





1 byte  $\Rightarrow$  2 byte  $\Rightarrow$  16 bit  $\rightarrow$  4 bit 4 bit 4 bit 4 bit  
 X opcode Data 1 Data 1

... 0000 0011 0100  
 compiler 0034

Assembler

ADD 3, 4  $\rightarrow$  0034  
 mul 5, 10