

3

expr exprn
 | exprn { and exprn }
 | exprn { or exprn }
 | exprn { xor exprn } ⊗

| exprn { eqv exprn } ⊗
 | exprn imp exprn

WEXPR: BSR WEXPRN

BSR NEXTAS

SUBQ #1, A5

AND #4DF, D0

CMP # "X", D0

BNE GEE35

BSR DECXOR

BNE GEE34

BSR RLOGIC1

MOVE.L D3, -(SP)

GIB40 : BSR WADRLOG

BSR DECXOR
 BNE GEE33
 MOVE.L A4, A5
 BRA GIB40

EOR.L D3, (SP)
 GEE33 = MOVE.L (SP)+, D0

BSR LB305

GEE34 : BRA LB95

GEE35 : ^{SUB} CMP # "0", D0

BNE GAM64

BSR DECOR

BNE GEE34

BSR RLOGIC1

GEE37 : MOVE.L D3, -(SP)

GEE37 : BSR WEXPRN

BSR WADRLOG

BSR RLOGIC

OR.L D3, (SP)

BSR DECOR

BNE GEE33

MOVE.L A4, A5

BRA GEE37

GEE39 :

déplacé par 86 oct

x

x

(not X) or D

| x | y | x imp y | x eqv y |
|---|---|---------|---------|
| 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 0 | 0 | 1 | 1 |

GAM64: ADDQ #6, D0 (I)

```

BNE GAM66
BSR DECIMP
BNE GEE34
BSR RLOGIC1 ← (NOT.L D3)
MOVE.L D3, -(SP)

BSR WADRLOG
OR.L D3, (SP)
BRA GEE33 // en vmi i GEE33

```

GAM66: ADDQ #4, D0 (E)

```

BNE GEE39
BSR DECEQV
BNE GEE34
BSR RLOGIC1
MOVE.L D3, -(SP)

```

GIB42: BSR WADRLOG (X)

```

EOR.L D3, (SP)
NOT.L (SP)
BRA GEE33 (X)
BSR DECEQV
BNE GEE33 } (X)
MOVE.L A4, A5
BRA GIB42

```

GEE39: ~~CMP # "A", D0~~ ADDQ #4, D0 ⊗

BNE GEE34 ~~GANG~~ ⊗

BSR DECAND

BNE GEE34

BSR RLOGIC1

MOVE.L D3, -(SP)

GEE41: BSR WEXPRN BSR WADRLOG ⊗

BSR RLOGIC

AND.L D3, (SP)

BSR DECAND

BNE GEE33

MOVE.L A4, A5

BRA GEE41