

# Instruction Types

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## Arithmetic

- add, subtract, shift left, shift right, multiply, divide

## Memory

- load value from memory to a register
- store value to memory from a register

## Control flow

- unconditional jumps
- conditional jumps (branches)
- jump and link (subroutine call)

Many other instructions are possible

- vector add/sub/mul/div, string operations
- manipulate coprocessor
- I/O