
OPCODE: 0010  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
0010 - ADDR (14 bits)

### JE

In Assembly Language: JE ADDR (Increment PC to ADDR if ZF=1 and CF=0)  
Binary Code Generation:  
OPCODE: 0110  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
0110 - ADDR (14 bits)

### JA

In Assembly Language: JA ADDR (Jump to ADDR if ZF=0, CF=0)  
Binary Code Generation:  
OPCODE: 0111  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
0111 - ADDR(14 bits)

### JB

In Assembly Language: JB ADDR (Increment PC to ADDR if ZF=0 and CF=1)  
Binary Code Generation:  
OPCODE: 1000  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
1000 - ADDR (14 bits)

### JAE

In Assembly Language: JAE ADDR (Jump to ADDR if CF=0)  
Binary Code Generation:  
OPCODE: 1001  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
1001 - ADDR (14 bits)

### JBE

In Assembly Language: JBE ADDR (Increment PC to ADDR if ZF=1 or CF=1)  
Binary Code Generation:  
OPCODE: 1010  
Jump Address (ADDR): Binary code for ADDR  
Binary Code:  
1010 - ADDR (14 bits)