**DALVIK VIRTUAL MACHINE INSTRUCTIONS:-**

**1)ADDITION**

SYNTAX- 'add' 'data type' 'result variable',arg1,arg2

example: add- int d0,s0,s1

2**) MOVE**

example:move-wide/from16 vAA, vBBBB

where

* "move" is the base opcode, indicating the base operation (move a register's value).
* "wide" is the name suffix, indicating that it operates on wide (64 bit) data.
* "from16" is the opcode suffix, indicating a variant that has a 16-bit register reference as a source.
* "vAA" is the destination register (implied by the operation; again, the rule is that destination arguments always come first), which must be in the range v0 – v255.
* "vBBBB" is the source register, which must be in the range v0 – v65535.

3)**THROW**

Example : throw vx

Throws an exception object. The reference of the exception object is in vx.

4) **Remainder(rem)**

Syntax: rem- data type arg1,arg2,arg3

example- rem- int vx,vy,vz

Calculates vy % vz and puts the result into vx.

5)**shl**

Syntax: shl- data type arg1,arg2,arg3.......

example**:** shl-int vx, vy, vz

Shift vy left by the positions specified by vz and store the result into vx.