```
idle: if (data_ready = 0) goto idle;
store: if(data_ready = 0) goto eidle;
          reg[3] = data;
          err = 0
        else if(load = 1) goto load1;
        else if(data_ready = 1) goto zero;

load1: reg[6] = F1, goto load2
load2: reg[7] = F2, goto load3
load3: reg[8] = F3, goto load4
load4: reg[9] = F4, goto idle

zero: reg[0] = 0;
sort1: reg[1] = reg[2];
sort2: reg[2] = reg[3];
sort3: reg[3] = reg[4];
sort4: reg[4] = reg[5];
mul1: reg[10] = reg[1] * reg[6];
mul2: reg[11] = reg[2] * reg[7];
mul3: reg[12] = reg[3] * reg[8];
mul4: reg[13] = reg[4] * reg[9];
add1: reg[0] = reg[0] + reg[11];
        if (V) goto eidle;
add2: reg[0] = reg[0] + reg[13];
        if (V) goto eidle;
sub1: reg[0] = reg[0] - reg[10];
        if (V) goto eidle;
sub2: reg[0] = reg[0] - reg[12];
        if (V) goto eidle;
        else goto idle;
eidle: error = 1;
        if(data_ready = 1) goto store;
        if(data_ready = 0) goto eidle;
```