

19.PUSH : 010010

1 operand (3 modes for 1<sup>st</sup>)

PUSH op1	op1 pushed	010010	xxx00	00000
PUSH *op1	*op1 pushed	010010	xxx01	00000
PUSH #val	#val (immediate) pushed	010010 xxxxxx	00010 xxxxx	00000 xxxxx

20.POP : 010011

1 operand (2 modes for 2<sup>nd</sup>)

POP op1	popped to op1	010011	xxx00	00000
POP *op1	popped to *op1	010011	xxx01	00000

21.CALL : 010100

same as JMP. Additionally, pushes the PC value to the stack

22.RET : 010101

pops a value from the stack and moves it to PC. Thus performing a return.