

# ALU Instruction(s)

- ADD.L src1,src2/dst
  - Size is always .L (cannot choose .B or .W)
  - Adds src1 and src2/dst and places result in src2/dst overwriting the original value
  - One operand MUST BE a data register though it can be either source or dest. (e.g. ADD.L Dn,dst or ADD.L src,Dn)
- SRC can be {reg, mem., immediate}
- DST can be {reg, mem.}

# Examples

- Initial Conditions:

000000	5	6	7	8	1	2	3	4
D0:	1	2	3	4	5	4	3	2
D1:	C	8	2	D	F	E	9	8

- ADD.L D0,D1

	1	2	3	4	5	4	3	2
	+ A	B	C	D	F	E	9	8
D1:	D	A	6	2	5	2	C	A

- ADD.L D0, 0

	1	2	3	4	5	4	3	2
	+ 5	6	7	8	1	2	3	4
000000	6	8	A	C	6	6	6	6

- ADDI.L #0x341E, D0

	0	0	0	0	3	4	1	E
	+ 1	2	3	4	5	4	3	2
D0:	1	2	3	4	8	8	5	0