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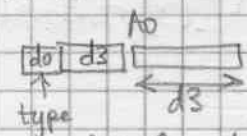
décode k

type A

entrée Po = ensemble C

sortie EQ

d3.L } élément n° k
A2
do.L



```
WLMY: BSR WADR
      MOVE.L D3, D1
```

```
WLMY2: BSR LB95A
```

```
WLMY1: MOVEQ #0, D0
```

```
LEA (A0, D3.L), A1
```

```
GEE74: CMP.L A0, A2
      BGE GEE75
```

```
MOVE (A2)+, D0
```

```
MOVE.L (A2)+, D3
```

```
SUBQ.L #1, D1
```

```
BEQ GEE75
```

```
ADDQ.L #1, D3
```

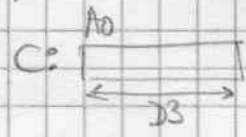
```
BCLR #0, D3
```

```
ADD.L D3, A2
```

```
BRA GEE74
```

```
GEE75: RTS
```

NE pas enable ← (sinon k > elementn(C))
 D4 bit₁₅ = 0 ↔ tout var
 D5 bit₁₅ = 1 ↔ tout c



```
MOVE.L A0, A2
ADD.L D3, A0
MOVEQ #0, D4
MOVE #8000, D5
```

← test v
test c
10

```
OR D0, D4
AND D0, D5
```

d° avec vent k ∈ [1, element(C)]

```
WLMYC: BSR WLMY
```

```
WLMYC3: BNE ERR92
```

```
TST.L D1
```

```
BNE ERR92
```

```
RTS
```

compte le nb d'éléments de Po → WLMYC2: BSR LB95A

```
WLMYC1: MOVEQ #0, D1
```

```
BSR WLMY1
```

```
BNE ERR92
```

```
MOVEQ #0, D0
```

```
SUB.L D1, D0
```

```
RTS
```