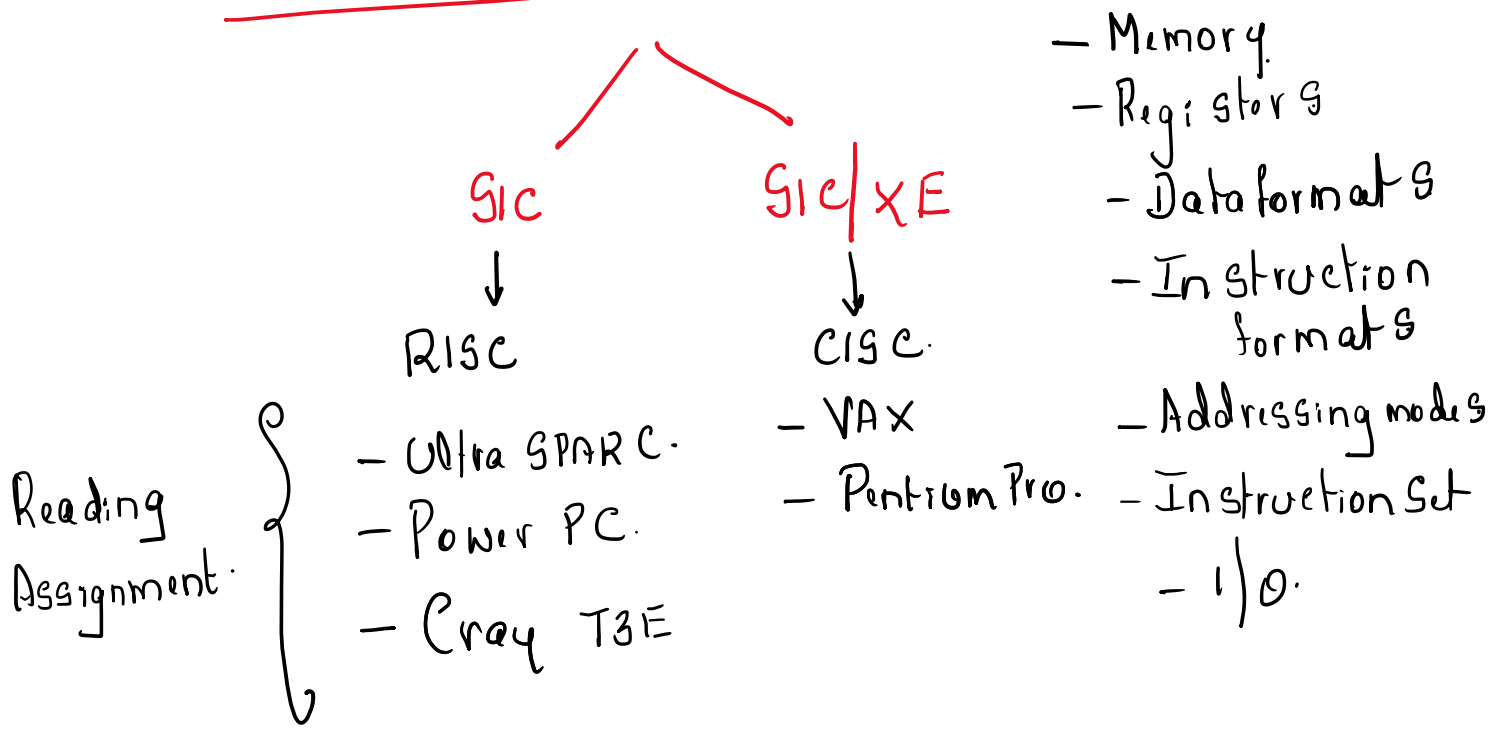
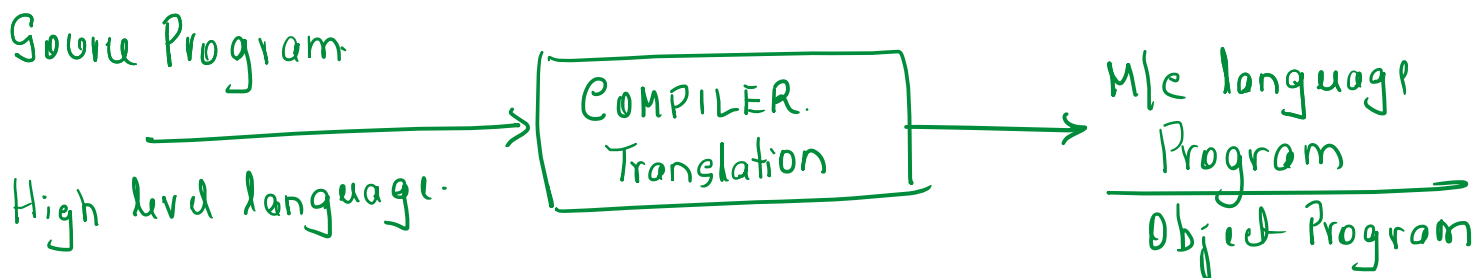
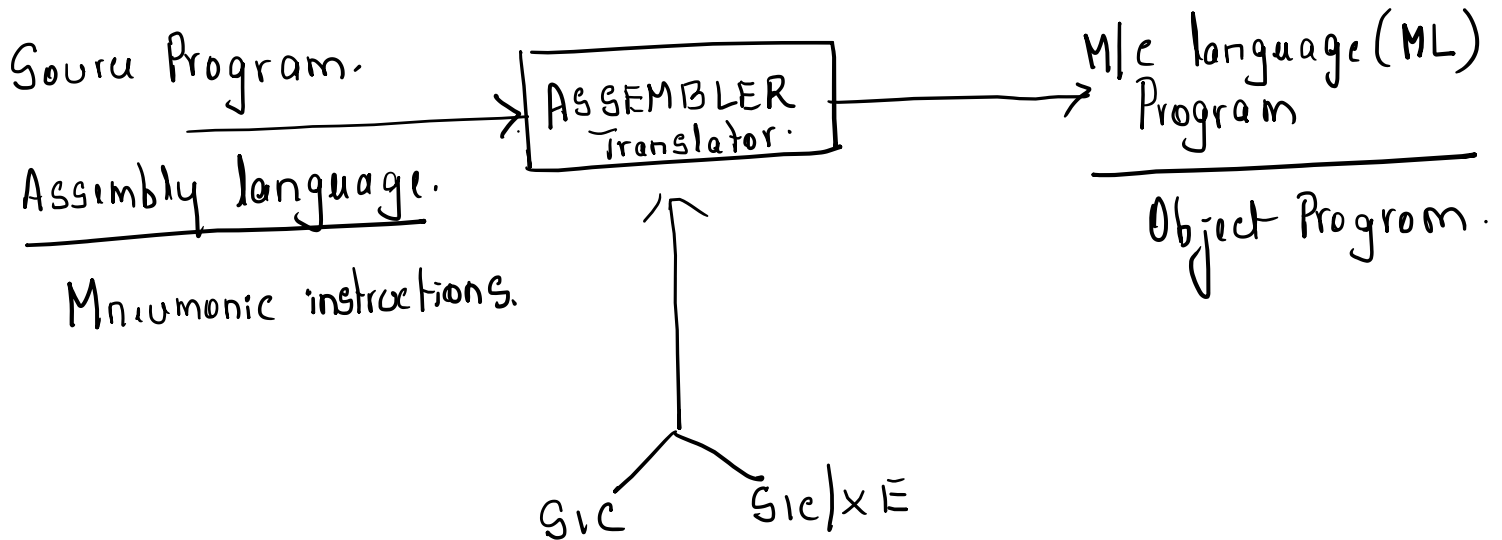


Machine Architectures — SP



ASSEMBLER

Translator.



COPY	START	1000	COPY FILE FROM INPUT TO OUTPUT
FIRST	STL	RETADR	SAVE RETURN ADDRESS
CLOOP	JSUB	RDREC	READ INPUT RECORD
	LDA	LENGTH	TEST FOR EOF (LENGTH = 0)
	COMP	ZERO	
	JEQ	ENDFIL	EXIT IF EOF FOUND
	JSUB	WRREC	WRITE OUTPUT RECORD
	J	CLOOP	LOOP
ENDFIL	LDA	EOF	INSERT END OF FILE MARKER
	STA	BUFFER	
	LDA	THREE	SET LENGTH = 3
	STA	LENGTH	
	JSUB	WRREC	WRITE EOF
	LDL	RETADR	GET RETURN ADDRESS
	RSUB		RETURN TO CALLER
EOF	BYTE	C'EOF'	
THREE	WORD	3	
ZERO	WORD	0	
RETADR	RESW	1	
LENGTH	RESW	1	LENGTH OF RECORD
BUFFER	RESB	4096	4096-BYTE BUFFER AREA
. SUBROUTINE TO READ RECORD INTO BUFFER			
RDREC	LDX	ZERO	CLEAR LOOP COUNTER
	LDA	ZERO	CLEAR A TO ZERO
RLOOP	TD	INPUT	TEST INPUT DEVICE
	JEQ	RLOOP	LOOP UNTIL READY
	RD	INPUT	READ CHARACTER INTO REGISTER A
	COMP	ZERO	TEST FOR END OF RECORD (X'00')
	JEQ	EXIT	EXIT LOOP IF EOR
	STCH	BUFFER,X	STORE CHARACTER IN BUFFER
	TIX	MAXLEN	LOOP UNLESS MAX LENGTH
	JLT	RLOOP	HAS BEEN REACHED
EXIT	STX	LENGTH	SAVE RECORD LENGTH
	RSUB		RETURN TO CALLER
INPUT	BYTE	X'F1'	CODE FOR INPUT DEVICE
MAXLEN	WORD	4096	
. SUBROUTINE TO WRITE RECORD FROM BUFFER			
WRREC	LDX	ZERO	CLEAR LOOP COUNTER
WLOOP	TD	OUTPUT	TEST OUTPUT DEVICE
	JEQ	WLOOP	LOOP UNTIL READY
	LDCH	BUFFER,X	GET CHARACTER FROM BUFFER
	WD	OUTPUT	WRITE CHARACTER
	TIX	LENGTH	LOOP UNTIL ALL CHARACTERS
	JLT	WLOOP	HAVE BEEN WRITTEN
	RSUB		RETURN TO CALLER
OUTPUT	BYTE	X'05'	CODE FOR OUTPUT DEVICE
	END	FIRST	

Figure 2.1 Example of a SIC assembler language program.