IADDL

FETCH: icode: ifun<- M_1[PC]
            rA:rB <- M_1[PC + 1]
            valC <- M_1[PC + 2]
            valP <- PC + 6
DECODE: valB <- R[rB]
EXECUTE: valE <- valC + valB
            Set CC
MEMORY:
WRITE BACK:
            R[rB] <- valE
PC UPDATE: PC <- valP

LEAVE

FETCH: icode: ifun<- M_1[PC]

            valC <- M_1[PC + 2]
            valP <- PC + 1
DECODE: valA <- R[%ebp]
            valB <- R[%ebp]
EXECUTE: valE <- valB + 4
MEMORY: valM <- M_4[valA]
WRITE BACK:
            R[%esp] <- valE
            R[%ebp] <- valM
PC UPDATE: PC <- valP