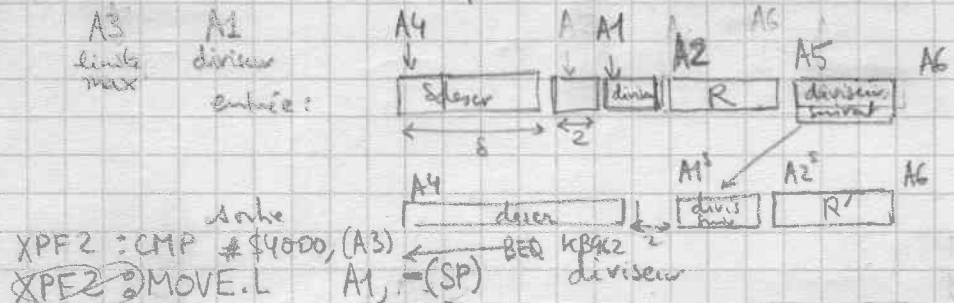


on a recherché des facteurs premiers

EQ peut continuer  
NE fin



```

XPF2: CMP # $4000, (A3)
XPE2: MOVE.L A1, -(SP)
MOVE.L A3, A0
BSR XCMP1
MOVE.L (SP)+, A1
BCS KB98
    
```

cmp diviseur, max  
→ fin

```

KB962: MOVE.L A2, A0 R ← BSR ESCAPE
MOVEM.L A2-A5, -(SP)
BSR XPF1
    
```

```

MOVEM.L (SP)+, A0/A3-A5
    
```

```

BEQ KB97 → α=0 deser et R inchangés
    
```

```

MOVE DO, -2(A1)
    
```

```

BSR SLNG1
ADD D1, A1
MOVE.L A1, D1
SUB.L A4, D1
    
```

```

MOVE.L D1, (A4) s'
    
```

```

ADDQ #1, 4(A4)
    
```

```

EXG A0, A1
    
```

```

ADDQ #2, A0
    
```

```

MOVE.L A5, D1
    
```

```

SUB.L A0, D1
    
```

```

SUB.L D1, A1 ← MOVE.L A2, A1
    
```

```

MOVE.L A5, A2
    
```

```

MOVE.L A0, A5
    
```

```

BSR XLBY6
    
```

```

MOVE.L A1, A2
    
```

```

MOVE.L A5, A1
    
```

```

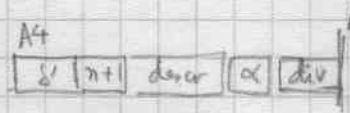
TST TXPF1
    
```

```

RTS
    
```

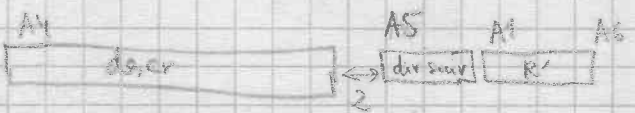
```

KB98: MOVEQ #1, D0
RTS
    
```



MOVE (A3), D1 arrêt après le div  
BMI KB98 → arrêt après le diviseur  
CMP # \$4000, (A3) D1  
BEQ KB98 → arrêt après le diviseur

CMP # \$4001, (A0)  
BEQ KB98 → fin (R'=1)  
KB97: MOVE.L A4, A0  
ADD.L (A0), A0



R'  
diviseur suivant  
EQ on peut continuer  
NE inutile de continuer car on a trouvé que R < d² dans XPF1