

5

call f_a k

$k \in [0, \$FFF]$

103.1

```

YCALLA:BSR WINDEX
        CMP #1000,d3
        BCC ERRIS
        ADD (A3),d3
        LEA MD75,A3
        MOVE D3,(A3)
        MOVE.L A3,D3
        BSR DECTMNE
        BRA GAM48

```

5) call ad {s L: l} {w: w}

YCALL: BSR WADRP

GAM48: MOVEM.L D3-D7/A2-A6, -(SP)
MOVE.L SP, -(SP)

GAM50: BSR DECTMN
BEQ GAM56
BSR DECCRVE
MOVE.L A5, -(SP)
BSR NEXTAS
MOVE D0, D3 ← MOVEQ #":", D1 ?
BSR DECCR
BNE GAM52 → non
ADDQ #4, SP
BCLR #5, D3
CMP.B #"W", D3
BEQ GAM54
CMP.B #"L", D3
BNE ERRIS
BSR WADR
MOVE.L (SP)+, D2
MOVEM.L D2/D3, -(SP)
BRA GAM50

GAM52: MOVE.L (SP)+, A5

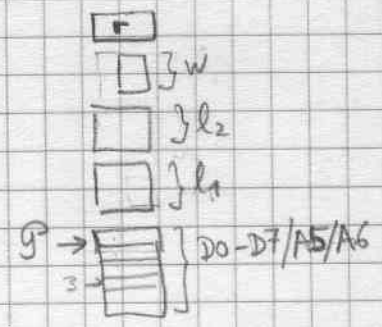
GAM54: BSR WINDEX
MOVE.L (SP)+, D2
MOVE D3, -(SP)
MOVE.L D2, -(SP)
BRA GAM50

5) call ad{L=l}{,W=w}

```

YCALL : BSR WADRP
GAM48 : MOVEM.L D3-D7/A2-A6, -(SP)
        MOVE.L SP, -(SP)

```



```

GAM50 : BSR DECTMN
        BEQ  GAM56          → fin
        .
        .
        .
        BCLR #5, d0
        CMP.B #"W", d0
        BEQ  GAM59
        CMP.B #"L", d0
        BNE  GAM52
        ADDQ #1, A5          BSR GAM62
        BSR DECCRE GAM62 DECOR2P

```

```

L=
GAM52 : BSR WADR
        MOVE.L (SP)+, D2
        MOVEM.L D2/D3, -(SP)
        BRA  GAM50

```

```

GAM54 : ADDQ #1, A5          BSR GAM62
        BSR DECCRE GAM62
        BSR WINDEX
        MOVE.L (SP)+, D2
        MOVE  D3, -(SP)
        MOVE.L D2, -(SP)
        BRA  GAM50

```

```

GAM56 : BSR PACK
GAM56 : MOVE.L (SP)+, A0
        MOVE.L (A0), A3
        MOVEM.L D0-D7/A5/A6, (A0) ← S. Progr MOVE.L A6, D0 ⊗
        LEA  GAM58, A4          remettre la pile
        .
        .
        MOVE.L A0, GAM60+2-GAM58(A4)  remettre la pile
        MOVEM.L A3/A4, -(SP)
        MOVEM.L REG15, D0-D7/A0-A6
        RTS

```

x

5

Game 01

GAME8: MOVEM.L D0-D7/A0-A6, REG15

MOVE SR, D0
BIST #D, D0
BNE GAME6
CLR.L -(A7)
MOVE #20, -(A7)
TRAP #1

GAME6: LEA 0, SP
LEA PILEUS, A0
MOVE.L A0, USP
MOVEM.L (SP)+, D0-D7/A5-A6
RTS

~~SP
GAME2: ADDQ #1, A5
GAME2
DECCR2P: MOVEQ #1, D0
BSR DECCR
BNE ERR15
RTS~~