

<b>Instruction</b>	<b>Meaning</b>
<b>add</b>	<b>Add the integers in two registers and place the result in a third register</b>
<b>load</b>	<b>Load an integer from the data memory into a register</b>
<b>store</b>	<b>Store the integer in a register into the data memory</b>
<b>jump</b>	<b>Jump to a new location in the instruction memory</b>

**Figure 6.1** Four example instructions, the operands each uses, and the meaning of the instruction.