

③ teste si { top pile } est poly

EQ oui
NE non

oh fl
comp

repete XIPOLY

A2^s pointe var

```
XIPOLY : MOVE TVARN, DO
SUBA #1, DO
```

```
XHPOLY : MOVE.L TMVAR, A2
SUB DO, A2
"
"
MOVE.L (A2), A2
CMP #0(A2)+, DO
BNE ERRFAT ← addq #4, A2
BRA XTPOLY
```

teste si { top pile } est adresse

EQ oui D3 = valeur
NE non

repete XIADR

```
XIADR : MOVE TVARN, DO
SUBQ #1, DO
```

```
XHADR : MOVE.L TMVAR, A2
SUB DO, A2
"
"
MOVE.L (A2), A2
CMP #0(A2)+, DO
BNE ERRFAT ← addq #4, A2
BRA XTADR
```

A2^s = pointe variable
D3^s = valeur
As détruit
~~DO #var~~
à insérer le reste