

## YMC Encodng – Initial Draft

Team members:

- Rakesh Geddam
- Princy Jean Ponn Jonathan
- Bharath Kumar Bandi

Command	Functionality	Hex_Code
MMR	Moves from memory to register	0x0
MRR	Moves from Register to register	0x1
MVR	Moves a value to a register	0x2
ADD	Add the Value to value in accumulator	0x3
SUB	Sub the value from the value in accumulator	0x4
MUL	multiply the value with value of accumulator	0x5
DIV	divide the value with value of accumulator	0x6
JMP	Unconditional Jump	0x7
JGE	Jump when greater than equal to	0x8
JLE	Jump if less than equal to	0x9
JNE	Jump if not equal to	0xA
CMP	Compare two values	0xB
PUSH	Pushes value onto ESP	0xC
POP	Removes value from ESP	0xD