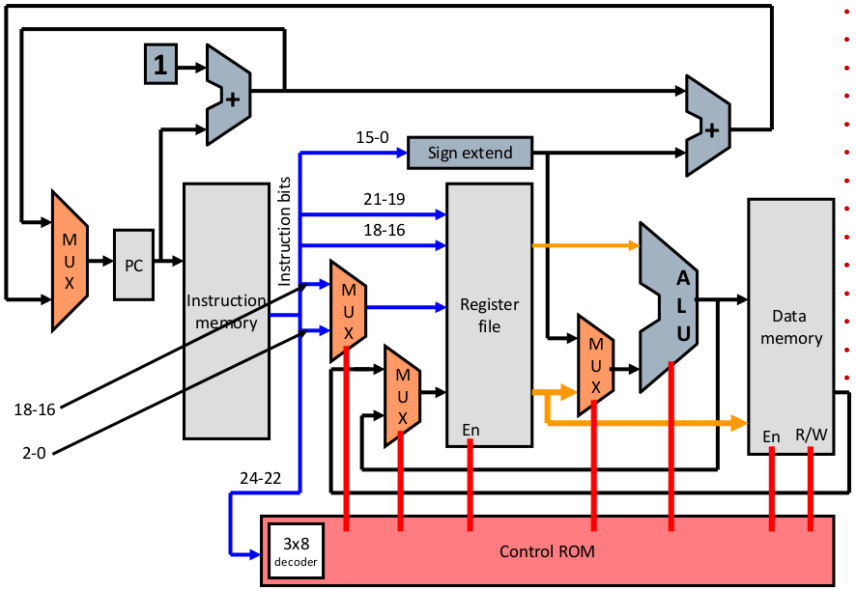

- add dest, src1, src2imm // add
- adc dest, src1, src2imm // add with carry
- mul dest, src1, src2 // multiply
- sub dest, src1, src2imm // sub src2imm from src1
- sbc dest, src1, src2imm // sub src2imm from src1 with carry
- rsb dest, src1, src2imm // sub src1 from src2imm
- rsc dest, src1, src2imm // sub src1 from src2imm with carry
- and dest, src1, src2imm // logical AND of bits
- orr dest, src1, src2imm // logical OR of bits
- eor dest, src1, src2imm // exclusive OR of bits
- mov dest, src1imm // mov src1imm into dest
- mov dest, src1, LSL src2imm // logical left shift src1 by src2imm
- mov dest, src1, LSR src2imm // logical right shift src1 by src2imm
- cmp src1, src2imm // compare src1 to src2imm & set PSR