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Diagram illustrating the layout of a 32-bit instruction. The instruction is divided into four main fields:

- Register Field 1 (R1, R2, R3, R4):** A 16-bit field containing four 4-bit register identifiers.
- Op (Opcode):** A 4-bit field containing the operation code.
- Register Field 2 (R5, R6, R7, R8):** A 4-bit field containing four 4-bit register identifiers.
- Register Field 3 (R9, R10, R11, R12):** A 4-bit field containing four 4-bit register identifiers.

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[illegible]

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Diagram illustrating a memory stack structure. The stack contains 7 frames, labeled 1 through 7 from top to bottom. The top frame (Frame 1) is labeled 'App' and contains a pointer to the next frame (Frame 2). The stack grows downwards, with Frame 7 at the bottom.

[illegible]

Diagram illustrating the instruction format (32 bits):

- Top field: 16 bits (Register)
- Middle field: 6 bits (App)
- Bottom field: 10 bits (Register)

[illegible][illegible]

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- A diagram showing a sequence of 100 boxes arranged in four rows. The first three rows have 25 boxes each, and the fourth row has 25 boxes. The first 99 boxes are white, and the 100th box is red. A red line extends from the red box to the right.

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Revision #2

Created 2026-10-24 08:25:39 UTC by CCSST

Updated 2026-10-24 11:56:33 UTC by CCSST