



WDLGS :

```

x      LEA   TDEQ1, A4           Buffer 34 octets
      BSR   WDNAM              décode nom alpha-numeric
x      BNE   G89                → échec (-3)
      LEA   TDEQ1, A4
      CLR.L DO
      MOVE.B (A4), DO
      BEQ   G89                → ok ∅
      LEA   TDLGN, A3
      CMP   #256*"D", DO
      BEQ   G875                → D ⊗
      LEA   8(A3), A3
      CMP   #256*"M", DO
      BEQ   G88                → M
      LEA   8(A3), A3
      CMP   #256*"A", DO
      BEQ   G88                → A
      CMP   #256*"B", DO
      BNE   G90
      MOVE.L 8(A3), DO
      SUBQ.L #1, DO
      CMP   DO, DO             ok
      RTS
G88: MOVE.L (A3), DO         cas A, M et D
      CMP   DO, DO             ok
G89: RTS
  
```

Annotations:

- Between `MOVE.B (A4), DO` and `BEQ G89`:
 - `ASL #8, DO`
 - `ADD.B 1(A4), DO`
 - ok ∅
- Between `BEQ G875` and `BEQ G88`:
 - ↓ B
 - `LEA 8(A3), A3`
 - `G875: MOVE.L (A3), DO`

```

G90: MOVE.L A6, A3
G91: MOVE.L TDBAS, A6
      CLR.L D2

```

boucle sur les lignes

n° de ligne

```

G91: CMP.B # $1A, (A6)
      BNE G92
      MOVE.L A5, A6
      MOVE #-5, D1
      RTS

```

échec label pour trouver

```

G92: ADDQ.L #1, D2
      LEA TDEQ1, A2
      BSR WDAVLT

```

1^{er} lettre de la ligne = DO

```

S2FC8 BEQ G95
      CMP.B (A2)+, D0
      BNE G95

```

→ diffère

→ "

```

G93: BSR WDAL

```

```

S2FD6 BEQ G94
      CMP.B (A2)+, D0
      BEQ G93

```

→ fin

← BRA G95

```

G94: WDAVR D0
      TST.B D0
      BEQ G91
      TST.B (A2)
      BNE G95
      CMP.B #":", D0
      BEQ G96

```

→ diffère

→ trouvé

```

G95: TST.B (A6)+
      BNE G95
      BRA G91

```

va en début de ligne suiv

```

G96: MOVE.L D2, D0
      CMP D0, D0
      MOVE.L A3, A6
      RTS

```

ok