

## Sprungbefehle

		Sprung, wenn
<b>JE</b>	Jump if equal than	ZR
<b>JNE</b>	Jump if not equal than	NZ
<b>JL</b>	Jump if less than	$(NG \wedge NV) \vee (PL \wedge OV)$
<b>JLE</b>	Jump if less or equal than	$((NG \wedge NV) \vee (PL \wedge OV)) \vee ZR$
<b>JGE</b>	Jump if greater or equal than	$(NG \wedge OV) \vee (PL \wedge NV)$
<b>JG</b>	Jump if greater than	$((NG \wedge OV) \vee (PL \wedge NV)) \wedge NZ$
<b>JB</b>	Jump if below than	CY
<b>JBE</b>	Jump if below or equal than	$CY \vee ZR$
<b>JAE</b>	Jump if above or equal than	NC
<b>JA</b>	Jump if above than	$NC \wedge NZ$
<b>JC</b>	Jump on carry	CY
<b>JNC</b>	Jump on not carry	NC
<b>JZ</b>	Jump on zero	ZR
<b>JNZ</b>	Jump on not zero	NZ
<b>JS</b>	Jump on sign	NG
<b>JNS</b>	Jump on not sign	PL
<b>JO</b>	Jump on overflow	OV
<b>JNO</b>	Jump on not overflow	NV
<b>JCXZ</b>	Jump on CX zero	CX-Register = 0
<b>JMP</b>	Jump unconditionally	

## CMP und bedingte Sprungbefehle

JE	JNE	JL	JLE	JGE	JG	JB	JBE	JAE	JA
=	≠	<	≤	≥	>	<	≤	≥	>
		m.VZ	m.VZ	m.VZ	m.VZ	o.VZ	o.VZ	o.VZ	o.VZ