

3) Remplace P_0 par $P_0^{D3.L}$

XHEXPD: MOVE.L D3/AS, -(SP)

BSR PUSHNU $P_0 = z=1, P_{-1} = a$

MOVE.L (SP)+, D3

BEQ PB93

→ fin

$z=1$
 a

BPL PB92

NEG.L D3

si $D3 < 0$
remplace a par $\frac{1}{a}$

MOVE.L D3, -(SP)

MOVE TVARN, D0

MOVE D0, D1

SUBQ #1, D1

MOVE D1, D2

BSR XHDIV

PB91: MOVE.L (SP)+, D2

PB92: ASR.L #1, D3

BCC PB94

MOVE.L D3, -(SP)

BSR PACKC

⊗
 $P_0 = P_0 * P_{-1}$

MOVE TVARN, D0

MOVE D0, D2

MOVE D0, D1

SUBQ #1, D1

BSR XHMUL

MOVE.L (SP)+, D3

BNE PB94

fin

PB93: MOVE.L (SP)+, AS

BRA POPPR

efface P_{-1}

PB94: MOVE.L D3, -(SP)

BSR PACKC

⊗

MOVE TVARN, D0

SUBQ #1, D0

MOVE D0, D1

MOVE D0, D2

BSR XHMUL

$P_{-1} = (P_{-1})^2$

BRA PB91