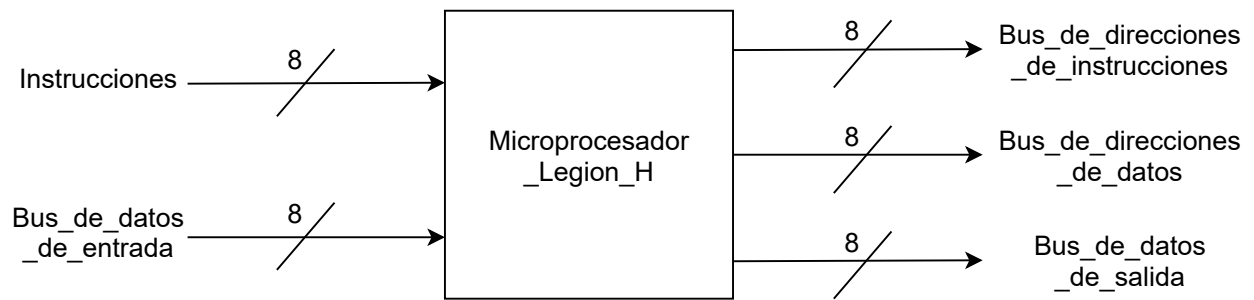


Diagrama de caja negra



Set de instrucciones

Instrucciones	Argumentos	Descripción	Comentarios
LOAD	RX,#NUM	Load #Num to register X	#Num is 3 bist [0,7]
LOAD	RX,[RY]	Load data at address [RY] from memory	RY and RX are 3 bits [0,7]
STORE	#NUM	Move data from register RY to RX	#Num is 3bits [0,7]
STORE	[RX],RY	Stores data at register RY in [RX] memory address	RY and RX are 3 bits [0,7]
MOVE	RX,RY	Move sata from register RY to RX	RY and RX are 3 bits [0,7]
MATH	RX,OP	Do math operation with RX, and stores result in R0	OP: 0: R0=R0+RX 1: R0=R0-RX 2: R0=R0<<RX 3: R0=R0>>RY 4: R0=RX 5: R0=R0&RX 6: R0=R0 RX 8: R0=R0^RX
JUMP	[RX],COND	Jump PC to [RX] address if COND is true	OP: 0: R0=R0+RX 1: R0=R0-RX 2: R0=R0<<RX 3: R0=R0>>RY 4: R0=RX 5: R0=R0&RX 6: R0=R0 RX 8: R0=R0^RX
NOP	-	SIN OPERACIÓN	-