LDD - Direct Addresing

LDI - Indisect Addrening

LDM-Immediate Addrewing

\* LDX - Indexed Addressing

LDR - Load to 1x register.

STO - STORE (Write Back to wemmy)

MOY - MOYE 1te content of accumulator

to ex register.

Dater

IN/OUT

Group

Input Coutput

IN - Puts ASCII Code of the pressed keyboard key into the accumulator

OUT - Puts De character related to the ASLII code in accumulator on

the Screen.

M- A pren over the keyboard

OUT- "A" characté will be shown ore screen

The content of address to accomplate. - 11 n given nur der 11 n - Adds ADD < address>

ADD #n

- Sub the content of address to the accomplete SUB < address > - Sub " give mber from " 20B #n

- Increases the accumulator by I.

- Decreases the accumulator by 1. INC DEL

Conditional and unconditional jumpingi

conditional: JPN - Jump "if not equal

JPE - Jong it egul.

Unconditional:

JMP - Jump-

## Con di Frons:

CMP < address - Compane accumulator with the content
green address.

- Compare accumulator constent with 12t given number n. CMP #n

- Compare accumulator contact with The given indirect addren. CMI < address>