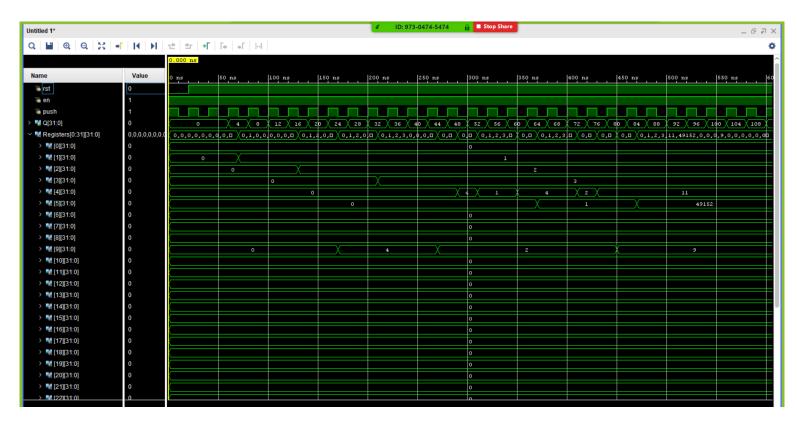
Instructions:

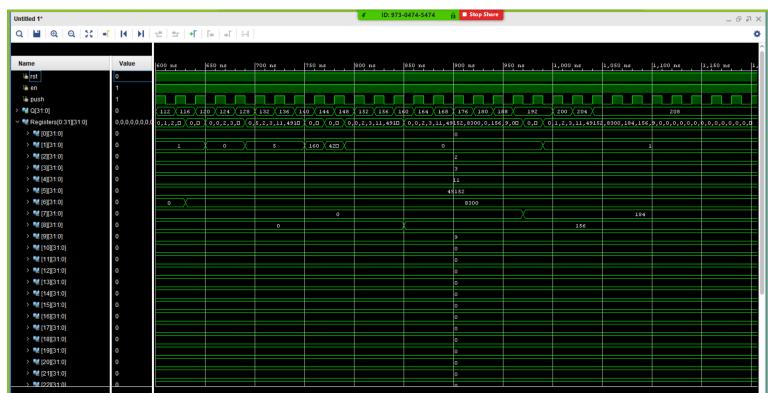
- 1. lb x1,300(x0)
- 2. sb x1,310(x0)
- 3. Ih x2,301(x0)
- 4. Ibu x8,302(x0)
- 5. Ihu x9,303(x0)
- 6. sh x2,311(x0)
- 7. addi x3,x2,1
- 8. slti x10,x2,1
- 9. sltiu x10,x3,-2
- 10. andi x9,x2,2
- 11. slli x4,x2,1
- 12. srli x4,x2,1
- 13. srai x4,x2,1
- 14. sll x4, x2, x1
- 15. srl x5,x2,x1
- 16. sra x5,x2,x1
- 17. ori x4,x2,2
- 18. xori x4,x3,8
- 19. xor x9,x2,x4
- 20. lui x5,12
- 21. slt x10,x3,x2
- 22. sltu x10,x2,x2
- 23. bne x3,x2,b1
- 24. b1: blt x2,x3,b2
- 25. b2: bge x3,x2,b3
- 26. b3: bltu x2,x3,b4
- 27. b4: bgeu x3,x2,b5
- 28. b5: auipc x6,0
- 29. addi x1,x1,1
- 30. beq x1,x1,br
- 31. br: lw x1, 305(x0)
- 32. sw x1, 320(x0)
- 33. add x1,x1,x0
- 34. sll x1,x1,x1
- 35. sub x1,x0,x1
- 36. srl x1,x1,x1
- 37. or x1,x1,x0
- 38. and x1,x1,x0
- 39. jal x8, 2
- 40. ecall 41. CSR
- 42. FENCE
- 43. Beq x2, x2, 4
- 44. Nop
- 45. nop
- 46. jalr x7, x0, 188
- 47. nop
- 48. lb x1,300(x0)
- 49. beq x1,x1,4
- 50. nop
- 51. Ebreak

After encoding:

- 1. 83 00 C0 12
- 2. 23 OB 10 12
- 3. 03 11 D0 12
- 4. 03 44 E0 12
- 5. 83 54 F0 12
- 6. A3 1B 20 12
- 7. 93 01 11 00
- 8. 13 25 11 00
- 9. 13 B5 21 00
- 10. 93 74 21 00
- 11. 13 12 11 00
- 12. 13 52 11 00
- 13. 13 52 11 40
- 14. 33 12 11 00
- 15. b3 52 11 00
- 16. b3 52 11 40
- 17. 13 62 21 00
- 18. 13 c2 81 00
- 19. b3 44 41 00
- 20. b7 C2 00 00
- 21. 33 a5 21 00
- 22. 33 35 21 00
- 23. 63 92 21 00
- 24. 63 42 31 00
- 25. 63 d2 21 00
- 26. 63 62 31 00
- 27. 63 f2 21 00
- 28. 17 23 00 00
- 29. 93 80 10 00
- 30. 63 82 10 00
- 31. 83 20 10 13
- 32. 23 20 10 14
- 33. B3 00 10 00
- 34. B3 90 10 00
- 35. B3 00 10 40 36. b3 d0 10 00
- 37. B3 E0 00 00
- 38. b3 f0 00 00
- 39. 6F 04 40 00
- 40. 73 00 00 00
- 41. 73 00 00 00
- 42. OF 10 00 00
- 43. 63 04 21 00
- 44. 33 00 00 00 45. 33 00 00 00
- 46. E7 03 C0 0B
- 47. 33 00 00 00
- 48. 83 00 CO 12 49. 63 84 10 00
- 50. 33 00 00 00
- 51. 73 00 10 00

Waveforms





```
initial begin
$readmemh("test.mem",mem);
//data
mem[300] = 8'b000000001;
mem[301] = 8'b000000000;
mem[302] = 8'b000000000;
mem[303] = 8'b000000000;
mem[304] = 8'b000000000;
mem[305] = 8'b0000000000;
mem[306] = 8'b0000000000;
mem[307] = 8'b0000000000;
mem[308] = 8'b0000000000;
mem[308] = 8'b0000000000;
```