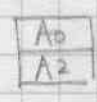


② met en libere le coef de  $x^k$  de  $P$

conserve A0  
[Voir XCOEFP qui conserve plus]

```
XCOEFP: MOVE.L A6, A2 ← MOVEM.L A0/A6, -(SP)
```



```
XCOEF: MOVE (A0)+, D2
MOVEQ #-1, D6
SUBQ #1, D2 ← MOVE D2, D4
MOVE D2, (A2)+
BRAI KDS2
```

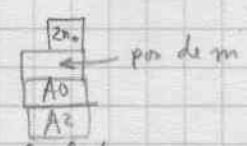
```
KD50: MOVE (A0)+, D3
CMP D3, D0
BNE KDS1
MOVE D2, D6
DBRA D2, KD50
BRA KDS2
```

```
KDS1: BSET #15, D3
MOVE D3, (A2)+
DBRA D2, KD50
```

```
KDS2: TST D6
BPL KDS5
MOVEM.L (SP)+, A0/A2
TST D1
BEQ XPSAP
α=0 mettre P en entier
```

```
BRA XPSPO
```

$x \neq 0 \quad P = 0$



```
KD55: MOVE.L A2, -(SP)
ADDQ #2, A2
MOVE (A0)+, D5
```

~~type de variable sans la liste~~  
D5 = nb de mon - 1 de P  
D1 = exposant  
D4 = nb de mon - 1 de coef

```
MOVE.L A2, A6
NEG D6
ADD D4, D6
ADD D6, D6
MOVEQ #-1, D4
{ ADDQ #1, D4
  ADD D4, D4
  MOVE D4, -(SP)
  (A0, D6.W) pointe exp de v
```

```
KD57: CMP (A0, D6.W), D1
BEQ KDS9
avance A0
ADD (SP), A0
BSR SLNGO
ADD D0, A0
DBRA D5, KD57
BRA KD62
```

boucle sur les D5+1 mon

X

copie les exponents

```

KDS9: ADDQ #1, D4
      MOVE.L 10(SP), A1
      MOVE (A1)+, D2
SUBQ #1, D2
      MOVE D6, -(SP)
      ADDQ #2, D6

```



```

KDS10: SUBQ #2, D6
        BEQ KDS10
        MOVE (A0), (A6)+
        BEQ KDS11
        BCLR #7, (A1)

```

sauts

```

KDS11: ADDQ #2, A1
KDS10: ADDQ #2, A0
        DBRA D2, KDS10
        BSR XPOSE
        MOVE.L A4, A0
        MOVE (SP)+, D6
        DBRA D5, KDS17

```

met le coef num

```

KDS2: TST D4
       BPL KDS4
       cas polynome nul
       ADDQ #6, SP
       MOVEM.L (SP)+, A0/A6
       BRA XPSPO

```

```

KDS4: ADDQ #2, SP
       MOVE.L (SP)+, A3
       MOVE D4, (A3)+
       MOVE.L 4(SP), A2
       MOVE.L A6, A4
       MOVE (A2)+, D2
       CLR D3

```

nb de mon - 1

```

KDS9: SUBQ #1, D2
       BMI KDS4
       MOVE (A5)+, (A2)+
       BPL KDS9
       MOVE D2, (A4)+
       ADDQ #1, D3
       SUBQ #2, A2
       BRA KDS9

```

x

```

KDF4: MOVE.L (SP)+, A0 ←
      BRA   KC75
MOVE D4, D6 nb de mem - 1

```

```

XCOEFF: MOVEM D0/D1, -(SP)
        MOVE.L A1, AS-(SP) ⊗
        BSR XCOEFF1
        MOVE.L (SP)+, A1/AS/AS ⊗
        MOVEM (SP)+, D0/D1
        RTS

```

do consume A0, A1 AS/A3  
D0, D1 ⊗