

Sampling (see website for full instruction set)

## Arithmetic

```
add    r1, r2, Operand2  
sub    r1, r2, Operand2  
mul    r1, r2, r3
```

## Boolean

```
and    r1, r2, Operand2  
orr    r1, r2, Operand2  
eor    r1, r2, Operand2
```

## Comparison and Branching

```
cmp    r1, Operand2  
beq    label  
bne    label  
bge    label  
blt    label  
b      label
```

## Moves

```
mov    r1, Operand2  
movw   r1, imm16  
movt   r1, imm16  
moveq  r1, Operand2  
movlt  r1, Operand2  
movne  r1, Operand2  
movge  r1, Operand2
```

## Loads and Stores

```
ldr r1, address          (various modes including: [reg], [reg, #expr], where expr is -4095 to 4095  
str r1, address
```

## Invocation

```
bl     label  
push   {rn ... rm}  
pop   {rn ... rm}
```