

BEQ

0 BEQ R1 R2 2
 1 ADD R0 R0 R0 (gets skipped)
 2 JLR R1 R2 000000 goes to instruction 6
 3
 4 dies
 5
 6 BEQ R1 R2 000100 (no effect) as R1 ≠ R2
 7 SM R4 000000 011111000

0	1
1	6
2	6
3	3
4	0
5	0
6	0
7	-



2
-
+

code in Memory

0 → 1100 001 010 000010
 1 → '0'
 2 → 1001 001 010 000000
 3 → '0'
 3-5 → (others → '0')
 6 → BEQ R1 R2 000100
 7 → 1100 001 010 000100
 7 → 0111 100 0 1111000