

The following table specifies the assembly mnemonics for all allowed combinations of the a -bit and the c -bits.

Addressing mode bit $a=0$							
Comp	zd	nd	zm	nm	no	f	
0	1	0	1	0	0	1	
1	1	1	1	1	1	1	
-1	1	1	1	0	0	1	
D	0	0	1	1	0	0	
A	1	1	0	0	0	0	M
!D	0	0	1	1	1	0	
!A	1	1	0	0	1	0	!M
-D	0	0	1	1	1	1	
-A	1	1	0	0	1	1	-M
D+1	0	1	1	1	1	1	
A+1	1	1	0	1	1	1	M+1
D-1	0	0	1	1	0	1	
A-1	1	1	0	0	0	1	M-1
D+A	0	0	0	0	0	1	D+M
D-A	0	1	0	0	1	1	D-M
A-D	0	0	0	1	1	1	M-D
D&A	0	0	0	0	0	0	D&M
D A	0	1	0	1	1	0	D M
DnandA	0	0	0	0	1	0	DnandM
	zd	nd	zm	nm	no	f	comp
Addressing mode bit $a=1$							

5.2.2 The destination specification (\overline{d} dest)

The computed value of the CSJ command is stored in several destinations simultaneously, as specified by the \overline{ddd} bits. The first and second \overline{d} -bits code whether to store the computed value in the A register and in the D register, respectively. The third \overline{d} -bit codes whether to store the computed value in the RAM location addressed by the A register. One, more than one, or none of these bits may be true. The codes are as follows: