

0000xxxxxxxxxxxxx	LODD	AC := M[x]
0001xxxxxxxxxxxxx	STOD	M[x] := AC
0010xxxxxxxxxxxxx	ADDD	AC := AC + M[x]
0011xxxxxxxxxxxxx	SUBD	AC := AC - M[x]
0100xxxxxxxxxxxxx	JPOS	se $AC \geq 0$ então PC := x
0101xxxxxxxxxxxxx	JZER	se AC = 0 então PC := x
0110xxxxxxxxxxxxx	JUMP	PC := x
0111xxxxxxxxxxxxx	LOCO	AC := x
1000xxxxxxxxxxxxx	LODL	AC := M[SP + x]
1001xxxxxxxxxxxxx	STOL	M[SP + x] := AC
1010xxxxxxxxxxxxx	ADDL	AC := AC + M[SP + x]
1011xxxxxxxxxxxxx	SUBL	AC := AC - M[SP + x]
1100xxxxxxxxxxxxx	JNEG	se AC < 0 então PC := x
1101xxxxxxxxxxxxx	JNZE	se AC $\neq$ 0 então PC := x
1110xxxxxxxxxxxxx	CALL	SP := SP - 1; M[SP] := PC; PC := x
1111000000000000	PSHI	SP := SP - 1; M[SP] := M[AC]
1111001000000000	POPI	M[AC] := M[SP]; SP := SP + 1
1111010000000000	PUSH	SP := SP - 1; M[SP] := AC
1111011000000000	POP	AC := M[SP]; SP := SP + 1
1111100000000000	RETN	PC := M[SP]; SP := SP + 1
1111101000000000	SWAP	TMP := AC; AC := SP; SP := TMP
11111100yyyyyyyyy	INSP	SP := SP + y
11111110yyyyyyyyy	DESP	SP := SP - y