

③ Pose en libre {AR} = le nombre p en A5

\$ P : décade en base 16 err EQ vrai
% P " 2

P: 12
0.01v
17 [] -458

si flottant : decpf.B = "v"

[decpf: d. b 0] } 0 exact
 -1 flottant

```

DECP: BSR DECCRN
      BNE LA18
      MOVE #16, D2
LA17: MOVE TBASE, -(SP)
      MOVE.B D2, TBASE+1
      BSR LA19
      MOVE SR, D0
      MOVE (SP)+, TBASE
      MOVE D0, SR
      RTS

```

```

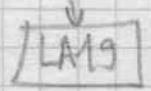
LA18: MOVEQ #2, D2
      BSR DECCRBN
      BEQ LA17

```

```

      MOVEQ #10, D2
      BSR DECCRL
      BEQ LA17

```

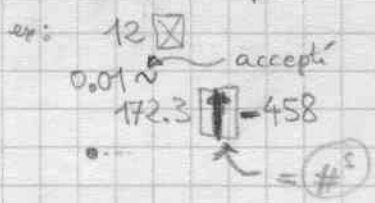


L

3

Pose en libre = $A2^2$
= $A6^2$

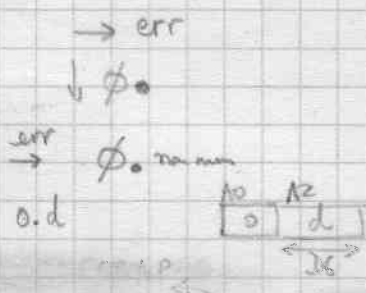
le nombre 1p en après le pointeur A5



err EQ vrai

```

LA19: BSR  DECN
      BNE  LA20
      BSR  DECCRP
      BNE  LA31
      BSR  DECN
      BEQ  LA31
      BRA  LA22
    
```



```

LA20: BSR  DECCRP
      BNE  LA24
    
```

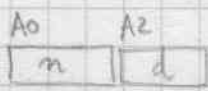
LA22: BSR DECCRAP
SEQ DECPF

sauts \sim
si flottant

```

LA22: MOVEM.L A5, -(SP)
      MOVEM.L A0/A2/A6, -(SP)
    
```

↓ n.d
36



```

MOVE  D6, D0
BSR   XPOSED0
MOVE.L A2, A1
LEA   TBASE, A0
BSR   XEXPS2
    
```

```

MOVE.L A2, A0
MOVE.L (SP), A1 ← MOVE.L A0, 2(SP)
BSR   XMUL1
    
```

```

MOVE.L A2, A0
MOVE.L 4(SP), A1
BSR   XADD1
    
```

```

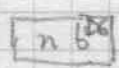
MOVE.L A2, A0
MOVE.L 8(SP), A1
BSR   XDIVS2
    
```

```

MOVE.L (SP)+, A0
ADDQ  #8, SP
BSR   XEFTC
    
```

```

MOVE.L A2, A0
MOVE.L (SP)+, A5
    
```



$nb^{36} + d$

$\frac{nb^{36} + d}{b^{36}}$

LA24:BSR DECCRAP (2)

SEQ DECPF
MOVEQ #1,d1
BSR DECCR
BEQ LA254
BCLR #5,d0
CMP.B #E,d0
BNE LA32

MOVE.L A5,-(SP)
ADDQ #1,A5

BSR DECCRM) (-
BEQ LA252

SUB.B #"+",d0) (+
BEQ LA250

SUBQ #5,d0
SUBQ #10,d0

CMP.B #10,d0

BCC LA250
MOVE.L (SP)+,A5
BRA LA32

chiffre
→ E n'est pas exposé

LA250:MOVE.L A0,(SP)
BRA LA28

LA252:MOVE.L A0,(SP)
BRA LA258

LA254:MOVE.L A0,-(SP)
BSR DECCRM (-
BNE LA28

LA24: BSR DECCR^{sauf ~} | ← 5#

LA24: MOVE #~~1~~, D1

BSR DECCR

BNE LA32

MOVE.L A0, -(SP) → n
↓ n.d "k

n.d

n.d
litu

BSR DECCRM~~FF~~ ⊖

BNE LA28 → +

LA258: BSR DECN ⊗

BEQ LA30 → err

LA26: LEA TBASE, A0 ← CHGS

MOVE.L A2, A1

MOVE.L A5, -(SP)

BSR XEXPS2

MOVE.L 4(SP), A0

MOVE.L A2, A1

BSR XMULS2

MOVE.L (SP)+, A5

MOVE.L (SP)+, A0

BSR XEFC ←

{ BSR DECCRAP (après k)
BNE LA33
DECR~~AP~~ neg, decr, a0
SP, (A0) ST
DECR~~AP~~ #1, DECPF
BRA LA33 → ok

LA28: BSR DECCRPL

~~LA29: BSR DECN~~ ⊗

BNE LA26

LA30: MOVE.L (SP)+, A0 ↓ erreur
LA31: MOVE.L A0, A6

CLR D0

RTS

LA32: MOVE.L A0, A2

LA33: MOVEQ #1, D0

RTS

LA4: ...