

Variables

<code>iconst_x</code>	load int const x on stack
<code>iload_2</code>	load int variable-slot 2
<code>istore_2</code>	store variable 2
<code>iinc 1 -1</code>	decrement Int variable 1
<code>iinc 1 1</code>	increment Int variable 1

Advanced Variables

<code>bipush 10</code>	push byte 10 on stack
<code>aconst_null</code>	load null constant
<code>newarray int</code>	Create new array
<code>astore_1</code>	store array in var 1
<code>iastore Stack: [x, y, ...]</code>	save int x in array at position y

Arithmetic

<code>iadd</code>	add top 2 stack elements
<code>imul</code>	multiply top 2 stack elements
<code>idiv</code>	divide top 2 stack elem

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Control flow

<code>iflt</code>	Jumpi if less equal
<code>if_icmpeq</code>	jump if equal
<code>if_icmplt</code>	jump if less theb
<code>invoke virtua 2 l</code>	call function 2
<code>ireturn</code>	return int
<code>goto <x></code>	goto jump point x
<code>:<x></code>	jump point x



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Page 1 of 1.

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