

Load/Store and Branch Type

Opcode [15-12]	Source 1 [11-9]	Destination [8-6]	Immediate [5-0]
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This type is used for loading, storing, and branching. Commonly used commands are load, store, beq, and bne.

Jump Type

Opcode [15-12]	Address [11-0]
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This type is used for jumping using the j command. The address stored is the instruction address for the next address.

Registers:

There will be $2^3 = 8$ Registers because the encoding for each register is three bits long. The registers are names \$A, \$B, \$C, \$D, \$E, %F, %G, and \$0 (which is a zero register). Each register has a size of 32 bits, allowing for 2^{32} bytes to be accessed in memory.