

(1)

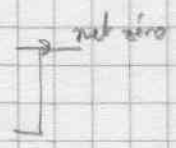
met $\langle A2 \rangle = \langle A0 \rangle * \langle A1 \rangle$
e. libe $2^{16}A$ $2^{16}B$

début tout

```
XFLMUL: LEA $4000, W, A2
          CMP, #2(A0), A2
          BEQ KL73
          CMP, #2(A1), A2
          BEQ KL73
          MOVE (A0)+, D0
          MOVE (A1)+, A2
          EXT.L D0
```



```
XFLMUL: MOVE (A0)+, D0
          MOVE (A1)+, A2
          MOVE #4000, D1
          CMP (A0), D1
          BEQ KL73
          CMP (A1), D1
          BEQ KL73
          EXT. D0
```



```
ADD.L A2, D0
MOVEM.L D0/A6, -(SP)
```

```
BSR XMULS1           pose A*B = A2
MOVE.L A2, A0
```

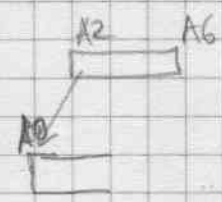
```
BSR XINTE1           pose <A2> = A*B (diffus)
```

```
MOVEM.L (SP)+, D0/A0
MOVE (A2)+, A1
```

```
ADD.L A1, D0
MOVE D0, A1
```

```
CMP.L A1, D0
BEQ KM20             ok
TST.L D0
BMI ERRRG           -> overflow
MOVE.L A0, A6
BRA KL73            met zéro
```

```
KM20: MOVE.L A0, A1
        MOVE D0, (A0)+
        BSR XLB76
        MOVE.L A1, A2
        RTS
```



```
XFLMULQ: MOVE.L A0, A1
          BRA XFLMUL ) ⊗ calcule x^2
```