I_Type:

	op code		
addi	000001	addi $1, $2, 10	$1 = $2+10
ori	000010	ori $1, $2, 10	$1 = $2|10
andi	000011	andi $1, $2, 10	$1 = $2&10
lw	000100	lw $1, 10($2)	$1 = Memory($2 + 10)
sw	000101	sw $1, 10($2)	Memory($2 , 10) = $1
beq	000110	beq $1, $2, Label1	If($1==$2) : goto Label1
bgt	000111	bgt $1, $2, Label1	If($1>$2) : goto Label1

op code	rs	rt	immediate
6 bit	4 bit	4 bit	10 bit

R_Type:

	op code	function		
add	000000	000001	add $1, $2, $3	$1 = $2+$3
sub	000000	000101	sub $1, $2, $3	$1 = $2-$3
mult	000000	000010	mult $1, $2, $3	$1 = $2×$3
or	000000	000100	or $1, $2, $3	$1 = $2 | $3
and	000000	001000	and $1, $2, $3	$1 = $2 & $3
div	000000	000110	div $1, $2, $3	$1 = $2/$3
sll	000000	000011	sll $1, $2, $3	$1 = $2 << $3
sra	000000	000111	sra $1, $2, $3	$1 = $2 >> $3

op code	rs	rt	rd	function
6 bit	4 bit	4bit	4 bit	6 bit

J_Type:

	op code		
jump	001000	jump Label1	goto Label1

op code	immediate
6 bit	18 bit