

② Intégration de var_{A0} suivant v=D0

Eventuellement crée des variable Local
Remplace var_{A0} par son intégrale

correspondant à $\int \frac{1}{x-a}$
censure A5

```
XNTG: MOVE.L A5, -(SP)
```

```
XNTG: MOVEM.L D0/A0/A5, -(SP)
```

```
BSR XFFCT1
```

factorise

```
BSR XRED2
```

soit la, xⁿ

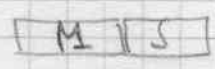
```
BSR XREDQ
```

← MOVEQ #+1, D3
si ≠ polynome cherche facteur
de degré 2

MOVE.L A0, A2
BSR XTPOLY
BEQ KH75



met S=0



cherche le 1er
facteur négatif
contenant x

→ absent

⊗ copie XNTG2

```
KH75: BSR XPSF0  
MOVE.L A2, 8(SP)
```

```
KH76: MOVE (A0)+, D6
```

```
SUBQ #2, D6
```

```
BMI KH79
```

```
BSR SLNG0
```

```
ADD D0, A0
```

```
MOVE.L (SP), D0
```

```
KH77: MOVE.L (A0)+, D4
```

```
MOVE.L A0, A1
```

```
ADD.L D4, A1
```

```
TST -2(A1)
```

```
BPL KH78
```

→ facteur positif

```
BSR XDEG
```

DS = degré du polynome

```
CMP #1, DS
```

```
BCC KH82
```

contient v

```
KH78: MOVE.L A1, A0
```

```
DBRA D6, KH77
```

```
KH79: MOVEM.L (SP), D0/A0
```

var A0 n'a plus de pole

```
BSR XPSF
```

recopie var A0

```
MOVE.L A2, A0
```

```
BSR XFRD ⑤38
```

transforme en forme développée

```
BSR XFFCT1
```

factorise

```
BSR XRED2
```

2

```

MOVE.L (SP)+, D0      v
BSR XNTG2             var A0 = ∫ M
MOVE.L A0, A1
MOVEM.L (SP), D0/A0  bida S
BSR XADDF             S + ∫ M
MOVE.L A0, A2
MOVE.L (SP), A0
BSR XLB76
MOVEM.L (SP)+, A0/A1/A5  bida
RTS

```

```

x KH82: BEQ KH83
MOVE #31, D0
BRA RER

```

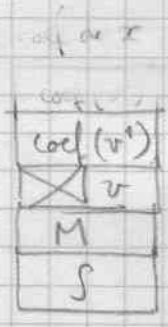
de degré 1

```

KH83: MOVEQ #1, D1
BSR XCOEFP
MOVE.L A2, -(SP)    coef v2
CLR D1
BSR XCOEFP          coef de v0
MOVE.L A2, A0
MOVE.L 12(SP), A0
BSR XPSE           recopie M
MOVE.L (SP)+, A0   coef(v0)
MOVEM.L A2/A6, -(SP)

```

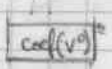
determine pole
 $b = \frac{-coef(v^0)}{coef_1(v^1)}$



```

BSR XPSAF1         factorise coef(v0)
MOVE.L (SP)+, A0
MOVE.L A2, -(SP)
BSR XPSAF1         factorise de coef(v1)
MOVE.L A2, A1
BCHG #7, 2(A1)     chg signe
MOVE.L (SP), A0

```



```

BSR XDIVF          en A0: b
MOVEM.L (SP), D0/D1/A0  bida M

```



```

BSR XPSE           recopie M
MOVE.L (SP), A0b
MOVE.L A2, -(SP)

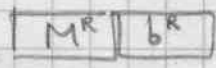
```



```

BSR XPSE           recopie b

```



2

```

MOVE.L A2, A1 6^R
MOVEM.L (SP), A0/A2/A3
MOVE A3, D0

```

```

MOVE D0, D2  variable de develop X = v X

```

```

BSR XPSING  Sort la partie singuliere Ms

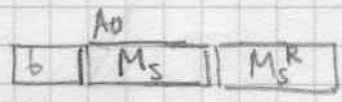
```



```

BSR XPSF  recopiee

```



```

MOVE.L A2, A0
MOVE 10(SP), D0 v=X

```

```

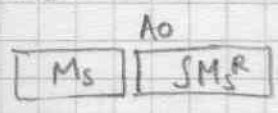
MOVE TVARL, D2  libre pour Lv si necessaire

```

```

BSR XNTG2  remplace par SMs^R
MOVEM.L A0/A6, -(SP)
TST.L D2

```



```

BPL KH87 -> Lv inutilise

```

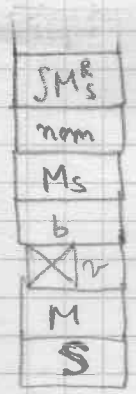
creation du literal Lv de numero TVARL

```


MOVE.L A0/A6, -(SP) SMs^R
MOVE.L 8(SP), A0 b
MOVE #12(" ", (A6)+
BSR XPRTAF
MOVE.L A0, A1
MOVE #80, D1


```

chaîne pour b



```

MOVE.L #12(" ", (A6)+
MOVE.L A6, A0
MOVE 18(SP), D2 v
BSR XFLIT
MOVE.L A0, A6
MOVE.B #1(" ", -(A0)
MOVE.B #1(" ", (A6)

```

```

MEVEN A6
MOVE.L 12(SP), A0 b
BSR XPRTAF  chaîne pour b

```

(2)

```

MOVE.L A0, A5
BSR DECRM          signe - ?
BNE KH84          → car D1 = "-"
MOVE #"+", D1

```

x

```

KH84 : MOVE.B D1, -(A5)
      MOVEM.L (SP), D0/A5      début chaîne
      MOVE.L TVARF, A0
      ADDQ #1, A0              CLR.B (A0)
      MOVE.L A0, A1

```

```

MOVE #20, D1          au plus 400 car 25

```

```

KH85 : NEXTAS
      MOVE.B (A5), (A0)+      ← D0 ← VERA0 → fi
      DBEQ D1, KH85
      SUBQ #1, A0
      BEQ KH86
      MOVE.B #".", D0
      MOVE.B D0, (A0)+
      MOV #

```

```

KH86 : MOVE.B #")", (A0)+
      CLR.B (A0)+
      VERA0

```

```

MOVE #10, D0          type littéral
BSR WNW              inscription

```


MOVE.L #TMIND+4, D1 ⊗

~~KH860: MOVE.L D2, A3
 MOVE.L -(A3), D2
 BNE KH860~~

MOVE # \$10, D0
 BSR WNW

type littered
 inscripti

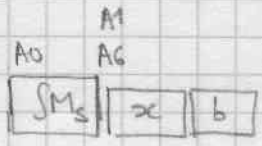
2

116b

```

KH87: MOVEM.L (SP), A0/A6
      MOVE.L A6, A1
      MOVE 18(SP), D2
  
```

create x-b



```

      BSR #B160
      MOVE.L 12(SP), A0
      BSR XPSF
  
```

b recompute

```

      MOVE.L A2, A0
      ADDQ #2, A2
  
```

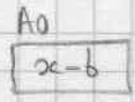
```

      CHGS
      EXG A0, A1
  
```

```

      BSR XADDF
      MOVE.L (SP), A1
  
```

SMs



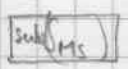
```

      EXG A0, A1
      MOVE 18(SP), D0
  
```

SMs x=b

```

      BSR XSUBS
  
```



```

      MOVEM.L A0/A6, (SP)
  
```



MOVE.L A0, A1

KH87: MOVEM.L (SP)+, A1/A6 SM (ok)

MOVE.L 16(SP), A0 ^S

BSR XPSF ^{recopie}

MOVE.L A2, A0

EXG A0, A1

BSR XADDF

MOVEM.L A0/A6, -(SP)

MOVE 18(SP), D2

BSR LB160

MOVE.L 12(SP), A0 ^b

BSR XPSF

MOVE.L A2, A0 ^b

EXG A0, A1 ^b

BSR XADDF

MOVE.L 4(SP), A1 ^{M^R}

EXG A0, A1 ^{x=b}

MOVE 18(SP), D0

BSR XSUBS

BCHG #7, 2(A0)

MOVE.L 20(SP), A0 ^M

BSR XPSF

MOVE.L A2, A1 ^{M^R}

MOVEM.L (SP), D0/A0 ^{-subs}

BSR XADDF

MOVE.L (SP)+, A0 ^{S'}

BSR XPSF

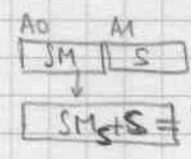
MOVE.L A2, A3

MOVE.L A6, A4

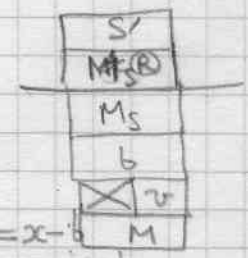
MOVEM.L (SP)+, A2/A5/A6 ^{bidu}

MOVE.L A3, A6

MOVEM.L (SP), D0/A0



MOVE.L 8(SP), A0 ^{M^S}
BSR XPSF ^{recopie}
MOVE.L A6, A1

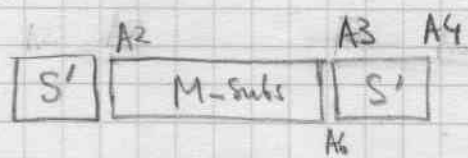
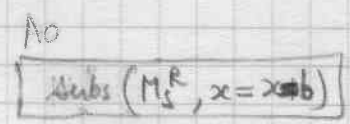
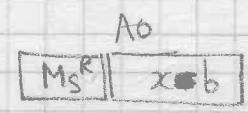


Création de x ← b

x factorisé

b recopie

ADDQ #2, A2 -b
CHGS



②

```
BSR XLB76  
MOVE.L A0, 8(SP)  
MOVE.L A4, A6  
BSR XLB76  
MOVEM.L (SP), D0/A0  
BRA KH76
```

