

remember i

YREMEMBER: BSR WADR

ADD.L D3, D3

BVS ERRRG

ADDQ #1, D3

recherche si connu

~~MOVEM.L D0, D1~~

MOVE.L TMREM1, A1

MOVE PILEREM, D0

~~MOVE D2, D0~~

MOVE.L A1, A2

BRA GAI36

GAI35: CMP.L (A2)+, D3

BEQ GAI40

GAI36: DBRA D0, GAI35

x

MOVE.L TMPROCA, A3

verif fonction

MOVE -(A3), D0

k doit être 2 ou 3 (fonction)

SUBQ #2, D0

BEQ GAI38

SUBQ #1, D0

BNE ERR114

→ remember mal placé ou répété

GAI38: MOVE -(A3), D0

n nb d'arguments

ASL #2, D0

← addq #1, D0 ⊗

SUB D0, A3

← sub

TST.L -(A3)

BNE ERR114

~~MOVE.L D0, D1~~

~~MOVE.L D1, D0~~

pas connu

MOVE.L D3, (A3)

RTS

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GAI40: MOVE.L A2, d2
      SUB.L A1, d2
      MOVE d2, -(SP)
      BSR REMVAR
      BSR LB321
      MOVE GVALU+2, d0
      BSR WASGN2
      MOVE.L TMREM, A0
      MOVE (SP)+, d2
      LEA (A0, d2.W), A1
      MOVE (A1)+, d1
      BEQ GAI42
      MOVE (A1), d0
      LEA (A0, d1.W), A2
      MOVE (A2), d3
      MOVE d2, 2(A0, d3.W)
      MOVE d1, (A1)
      MOVE d3, -(A1)
      MOVE d2, (A2)+
      MOVE d0, (A2)
      MOVE d1, (A0, d0.W)

```

d2 = 4r2 reluc

d2 = numéro de variable de r

possé ← p0

value

assigné à value

liste

... a → b → r → c → ...

change a

... a → r → b → c → ...

r

b

→ si b=0

c

a

a | x | r

r | a | b

b | r | c

c | b | x

x

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GAI42: BRA YRET

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