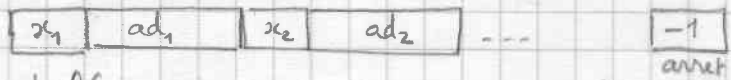


A1 →



proc «AZ» = subf(var<sub>A0</sub>,  $x_1 = var_1, x_2 = var_2 \dots$ ) [commence par -1]

```
XFSTV: if flag 30
    JMP TT\XFSTV
end if
```

ST\XFSTV: ancien

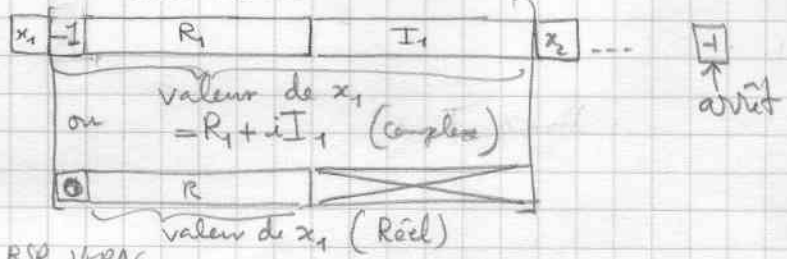
```
TT\XFSTV: CMP #43,TPREC
    BGT #0(ST\XFSTV) → ancien
```



```
MOVEM.L A0/A1/A6, -(SP)
```

```
MOVEQ #0,D6 { 0 réel, -1 complexe
```

crée table:



```
V10: MOVE (A1)+, (A6)+  $x_i$ 
    BMI V14 → fin
    MOVE.L (A1)+, A0  $ad_i$ 
    MOVE (A0)+, D0 type
    ADDQ #1, D0 → MOVE D0, (A6)+
```

```
BNE V12
    BSR CPCVI (30)40 → FPO valeur de  $x_i$  cas réel
    BNE VERR → err
    FMOVE.X FPO, (A6)+
    LEA 2(A6), A6
    BRA V10
```

```
V12: ADDQ #1, D0
    BNE VERR → erreur
    BSR CPCXI (30)45 → FPO + iFP1 valeur
    BNE VERR → err
    FMOVE.X FPO, (A6)+
    FMOVE.X FP1, (A6)+
```

```
MOVEQ #-1, D6 cas complexe
    BRA V10
```

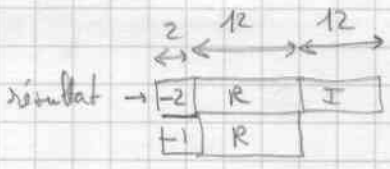
```
V13: MOVEM.L (SP)+, A0/A1/A6 pose résultat «AZ»
    LEA R1, A1
```

```
V11: MOVE (A1)+, D0 ← FMOVE.X (A1)+, FPO
    SUBQ #1, D0
    MOVE D0, (A6)+ { -1 réel, -2 complexe
    ADDQ #1, D0
    BNE V130
    BSR CPCVF pose Réel
    BRA V132
```

```
V130: FMOVE.X (A1)+, FP1
    BSR CPCXF
    V132: SUBQ #2, A2
    RTS
```

```

Y4: LEA R01, A1
    CLR (A1)+
MOVE D6, (A1)+
    MOVE.L (SP), A0
    ADDQ #2, A0
  
```



```

BSR CPCR 3048
FMOVE.X FPO, (A1)+
    BNE |ERR
  
```

```

TST D6
BEQ Y16 → réel
FMOVECR #SF, FP1
FMOVE.X FP1, (A1)
  
```

Y16: MOVE -2(A0), D6 ⊗ nb de facteurs

opéte  
XFSTV+6 →

```

BSR SLNGO
ADD D0, A0
MOVE.L 8(SP), A1
  
```

table de valeurs

boucle sur les facteurs

```

Y18: SUBQ #1, D6
    BEQ Y13 → fin
  
```

```

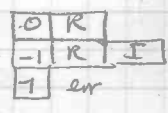
MOVE.L (A0)+, D0
LEA -2(A0, D0.L), A2
MOVE (A2)+, D3
EX1 D3
MOVEM.L D3/D6/A2, -(SP)
  
```

exposant

```

BSR CPFSTV 50102
MOVEM.L (SP)+, D3/D6/A0
  
```

→ valeur dans [A3] conserve A1



(A3 = RC2)

```

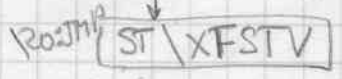
MOVE.L A3, A2
BSR RCPWR
LEA R01, A3
BSR RCMUL
TST (A3)
BLE Y18
  
```

$[A2]_{A3} = [A2]_{D3.W}$

$[RC1]_{A3} = [RC1]_{A3} * [A2]$

```

|ERR: MOVEM.L (SP)+, A0/A1/A6
  
```



tables:

- RC1: 0xB 26, 0
- RC2: 0xB 26, 0
- RC3: 0xB 26, 0