

déterminer le nouveau format d3 a0 \rightarrow chaîne using \downarrow

```
USING1: BSR GAC28 a0er début du nombre
        MOVEQ #0, D3
```

```
TST.B D0
BEQ GAB96
```

```
BSR GAC31
TST.B D0
BEQ GAB96
```

a0 sur •

~~CMP.B D0, D1~~
~~BNE GAB93~~
ADDQ #1, D3

⊙ ?
d3 = 1

```

        BRA GAB94
GAB93: ADDQ #1, D3
        BSR GAC44
        CMP.B #" ", do
        BNE GAB96
        NEG.L D3

GAB94: MOVE.B (A0)+, do
        BEQ GAB96
        CMP.B #"#", do
        BEQ GAB93
        CMP.B #" ", do
        BEQ GAB95
        CMP.B #";", do
        BEQ GAB94
        CMP.B #" ", do
        BNE GAB96
        BRA GAB94

GAB95: NEG.L D3

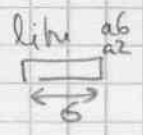
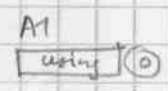
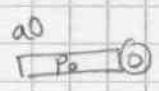
```

```

GAB96: MOVE.L D3, TFRMT-2
        MOVE.L D3, TFRMTX-2
        RTS

```

USING2: BSR GAC50



avance a0 après le signe et met d5 suivant le signe

```

MOVEQ #32, d1
GAD36: MOVE.B (A0)+, d0
BEQ GAD37
CMP.B d0, d1
BEQ GAD36

```

```

GAD37: MOVEQ #0, d5
CMP.B #'E', d0
BEQ GAD38
SUBQ #1, A0
MOVE #100, d5

```

d5
bit 8 = 1 == >0



```

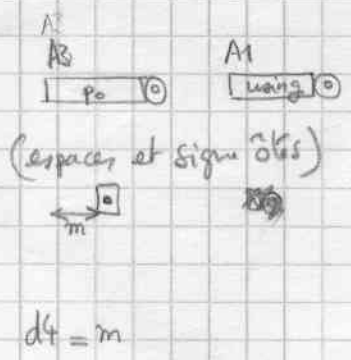
GAD38: MOVE.L A0, A3
MOVEQ #".", d1
GAS72: MOVE.B (A0)+, d0
BEQ GAS74
CMP.B d0, d1
BNE GAS72
GAS74: SUBQ #1, A0

```

avance jusqu'au ⊕ ou fin

```

GAD38: MOVE.L A0, A3
      BSR GAC31
      MOVE.L A0, D4
      SUB.L A3, D4
      BSR L A3, A4
  
```



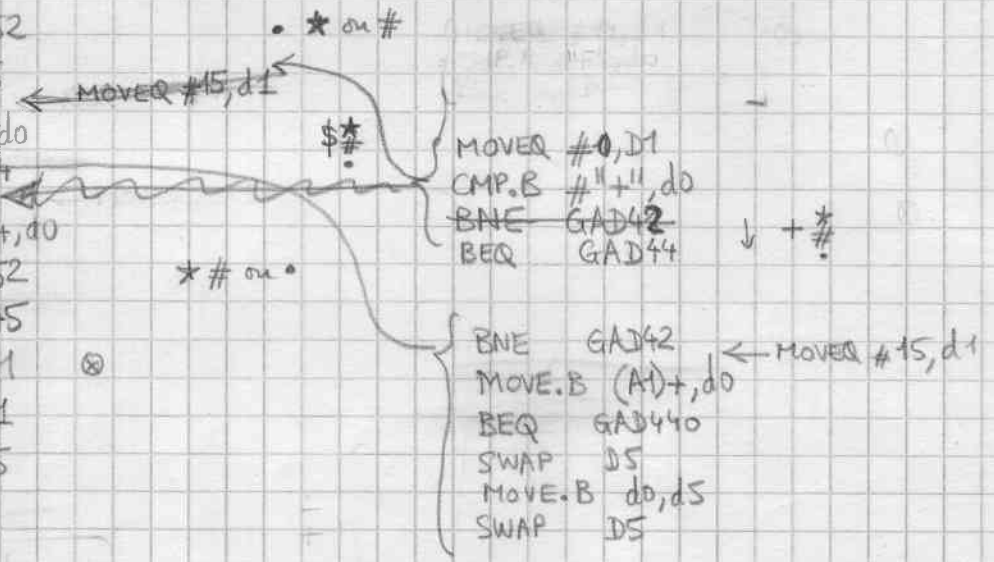
recopie début de using

repete GAC28

```

GAD40: MOVE.B (A1)+, do
      BEQ GAD46
      CMP.B #"$", do
      RNE GAD43
GAD41: MOVE.B (A1)+, do
      BEQ GAD46
GAD42: MOVE.B do, (a5)+
      BRA GAD40
GAD43: BSR GAC52
      BEQ GAD46
      CMP.B #"$", do
      BEQ GAD44
GAD44: MOVE.B (A1)+, do
      BSR GAC52
      BEQ GAD45
GAD44a: SUBQ #2, A1
      BRA GAD41
GAD45: BSET D1, D5
      [GAD46]
  
```

d5		1	-1	
0	0	1	-1	début
1	1	+1	-1	+ #
2	2	1	1-	-
15	\$ #			
23-16	*			symbole à placer devant le chiffre
31	*			
8				signe positif



```
GAD46: CMP.B #1, (A1)
      BNE GAD47
      BSET #31, D5
```

```
GAD47: MOVE.L A1, A0
      BSR GAC40
      CMP.B #0, D0
      BEQ GAD48
      CMP.B #1, D0
      BNE GAD49
      MOVE.L D3, -(SP)
      ADDQ #1, A0
      BSR GAC40
      MOVE.L (SP)+, D3
      CMP.B #0, D0
      BNE GAD49
```

```
GAD48: MOVE.B #2, D5
```

```
GAD49: CMP.B #1, D5
      BEQ GAD50
      BCC GAD51
      BTST #8, D5
      BNE GAD51
```

```
GAD50: ADDQ.L #1, D4
```

```
GAD51: TST D5
      EPL GAD52
      ADDQ.L #1, D4
```

```
GAD52: CMP.L D3, D4
      BLT GAD54
      BSR GAC58
```

```
GAD53: MOVE.B (A3)+, D0
      BEQ GAD56
      BSR GAC61
      BRA GAD53
```

D3 = R

→ oui ?

→ non

→ non

→ non
↓ oui

→ m+

m+ (pour le signe)

m+ (pour \$)

ent (±)

cad m > k



x

```

GAD54: MOVEQ #32, d1
      TST.L DS
      BPL GAD55
      MOVEQ #11, d1
GAD55: CMP.L D3, D4
      BGE GAD52
      MOVE.B d1, (a6)+
      BSR GAC610
      BRA GAD55

```

cas m < k

```

GAD56: CMP.B #2, DS
      BNE GAD57
      BIST #8, DS
      BNE GAD57
      BSR GAC590

```

signe terminal

not ⊖

```

GAD57: MOVE.B (A1), do
      BSR GAC51
      BEQ GAD58
      BSR GAC56
      BNE GAD72

```

espaces pour terminer format numérique

⊖ ⊖ ⊖ ⊖ ⊖ ⊖

⊖ ⊖

```

GAD58: ADDQ #1, A1
      MOVE.B #32, (A6)+
      BRA GAD57

```

fin de format tel quel

```

GAD72: MOVE.B (A1)+, (A6)+
      BNE GAD72
      SUBQ #1, A6
GAD74: BSR LC12
      BRA POPPR

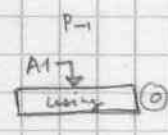
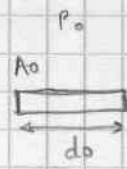
```

GAD72: BRA USINGCH

⊖

5

USING3: BSR GAC50



```

GAD78: MOVEQ #0, D4
      BRA  GAD81
GAD80: MOVE.B D1, (A6)+
GAD81: MOVE.B (A1)+, D1
      BEQ  GAD82
      CMP.B #"-", D1
      BNE  GAD84
      MOVE.B (A1)+, D1
      BNE  GAD80

```

→ fin

X

```

GAD82: BRA GAD74 GAD72
      USINGCH

```

↓ fin

⊗

```

GAD84: CMP.B #"8", D1
      BEQ  GAD880
      MOVEQ #1, D3
      CMP.B #"!", D1
      BEQ  GAD88
      CMP.B #"\", D1
      BNE  GAD80

```

```

GAD86: MOVE.B (A1)+, D2
      BEQ  GAD87
      ADDQ.L #1, D3
      CMP.B D1, D2
      BNE  GAD86
      MOVE.L D3, D4
      BRA  GAD88

```

```

GAD87: SUBQ #1, A1
GAD88: MOVE.L D3, D4
      CMP.L D3, D0
      BCC  GAD90

```

```

GAD88: MOVE.L D0, D3
      BRA  GAD90

```

```

GAD89: MOVE.B (A0)+, (A6)+
      SUBQ.L #1, D4
      SUBQ.L #1, D0
GAD90: SUBQ.L #1, D3
      BPL  GAD89
      BRA  GAD92

```

```

GAD91: MOVE.B #32, (A6)+
GAD92: SUBQ.L #1, D4
      BPL  GAD91

```

```

TST.L D0
BLE  GAD72
BRA  GAD78

```

⊗ BRA USINGCH