

Operands	Mnemonic	Description
byte	BIPUSH	Push a byte onto stack
N/A	DUP	Copy top word on stack and push onto stack
N/A	ERR	Print an error message and halt the simulator
label name	GOTO	Unconditional jump
N/A	HALT	Halt the simulator
N/A	IADD	Pop two words from stack; push their sum
N/A	IAND	Pop two words from stack; push Boolean AND
label name	IFEQ	Pop word from stack and branch if it is zero
label name	IFLT	Pop word from stack and branch if it is less than zero
label name	IF_ICMPEQ	Pop two words from stack and branch if they are equal
variable name, byte	IINC	Add a constant value to a local variable
variable name	ILOAD	Push local variable onto stack
N/A	IN	Reads a character from the keyboard buffer and pushes it onto the stack. If no character is available, 0 is pushed
method name	INVOKEVIRTUAL	Invoke a method, pops object reference and optionally pops arguments from stack.
N/A	IOR	Pop two words from stack; push Boolean OR
N/A	IRETURN	Return from method with integer value
variable name	ISTORE	Pop word from stack and store in local variable
N/A	ISUB	Pop two words from stack; subtract the top word from the second to top word, push the answer;
constant name	LDC_W	Push constant from constant pool onto stack
N/A	NOP	Do nothing
N/A	OUT	Pop word off stack and print it to standard out
N/A	POP	Delete word from top of stack
N/A	SWAP	Swap the two top words on the stack
N/A	WIDE	Prefix instruction; next instruction has a 16-bit index