8-bit opcode	24-bit address		
۸ ا ا ا			
Accumulator.load			
00000001	24-bit address		
Accumulator.store			
00000010	24-bit address		
_Accumulator.add			
00000011	24-bit address		
Accumulator.mult			
00000100	24-bit address		
Accumulator.run			
00000101	24-bit address		
Accumulator.end			
00000110	24-bit address		
Stack.push			
Jtack.pusii			

00000001	24-bit address	
Stack.pop		
00000010	24-bit address	
Stack.add		
00000011	24-bit address	
Stack.mul		
00000100	24-bit address	
Stack.end		
00000101	24-bit address	

Accumulator-based quadratic_eval.s

.data

000000000000000001000001: 0011 #X: 3 0000000000000000010000010: 0111 #A: 7 000000000000000010000011: 0110 #B: 6 000000000000000010000100: 0001 #C: 1

.text

00000001 0000000000000010000001 # LOAD X 00000100 0000000000000010000011 # MUL B 00000010 000001 # STOR B

00000001 0000000000000010000100 # LOAD C 00000011 0000000000000010000011 # ADD B 00000011 000000000000000010000010 # ADD A

00000110 # END

Stack-based quadratic_eval.s

.data

000000000000000001000001: 0011 #X: 3 000000000000000010000010: 0111 #A: 7 000000000000000010000011: 0110 #B: 6 000000000000000010000100: 0001 #C: 1

.text

00000001 00000000000000010000001 # PUSH X 00000001 0000000000000010000001 # PUSH X 00000001 00000000000000010000010 # PUSH A 00000100 # MUL 00000100 # MUL

00000001 0000000000000010000001 # PUSH X 00000001 0000000000000010000011 # PUSH B 00000100 # MUL

00000001 00000000000000010000100 # PUSH C

00000011 # ADD 00000011 # ADD

00000101 # END