

LLL 8080

Basic Interpreter Program

PART II

By John Dickenson and Jerry Barber

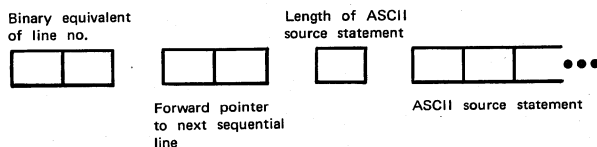
INTRODUCTION

This article is part #2 of a series of four articles covering the LLL 8080 BASIC Interpreter program released to the public domain by Lawrence Livermore Laboratories. This article covers the description of the BASIC Interpreter and includes the assembly listing of the LLL 8080 BASIC Interpreter program.

DESCRIPTION OF BASIC INTERPRETER

Following is a brief description of the BASIC interpreter. Hopefully, with this description, it will not be a major project to modify the BASIC to satisfy the reader's specific needs.

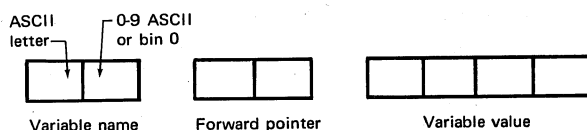
Formats — Source statements are stripped of blanks on input (character strings enclosed in " "s are an exception) and stored as is in memory, using the following format:



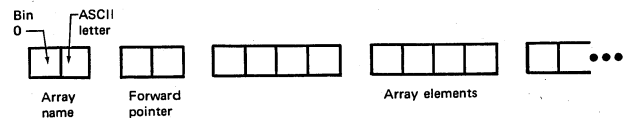
The forward pointer links statements by ascending line numbers. The last line's forward pointer (supposedly an end statement) has value 177777₈ to indicate end of the list.

The symbol table is built up at run time and begins after the most recently entered source statement (the variable STSPAC points to where the symbol table will start). Symbol table entries are shown below:

SCALAR-VARIABLE FORMAT



ARRAY-VARIABLE FORMAT



Subroutines — Following is a list of potentially useful subroutines, with a brief description of each subroutine:

- ALPHA — Value pointed to by H and L is tested to see if it is an ASCII letter.
CY = 1 => Yes
CY = 0 => No
- NUMB — Same as above but tests for a decimal number (ASCII 0-9).
- CHAR2 — Inputs a character from the teletype to a register.
- CHAR5 — Same as above for HSR (High Speed Paper Tape Reader).
- CHK1 — Checks to see if HL are equal to 177777₈ (-1).
CY = 1 => Yes
CY = 0 => No.
- CONV (CVRT) — One of the floating-point routines. Converts floating-point number to a character string. Output is padded to the output buffer.
- COPDH — Copies floating-point number pointed to by D, E to location pointed to by H, L; uses copy.
- COPY — One of the floating-point routines. Copies floating-point value pointed to by A, L to location pointed to by H, C.
- CUB — Converts the integer-character string pointed to by H, L to its binary equivalent. Value returns in D, E registers.
- DCOMP — Double-byte comparison routine. Compares value in CB to the value in ED.

- $Z = 1 \Rightarrow CB = ED$
 $CY = 1 \Rightarrow CB > ED$
 $CY = 0 \Rightarrow CB < ED.$
- DFXL** — One of the floating-point routines. Used to float an unsigned integer H, L point to first of four bytes; integer is right justified in first three bytes.
- EVAL** — Evaluates an expression the first element of which is pointed to by H, L and the length of which is in C. Used to evaluate expressions wherever they are legal in BASIC. C usually contains the length of the source statement line containing the expression.
- FINPT** — One of the floating-point routines. Converts character string to floating-point number. The variable HLINEP contains a pointer to the character string, and the variable CREG contains the length of line containing character string. Mode = 0 => data comes from teletype (i.e., only delimiters are g's). Mode = 1 => data comes from source statements.
- FIX** — Fixes a floating-point number. DE points to number to be fixed. Error code 13 is given if number is too big to fix.
- FSYM** — Finds symbols in symbol table. BC contains symbol. Returns with HL pointing to symbol value.
 $CY = 1 \Rightarrow$ symbol was found.
 $CY = 0$ and a scalar => symbol not found, but inserted and initialized to 0.
 $CY = 0$ and an array => not found, no action taken: HL are meaningless.
- LADD** — Floating-point add routine.
- LSUB** — Floating-point subtract routine.
- LOIU** — Floating-point divide routine.
- LMUL** — Floating-point multiply routine.
- LMCM** — One of the floating-point routines. Compares two floating-point values, HL Point to first floating-point values and HB point to second floating-point value.
 $z = 1 \Rightarrow$ Equality
 $Cy = 1 \Rightarrow$ first < second
 (Note: compares absolute only, does not reference mantissa sign.)
- MCHK** — Waits for flag from port 3. Proper mask is sent in register B.
- MEMFUL** — Checks to see if memory is full. HL point to location of memory to be checked. Memory is considered full if it is within 50₁₀ locations of the current value of stack pointer.
- MULT** — Multiplies two two-byte binary numbers. HL point to last byte of four bytes. First two contain first number. Last two contain second number. Answer returns in BCDE.
- NSRCH** — Routine to locate source line in memory passed binary value of line number in DE. Returns address of line in HL, $CY = 1 \Rightarrow$ not found.
- OUTR** — Used by CONV (CURT) to pad output to output buffer.
- PAD** — Pads characters to output buffer. A contains character; B contains number of pads.
- SYMSRT** — Checks a character string to see if it is a BASIC symbol. HL contains address pointing to 1st character of symbol, C contains length of line that contains symbol. A contains type of symbol sought.
 $0 =$ command $1 =$ keyword
 $z =$ operator or delimiter $3 =$ function

 Returns with 377₈ in a register if nothing found. Otherwise A contains symbol number in appropriate KDAT table. Thus, for symbol type 2, if a 4 is returned, the symbol found was the fourth one (starting with 0) in table KDAT3 (KDAT concatenated with 2 and 1 or A). CIS is updated, but HL is not.
- TTYIW** — Inputs a line from teletype. Stores starting address at location pointed to by HL. Line edits. Returns length of line in A register (maximum line length is 72 characters).
- VALUE** — Called with HL pointing to A variable, constant, or function; C contains line length, returns with DE pointing to floating-point value. HL, C are updated.
- VAR** — Called with HL pointing to character string, C has line length. Determines if character string is a variable. If so, returns with $CY = 1$, DE pointing to value (subscripts of arrays are evaluated, etc.). HL, C updated. If not, a variable returns $CY = 0$, HL, C untouched.
- WRIT** — Dumps contents of output buffer to teletype. Uses entry WRIT1 with D register equal to one to suppress CR/LF.
- ZROL** — Part of floating-point subroutines. Writes a floating-point zero, starting at location pointed to by HL.
- The preceding list contains those subroutines most likely to be used by someone modifying BASIC. If you plan on using one of the routines, you should examine it and its comments carefully.
- Variables** — Following is a list of interpreter variables, with a description of each variable:
- MEMST** — Assembly time variable. Contains the first available RAM location. This is where active variables start.
- MEMEND** — Assembly time variable. Contains the last available location in RAM.

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SEND — Has value 6, used with RST instruction to print characters via ODT.

OBUFF — Output buffer, the first location contains the number of characters in the buffer + 1.

IBUF — Input buffer, occupies same area as OBUFF.

STLINE — Points to first source line to be executed. If no source, contains 177777₈.

NLINE, NL2, NL4, NL6 — Contain address, binary-equivalent line number, forward pointer, and length of next input line.

KLINE, KL2, KL4, KL6 — Same as above, but used by a subroutine that inserts lines in sequential order (insert).

PLINE, PL2, PL4, PL6 — Subroutine insert to order statements sequentially.

KASE, LEN — Temporary storage for command mode routines.

MULT1, MULT2 — Used to store binary values to be multiplied.

SBSAV — Temporary storage for call-statement processor.

STSPAC — Next available location in memory, symbol table starts here at run time.

LPNT — Pointer to the current line at run time.

CPNT — Pointer to current character in current line at run time.

KFPNT — Point to next sequential line at run time.

FREG1, FREG2 — Two floating-point registers.

HLINP, CREG — Temporary storage for HL and C registers for routine INP.

NXTSP — Pointer to next available space of memory for symbol table.

GREG — General register, in and out instructions are stored here and executed for get and put functions.

MODE — Indicates to INP routine whether input data comes from source or teletype.

MESCR — Temporary storage for call-statement processor. Points to next available space

after symbol table. Area after the symbol table is used to store intermediate results of expressions or constants passed to user subroutines.

VARAD — Temporary storage space for input-statement processor.

VEND — Assembly time variable. Indicates end of interpreter variable-storage area and where FWAM pointer is to go.

FWAM — First word of available memory pointer. This is where user source programs go.

Some of the above variables occupy the same area of memory. This is because some variables are used only in the command mode and others only at runtime. To conserve space, they share the same memory locations.

New BASIC Statements — To add additional statements to the BASIC, use the following procedure. First, insert the statement keyword in the data tables for subroutine SYMSRT. Then, insert the starting address of the statement processor in the interpreter JUMP table. Finally, the statement processor itself must be inserted.

The keyword must be entered in the table KDAT2. The first byte must be the keyword length and the next bytes hold the ASCII-coded keyword. The table must end with A 377₈. If the keyword is the Nth entry in the table, on return from SYMSRT, the A register will hold N-1 if the keyword is found.

The starting address of the statement processor must be inserted into table JTBL. The order of keywords in KDAT2 must correspond with statement processor addresses in JTBL since, on return from SYMSRT, the A register times two is used as offset in JTBL to determine processor address.

The statement processor must be placed somewhere in memory. Generally, the first thing done in the statement processors is to load the pointer to the statement (LHLD CPNT) and increment past the keyword (since HL is not updated by SYMSRT). On entry, C contains the number of characters in the line minus those checked by SYMSRT. The end of the processor should be a "JMPIEND" instruction.

New Functions — New functions must be added to SYSSRT Data Table KDAT4 in the same manner as for key words. The function itself must be placed in subroutine "VALUE." Presently, the only function in VALUE is GET.

Message Lines — The following description tells how to incorporate messages into BASIC output routines. Currently, to output a message to the teletype, the user executes an LXI H,ODATA, then a call to FORMK where K is an integer indicating which message is wanted (i.e., K=z indicates "TURN ON PUNCH"). FORM pads the message into the output buffer. Then A "CALL WRIT" writes the contents of the buffer.

Suppose the message "POTATO BASIC" is to be added. Preceding the form 9 instruction, we will insert "FOR10: INR L." At the end of the ODATA table, we

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add "DB ODAT8 and 377Q.". And, after message ODAT 7, we add ODAT8 DB *12, "POTATO BASIC." Now, the following program segment:

LXI H,ODATA
CALL FOR10
CALL WRIT,

will cause "POTATO BASIC" to be output to the teletype.

SEE MICROCOMPUTER SOFTWARE DEPOSITORY PROGRAM INDEX FOR COPIES OF THIS PROGRAM

8080 MACPI ASSEMBLER, VER 2.1 ERRORS = 0

BAS80 - BASIC INTERPRETER FOR INTEL 8080 MICRO-PR

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THIS FILE CONTAINS THE EDIT AND EXECUTION PORTION OF THE BASIC INTERPRETER. IT IS DESIGNED TO EXEC WITH THE COMPANION FILE CONTAINING THE FLOATING POINT ROUTINES.

I/O IS ACCOMPLISHED WITH A TTY AND A HIGH SPEED PAPER TAPE READER. TTY I/O IS DONE THROUGH ODT ROUTINES. PAPER TAPE INPUT IS HANDLED MANUALLY.

DEFINE LINKAGES FROM FLT PNT PACKAGE TO I/O ROUTINES

OFFA C3 73 19
OFFB C3 0R 17
OFFD

ORG 77720
JMP OUTR

DEFINE ADDRESSES OF ACTIVE VARIABLES

MEMST EQU 204000 ; MUST BE ON PAGE BOUNDARY
END EQU 6 ; RST FOR ODT
OBUFF EQU MEMST+1 ; INPUT AND OUTPUT BUFFER
STLINE EQU MEMST+110 ; POINT TO NEW LINE OF
NL EQU MEMST+1150 ; BINARY VALUE OF NEW LI
NL4 EQU MEMST+1170 ; FORWARD POINTER OF NEW
NL6 EQU MEMST+1210 ; LENGTH OF NEW LINE
NL7 EQU MEMST+1220 ; POINT TO CURRENT LIN
NL8 EQU MEMST+1240 ; BINARY EQU UP CURRENT
NL9 EQU MEMST+1260 ; FORWARD POINTER OF CUR
NL10 EQU MEMST+1300 ; LENGTH OF NEW LINE
NL11 EQU MEMST+1310 ; PREVIOUS LINE POINTER
NL12 EQU MEMST+1330 ; BINARY LINE NUMBER OF
NL13 EQU MEMST+1350 ; FORWARD POINTER OF PRE
NL14 EQU MEMST+1370 ; RETURN ADDR. SAVE FOR C
NL15 EQU MEMST+1400 ; SPARE STORAGE USED AS
NL16 EQU MEMST+1420 ; LINE SPACE AFTER LENG
NL17 EQU MEMST+1440 ; FIRST OF NEW WORDS USE
NL18 EQU MEMST+1460 ; SECOND WORD
NL19 EQU MEMST+1480 ; POINTER TO NEXT AVAILA
NL20 EQU MEMST+1500 ; STAR OF VM- TABLE
NL21 EQU MEMST+1520 ; FLOATING PNT ROUTINE
NL22 EQU MEMST+1540 ; SOURCE LINE PTR DURING
NL23 EQU MEMST+1560 ; SPARE-USED AS NEEDED
NL24 EQU MEMST+1580 ; CHAR. LINE PTR DURING EXE
NL25 EQU MEMST+1600 ; FLOATING PNT REG #2
NL26 EQU MEMST+1620 ; TEMP SPACE FOR #2
NL27 EQU MEMST+1640 ; FLOATING PNT ROUTINE
NL28 EQU MEMST+1660 ; FLOATING PNT ROUTINE
NL29 EQU MEMST+1680 ; FLOATING PNT ROUTINE
NL30 EQU MEMST+1700 ; FLOATING PNT ROUTINE
NL31 EQU MEMST+1720 ; TEMP SPACE FOR ROUTIN
NL32 EQU MEMST+1740 ; GENERAL PURPOSE REGIST
NL33 EQU MEMST+1760 ; FLOATING PNT REGISTER
NL34 EQU MEMST+1780 ; SCRATCH AREA FOR I/O R
NL35 EQU MEMST+1800 ; MODE FLAG FOR ROUTINE
NL36 EQU MEMST+1820 ; FLOATING PNT INPUT RO
NL37 EQU MEMST+1840 ; GENERAL PURPOSE REGIST
NL38 EQU MEMST+1860 ; DOUBLE BYTE COMPARISON
NL39 EQU MEMST+1880 ; CHECK MASK
NL40 EQU MEMST+1900 ; INPUT CHAR. FROM TTY
NL41 EQU MEMST+1920 ; REGISTER FOR SCR AREA
NL42 EQU MEMST+1940 ; TEMP SPACE FOR INP. ST
NL43 EQU MEMST+1960 ; TEMP SPACE FOR FOR-NE
NL44 EQU MEMST+1980 ; TEMP SPACE FOR FOR-NE
NL45 EQU MEMST+2000 ; TEMP SPACE FOR FOR-NE
NL46 EQU MEMST+2020 ; INVESTIGATE PLINTE
NL47 EQU MEMST+2040 ; XOR NEXT TESTING SCK
NL48 EQU MEMST+2060 ; STACK SIZE, ALLOWS 10
NL49 EQU MEMST+2080 ; TOP OF STACK
NL50 EQU MEMST+2100 ; BOTTOM OF STACK
NL51 EQU MEMST+2120 ; DEF. END OF VAR. STORA

DEFINE FWA MEMORY AND START OF SUBTABLE

ORG VEND
FHAM: DW MEMH
SUBS: DB 377Q ; NOTHING IN SUB TABLE
SCMEM EQU \$

MAIN ROUTINE--HANDLES ALL USER INPUT

ORG 10000
M1: LXI H, OBUFF ; INITIALIZE THE OUTPUT
M1: MVI M, \$; TO HAVE LENGTH ONE
M1: MVI M, STLINE ; PUT -1 INTO STLINE
M1: INR M ;
M1: MVI M, 377Q ; -1 IS ALWAYS END OF LI
M1: SHLD NLIN ; GET ADDR OF SCR MEM
M1: DCMP INP ; STORE IN FREE SPACE PN
M2: LXI H, ODATA ; SET HL TO ODATA (ASCII
M2: CALL FFORM ; PAD "READY"
M3: SHLD NLIN ; GET NEXT LINE FOR ACCE
M3: INX H ; MOVE NEXT POINTERS TO
M3: INX H ;
M3: INX H ;
M3: TTYIN ; GET INPUT FROM TTY
M3: MOV C, A ; MOVE NUMBER OF CHAR TO
M3: CPI 0 ; IS IT 0
M3: MVI M, ALPHA ; YES--DO TRY AGAIN
M3: CALL M3 ; IS INPUT AN ALPHA STRA
M3: JC M3 ; YES--GO DECIPHER
M3: CALL M3 ; IS INPUT A NUMERIC STR
M3: CNC WHAT ; NOPE--FIND ODT WHAT'S
M3: JNC INSERT ; YES--GO INSERT NEW LI
M3: JNC M3 ; LOOP ON PROG. PROG. PROG. PROG.
M4: MVI A, 0 ; SET UP SYMBOL TYPE A=0
M4: CALL SYMSRT ; GO FIND COMMAND
M4A: INR A ;
M4: WHAT ; REG. A RETURNED WITH -
M4: DCR A ; ITS A RUN COMMAND
M4: JZ RUN ; ITS A RUN COMMAND
M4: DCR A ; THE DUDE WANTS A PLST
M4: JZ M2 ;
M4: CALL LIST ; HE WANTS A LISTING
M4: DCR A ;
M4: JZ A1 ; IT WAS A PURGE COMMAND
M4: DCR A ;
M4: JZ A1 ; IF ITS NOT ZERO--THEN
M4: CNZ WHAT ; ELSE ITS PTAPE

ROUTINE TO INPUT FROM HSR
THIS CONDITION IS DEFAULT VJW

PTAPE: CALL CHAR8 ; GET CHAR. FROM READER
CPI 0 ; IS IT LEADER?
JZ PTAP ; YES--WAIT FOR GOOD I
CALL HSRIN ; GET CHAR.
MOV C, A ;
CPI 0 ; IS IT STILL LEADER?
JZ PTAP ; YES-- KEEP WAITING
CALL ALPHA ; IS IT ALPHA STRING?
JZ WA ; YES--SO GO INTERPRET
CALL INSEP7 ; INPE--SO GO INSERT IT
CALL CHAR8 ; GET NEXT CHAR.
CPI 0 ; IS IT LEADER?
JZ M2 ; YES--GO BACK TO KEYBOA
INX H ;
INX H ; MOVE PAST POINTERS OF
INX H ;
INX H ;
INX H ;
JMP PT1 ; LOOP ON PROCESS

ROUTINE TO HANDLE ALL SOURCE LINE INPUT.
THIS INCLUDES INSERTION, DELETION, AND
ADDITION OF NEW DOUBLE LINES.

INSRT: DCX H ; THE ROUTINE SORTS LINI
MOV M, C ; THE TEXT USING THE FOR
INX H ; STORED IN THE TABLE
CXL C ; GET BINARY FOR NEW LIN
CPI 5 ; IS IT MIN. VALUE?
JZ ISRIA ; YES--A VALID NUMBER
CHZ ISRT ; IS IT LEADER?
MOV A, E ; INVALID NUMBER--REPORT
RAL ;
CC ; WHAT
LHLD NLIN ; POINT TO NEW LINE
MVI M, H ;
INX H ;
MOV M, H ;
LXI NLIN ;
CALL PTVAL ; FIND THE POINTER VALUE
LHLD STLINE ; GET START OF SOURCE
CALL CXL ; GET CURRENT LINE TEXT
JNC ISRT3 ; THERE IS SOMETHING--STA
LHLD NLIN ; THIS IS FIRST LINE
SHLD NLIN ; MOVE NLIN TO STLINE
MVI M, D, 377Q ; SET UP -1 FOR END OF L
CALL STPNT ; STORE IT AWAY IN POINT
INX H ;
MOV M, H ; GETLINE LENGTH
ADI B, H ; ADJUST TO LEN+5
LHLD NLIN ;
ADD ;
MOV M, L + A ;
MVI A, 0 ;
ADC H ;
MVI M, H ;
SHLD NLIN ; STEP PAST NEW LINE
RET ;
ISRT3: SHLD NLIN ; SET UP CURRENT LINE
LXI NLIN ; GET CURRENT LINE AND
CALL PTVAL ; SET UP PLINTERS
MOV M, NL2 ; SET BINARY VALUE
INR M ; OF NEW LINE
MVI M, L + H ;
LXI H, NL2 ; GET CURRENT LINE BINAR
INR M ;
INR M ;
INR M ;
CALL DCOMP ; HOW DO THEY COMPARE?
JZ ISRT6 ; REPLACE/DELETE
JZ ISRT2 ; KLINE>NLIN
LHLD NL2 ; MOVE DLN TO NEXT LINE
CALL MHK1 ; ARE WE DONE?
JZ ISRT5 ;
PUSH H ;
LHLD KLINE ;
SHLD PLIN ;
LXI NLIN ; SET UP PREVIOUS LINE
CALL PTVAL ; SET POINTERS
POP H ;
MVI M, NLIN ;
SHLD ISRT6 ; SET UP CURRENT LINE
LHLD ISRT6 ; LOOP ON PROCESS
LHLD NLIN ; GET NLIN ADDRESS
CALL NLIN ; IS IT A NEW LINE?
RZ ; YES--DO NOTHING
XCHG ;
LHLD KLINE ; GET CURRENT LINE
CALL STPNT ; STORE AWAY POINTERS
XCHG ;
JMP ISRT1 ;
ISRT6: JZ ISRT1 ; GO SET END UP LIST
JZ ISRT1 ; REPLACE OR DELETE
JNZ ISRT8 ; NLIN MEANS DELETE
JZ STLINE ; GO REPLACE IF NOT 0
XCHG ;
LHLD KLINE ; IF STLINE=KLINE THEN L
POP H ; INW ZERO
CALL DCOMP ;
LHLD NL4 ;
JZ ISRT7 ; IF NOT STLINE THEN GO
XCHG ;
LHLD NLIN ;
CALL STPNT ;
CALL STPNT ;
ISRT7: SHLD STLINE ;
RET ;
ISRT8: LHLD KLINE ;
XCHG ;
LHLD NLIN ;
CALL STPNT ;
ISRT9: LHLD KLINE ;
XCHG ;
LHLD NLIN ;
CALL DCOMP ; IF KLINE =STLINE GOTO
JZ ISRT1 ;
NLIN ;
XCHG ;
CALL STPNT ;
LHLD STPNT ;
LXI NLIN ; PREVIOUS LINE PNTS. TO
MVI M, H ; SET UP NEW LINE TO
MVI M, H ; POINT TO M(HL+1)
INLNL=STLINE ; NLIN=STLINE
ISRT10: LHLD NLIN ;
SHLD ISRT10 ;
ISRT11: LHLD NLIN ;
JMP ISRT10 ;
ISRT12: LHLD KLINE ;
XCHG ;
LHLD NLIN ;
CALL NLIN ;
RZ ;
CALL STPNT ;
JMP ISRT9 ;

ROUTINE TO STORE POINTERS INTO MEM ARRAY
HL CONTAIN ADDR. OF FIRST WORD OF ENTRY,
THE CORRESPONDING ELEMENTS (HL2,HL4,HL6) CONTAIN
THE NEW ENTRIES.

STPNT: INX H ;
INX H ;
MOV M, H ; MOVE HL2/NL2/PL2 INTO
INX H ;
MOV M, H ;
RET ;

ROUTINE TO CHECK NEW LINE FOR SOURCE STMT.

NLINE: PUSH H ;
INX H ;
INX H ;
INX H ;
INX H ;
MOV M, C ; MOVE LENGTH OF LINE IN
INX H ;
CALL LENGTH ;
POP H ;
CMP C ;
RET ;

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```

1396 CF          DB      '0' UR 2000
1397 D2          DB      '1' UR 2000
1398 04 CE       DB      '2' OR 2000 ;NEXT
1399 08          DB      '3' UR 2000
139C D4         DB      '4' UR 2000
139D FF         DB      '7' OR 2000

```

DELIMITERS HAVE FOLLOWING VALUES:

```

< 0
= 1
! 2
" 3
# 4
$ 5
% 6
& 7
' 8
( 9
) 10
* 11
+ 12

```

```

139C 01 BC 01 de KUAT3: DB      1,2740,1,2760 ;*,*,*
13A2 01 AC 01 BD     DR      1,2540,1,2750 ;*,*,*
13A6 01 BB         DB      1,2510 ;*,*,*
13A8 04          DB      4 ;*,*,*
13AA 04          DB      4 ;*,*,*
13AC C8          DR      '1' UR 2000 ;*
13AE C8          DR      '1' UR 2000 ;*
13B0 04          DB      2 ;*
13B1 C8          DR      '0' UR 2000 ;*
13B3 04          DB      4 ;*
13B5 04          DB      4 ;*
13B7 04          DB      4 ;*
13B9 01 AA 01 AB   DR      1,*,*,2000 ;*,*
13BD 01 AD         DR      1,2570,1,2590 ;*,*,*
13BF 01          DR      1,2590 ;*,*
13C1 03 C7 C5 D4  KUAT4: DB      3,3070,3090,3240 ;GET
13C3 03 D0 D5 D4  DR      3,3200,3250,3240 ;PUT
13C6 FF         DR      3770

```

```

13C9 F5 00          DB      0
13CA 06 00          DB      0
13CB CD F7 0F       DR      0
13CC 01          DB      0
13CD CA 01 14      DR      14
13CE CA FF 13      DR      13
13CF CA FF 13      DR      13
13D0 FE 8A 13      DR      13
13D1 FE 8A 13      DR      13
13D2 CA CC 13      DR      13
13D3 CA CC 13      DR      13
13D4 FE 0B 14      DR      14
13D5 FE 0B 14      DR      14
13D6 CA CC 13      DR      13
13D7 CA CC 13      DR      13
13D8 77          DR      77
13D9 23          DR      23
13DA 04          DR      4
13DB CD 14 15      DR      14 15
13DC C3 CC 13      DR      13
13DD 31 DF         DR      13
13DE 01          DR      0
13DF 02          DR      2
13E0 05          DR      5
13E1 02          DR      2
13E2 05          DR      5
13E3 AF          DR      AF
13E4 01          DR      1
13E5 3E UC        DR      UC
13E6 07          DR      7
13E7 3E UC        DR      UC
13E8 01          DR      1
13E9 07          DR      7
13EA 01          DR      1
13EB 07          DR      7
13EC 01          DR      1
13ED 07          DR      7
13EE 01          DR      1
13EF 07          DR      7
13F0 01          DR      1
13F1 07          DR      7
13F2 01          DR      1
13F3 07          DR      7
13F4 01          DR      1
13F5 07          DR      7
13F6 01          DR      1
13F7 07          DR      7
13F8 01          DR      1
13F9 07          DR      7
13FA 01          DR      1
13FB 07          DR      7
13FC 01          DR      1
13FD 07          DR      7
13FE 01          DR      1
13FF 07          DR      7
1400 01          DR      1
1401 07          DR      7
1402 01          DR      1
1403 07          DR      7
1404 01          DR      1
1405 07          DR      7
1406 01          DR      1
1407 07          DR      7
1408 01          DR      1
1409 07          DR      7
140A 01          DR      1
140B 07          DR      7
140C 01          DR      1
140D 07          DR      7
140E 01          DR      1
140F 07          DR      7
1410 01          DR      1
1411 07          DR      7
1412 01          DR      1
1413 07          DR      7
1414 01          DR      1
1415 07          DR      7
1416 01          DR      1
1417 07          DR      7
1418 01          DR      1
1419 07          DR      7
141A 01          DR      1
141B 07          DR      7
141C 01          DR      1
141D 07          DR      7
141E 01          DR      1
141F 07          DR      7
1420 01          DR      1
1421 07          DR      7
1422 01          DR      1
1423 07          DR      7
1424 01          DR      1
1425 07          DR      7
1426 01          DR      1
1427 07          DR      7
1428 01          DR      1
1429 07          DR      7
142A 01          DR      1
142B 07          DR      7
142C 01          DR      1
142D 07          DR      7
142E 01          DR      1
142F 07          DR      7
1430 01          DR      1
1431 07          DR      7
1432 01          DR      1
1433 07          DR      7
1434 01          DR      1
1435 07          DR      7
1436 01          DR      1
1437 07          DR      7
1438 01          DR      1
1439 07          DR      7
143A 01          DR      1
143B 07          DR      7
143C 01          DR      1
143D 07          DR      7
143E 01          DR      1
143F 07          DR      7

```

ROUTINES TO REMOVE BLANKS FROM SOURCE UNLESS ENCLOSED IN

```

1411 05          DR      5
1412 05          DR      5
1413 05          DR      5
1414 05          DR      5
1415 05          DR      5
1416 05          DR      5
1417 05          DR      5
1418 05          DR      5
1419 05          DR      5
141A 05          DR      5
141B 05          DR      5
141C 05          DR      5
141D 05          DR      5
141E 05          DR      5
141F 05          DR      5
1420 05          DR      5
1421 05          DR      5
1422 05          DR      5
1423 05          DR      5
1424 05          DR      5
1425 05          DR      5
1426 05          DR      5
1427 05          DR      5
1428 05          DR      5
1429 05          DR      5
142A 05          DR      5
142B 05          DR      5
142C 05          DR      5
142D 05          DR      5
142E 05          DR      5
142F 05          DR      5
1430 05          DR      5
1431 05          DR      5
1432 05          DR      5
1433 05          DR      5
1434 05          DR      5
1435 05          DR      5
1436 05          DR      5
1437 05          DR      5
1438 05          DR      5
1439 05          DR      5
143A 05          DR      5
143B 05          DR      5
143C 05          DR      5
143D 05          DR      5
143E 05          DR      5
143F 05          DR      5

```

ROUTINES TO PAD MESSAGES TO OUTPUT BUFFER.

```

143F 2C          DR      2C
1440 2C          DR      2C
1441 2C          DR      2C
1442 2C          DR      2C
1443 2C          DR      2C
1444 2C          DR      2C
1445 2C          DR      2C
1446 2C          DR      2C
1447 2C          DR      2C
1448 2C          DR      2C
1449 2C          DR      2C
144A 2C          DR      2C
144B 2C          DR      2C
144C 2C          DR      2C
144D 2C          DR      2C
144E 2C          DR      2C
144F 2C          DR      2C
1450 2C          DR      2C
1451 2C          DR      2C
1452 2C          DR      2C
1453 2C          DR      2C
1454 2C          DR      2C
1455 2C          DR      2C

```

ROUTINES TO EVALUATE BOUNDS FOR LIST AND PLIST

```

1455 05 52 45 41  UDAT1: DR      5
1456 05 52 45 41  UDAT1: DR      5
1457 05 52 45 41  UDAT1: DR      5
1458 05 52 45 41  UDAT1: DR      5
1459 05 52 45 41  UDAT1: DR      5
145A 05 52 45 41  UDAT1: DR      5
145B 05 52 45 41  UDAT1: DR      5
145C 05 52 45 41  UDAT1: DR      5
145D 05 52 45 41  UDAT1: DR      5
145E 05 52 45 41  UDAT1: DR      5
145F 05 52 45 41  UDAT1: DR      5
1460 05 52 45 41  UDAT1: DR      5
1461 05 52 45 41  UDAT1: DR      5
1462 05 52 45 41  UDAT1: DR      5
1463 05 52 45 41  UDAT1: DR      5
1464 05 52 45 41  UDAT1: DR      5
1465 05 52 45 41  UDAT1: DR      5
1466 05 52 45 41  UDAT1: DR      5
1467 05 52 45 41  UDAT1: DR      5
1468 05 52 45 41  UDAT1: DR      5
1469 05 52 45 41  UDAT1: DR      5
146A 05 52 45 41  UDAT1: DR      5

```


SOFTWARE SECTION

MICROCOMPUTER DEVELOPMENT SOFTWARE

17ED E5 LUSH H, FREG1 ;SAVE REG H,L
17EE 21 7C 21 P, FREG1 ;SAVE H,L
17F1 CD A8 17 CALL XCHG ;GET START ADD.
17F5 E1 POP P ;ERROR 12
17F6 CD 15 19 CALL H, FIX ;ARRAY REF. NOT DIM'ED,
17FA 13 INX D ;H,L NUM PNT TO START D
17FB 13 INX D ;ARRAY AND OFFSET, EXC
17FC 13 INX D ;RESTORE PNTR'S AND RET
17FD 57 MOV D, A ;SET CY
17FE 79 MOV A, C ;EOL?
1800 CA 22 1A JZ ERB ;CHECK FOR J
1801 A9 MVI A, 251Q
1805 C3 22 1A JNZ ERB ;CHECK FOR J
180A 0D DCR H ;BUMP PNTR'S
180B 0D DCR H ;BUMP PNTR'S
180C 0D DCR H ;BUMP PNTR'S
180D 01 77 21 LXI B, GREG ;STORE PROGRAM SEGMENT
1810 21 36 18 LXI H, INST ;IN RAM START AT GREG
1813 1E 05 18 ADD, OF INST'S ;ADD, OF INST'S
1814 7E A+H ;NUMB. OF BYTES
1817 23 STX B, A+H ;GET BYTE
1818 03 INX B ;STORE IN RAM
1819 1D DCR B ;BUMP PNTR'S, DCR CNT
181A C2 15 18 JNZ V1 ;STORE PORT #
181B 78 21 LXI H, GREG+1 ;IN RAM
181C 77 21 GREG ;Z - TRANSFER
181D C3 77 21 HOME: MOV H, GREG+2 ;SET UP FOR FLOAT
181E 77 21 MOV M, H ;STORE AWAY INPUT
181F 2B XRA A ;ZERO OUT HIGHER BYTES
1820 77 DCR H ;BUT CHAR. DOESN'T MATT
1821 77 DCR H ;BUT CHAR. DOESN'T MATT
1822 77 DCR H ;BUT CHAR. DOESN'T MATT
1823 77 DCR H ;BUT CHAR. DOESN'T MATT
1824 77 DCR H ;BUT CHAR. DOESN'T MATT
1825 77 DCR H ;BUT CHAR. DOESN'T MATT
1826 77 DCR H ;BUT CHAR. DOESN'T MATT
1827 77 DCR H ;BUT CHAR. DOESN'T MATT
1828 77 DCR H ;BUT CHAR. DOESN'T MATT
1829 77 DCR H ;BUT CHAR. DOESN'T MATT
182A 77 DCR H ;BUT CHAR. DOESN'T MATT
182B 77 DCR H ;BUT CHAR. DOESN'T MATT
182C 77 DCR H ;BUT CHAR. DOESN'T MATT
182D 77 DCR H ;BUT CHAR. DOESN'T MATT
182E 77 DCR H ;BUT CHAR. DOESN'T MATT
182F 77 DCR H ;BUT CHAR. DOESN'T MATT
1830 77 DCR H ;BUT CHAR. DOESN'T MATT
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1832 77 DCR H ;BUT CHAR. DOESN'T MATT
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1839 77 DCR H ;BUT CHAR. DOESN'T MATT
183A 77 DCR H ;BUT CHAR. DOESN'T MATT
183B 77 DCR H ;BUT CHAR. DOESN'T MATT
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184A 77 DCR H ;BUT CHAR. DOESN'T MATT
184B 77 DCR H ;BUT CHAR. DOESN'T MATT
184C 77 DCR H ;BUT CHAR. DOESN'T MATT
184D 77 DCR H ;BUT CHAR. DOESN'T MATT
184E 77 DCR H ;BUT CHAR. DOESN'T MATT
184F 77 DCR H ;BUT CHAR. DOESN'T MATT
1850 77 DCR H ;BUT CHAR. DOESN'T MATT
1851 77 DCR H ;BUT CHAR. DOESN'T MATT
1852 77 DCR H ;BUT CHAR. DOESN'T MATT
1853 32 85 21 ROKUN: STA MODE ;SAVE MODE FOR ROUT. IN
1854 22 86 21 SHLD HLINP ;SAVE HL FOR ROUT. INP
1855 32 84 21 STA GREG ;SAVE C FOR ROUT. INP
1856 22 84 21 LXI H, GREG ;WHERE VALUE WILL GO
1857 22 84 21 CALL FINPT ;SET UP AND CALL FINPT
1858 22 84 21 LHD HLINP ;RESTORE H,L AND C
1859 22 84 21 SHLD C ;SAVE C
1860 22 84 21 RET ;END
1861 22 84 21 ;DENE
1862 22 84 21 ;DENE
1863 22 84 21 ;DENE
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SOFTWARE SECTION

MICROCOMPUTER DEVELOPMENT SOFTWARE

Assembly code listing for software section, including instructions like INX, MOV, JZ, and comments such as 'FOR STATEMENT PROCESSOR' and 'FOR RETURN STMT.'. Includes labels like ER14, ER15, ER16, ER17, ER18, ER19, ER20, ER21, ER22, ER23, ER24, ER25, ER26, ER27, ER28, ER29, ER30, ER31, ER32, ER33, ER34, ER35, ER36, ER37, ER38, ER39, ER40, ER41, ER42, ER43, ER44, ER45, ER46, ER47, ER48, ER49, ER50, ER51, ER52, ER53, ER54, ER55, ER56, ER57, ER58, ER59, ER60, ER61, ER62, ER63, ER64, ER65, ER66, ER67, ER68, ER69, ER70, ER71, ER72, ER73, ER74, ER75, ER76, ER77, ER78, ER79, ER80, ER81, ER82, ER83, ER84, ER85, ER86, ER87, ER88, ER89, ER90, ER91, ER92, ER93, ER94, ER95, ER96, ER97, ER98, ER99, ER100.

