

		Conditions are slightly tricky to implement. Because the jump address is always stored in r0, you must send an immediate value to r0 before the jump.			
		The immediate value should be the byte of code that you want to jump to, e.g. byte 3, byte 2, etc.			
		Your lines of code begin at byte 0, and increment by 1 for each instruction.			
		After the immediate instruction, you then add your jump condition, e.g. cond jne.			
		In the Replit program, there is a multiline input for a code block. When you have finished your code block, simply type 'end' to convert it.			