

4) else

repite MASS-2

YELSE: BSR LB920

~~MOVEQ #1, D3 CLR D3~~ BSR DEPILE

MAG2: BSR DECElse else ?

BEQ ERRIB → oui

BSR DECEI endif

BEQ ~~MA57~~ DEAV1 → oui

BSR DECIF if

BNE MAG3 → non

BSR DEIFAV

MAG3: BSR DEAV

BRA MAG2

BSR DECEND
BNE ERRIB
MAG2

ERRIB: MOVE #63, D0
BRA KER

MAG3: BSR DEAVN

BRA MAG2

DEAVN: BSR DECEND
BNE DEAV
ERRIB: MOVE #63, D0
BRA KER

sante imbrication de if/endif

DEIFAV: MOVE #1, -(SP)

MAG4: BSR DEAVN

BSR DECEI

BEQ MAG5

BSR DECIF

BNE MAG4

ADDQ #1, (SP)

BRA MAG4

MAG5: SUBQ #1, (SP)

BNE MAG4

ADDQ #2, SP

RTS

endif et bkpt

YENDIF: RTS