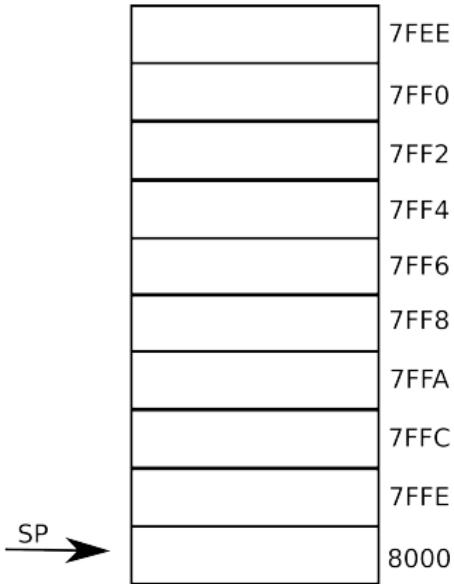


## Practica 1 - Subrutinas

19 de febrero de 2014

# Subrutinas

ORG	3000H	; Subrutina MUL	ORG	2000H ; Programa Principal	
MUL:	PUSH	BX	MOV	AX, NUM1	7FEE
	MOV	BX, SP	PUSH	AX	7FF0
	PUSH	CX	MOV	AX, NUM2	7FF2
	PUSH	AX	PUSH	AX	7FF4
	PUSH	DX	MOV	AX, OFFSET RES	7FF6
	ADD	BX, 6	PUSH	AX	7FF8
	MOV	CX, [BX]	MOV	DX, 0	7FFA
	MOV	BX, [BX]	CALL	MUL	7FFC
	ADD	BX, 2	POP	AX	7FFE
	MOV	AX, [BX]	POP	AX	8000
SUMA:	ADD	DX, AX	POP	AX	
	DEC	CX	HLT		
	JNZ	SUMA	END		
	SUB	BX, 4			
	MOV	AX, [BX]			
	MOV	BX, AX			
	MOV	[BX], DX			
	POP	DX			
	POP	AX			
	POP	CX			
	POP	BX			
	RET				



SP →  
BX →

# Subrutinas

```

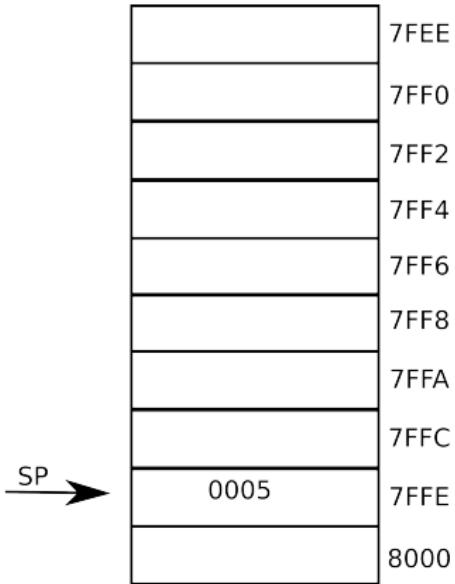
ORG      3000H ; Subrutina MUL
MUL:
    PUSH   BX
    MOV    BX, SP
    PUSH   CX
    PUSH   AX
    PUSH   DX
    ADD    BX, 6
    MOV    CX, [BX]
    MOV    BX, [BX]
    ADD    BX, 2
    MOV    AX, [BX]
    SUMA:
        ADD   DX, AX
        DEC   CX
        JNZ   SUMA
        SUB   BX, 4
        MOV   AX, [BX]
        MOV   BX, AX
        MOV   [BX], DX
        POP   DX
        POP   AX
        POP   CX
        POP   BX
        RET

```

```

ORG      2000H ; Programa Principal
                PUSH   AX
                MOV    AX, NUM1
                MOV    AX, NUM2
                PUSH   AX
                MOV    AX, OFFSET RES
                PUSH   AX
                MOV    DX, 0
                CALL   MUL
                POP    AX
                POP    AX
                POP    AX
                HLT
                END

```



# Subrutinas

```

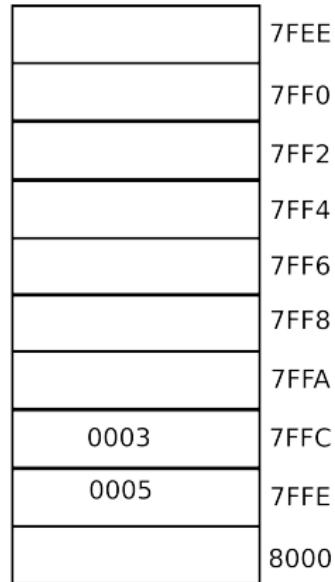
ORG      3000H ; Subrutina MUL
MUL:
    PUSH    BX
    MOV     BX, SP
    PUSH    CX
    PUSH    AX
    PUSH    DX
    ADD    BX, 6
    MOV     CX, [BX]
    MOV     BX, [BX]
    ADD    BX, 2
    MOV     AX, [BX]
    SUMA:
        ADD    DX, AX
        DEC    CX
        JNZ    SUMA
        SUB    BX, 4
        MOV    AX, [BX]
        MOV    BX, AX
        MOV    [BX], DX
        POP    DX
        POP    AX
        POP    CX
        POP    BX
        RET

```

```

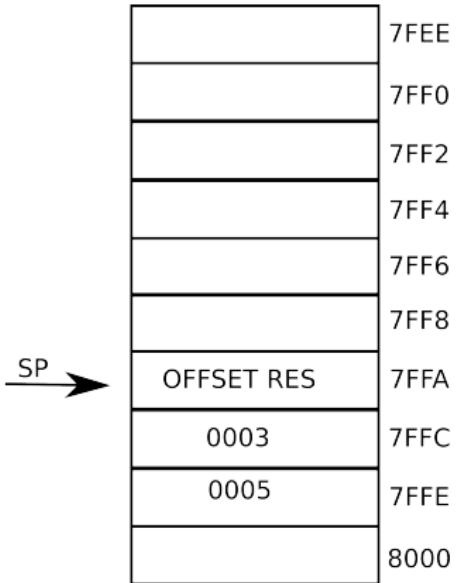
ORG      2000H ; Programa Principal
                MOV    AX, NUM1
                PUSH   AX
                MOV    AX, NUM2
                PUSH   AX
                MOV    AX, OFFSET RES
                PUSH   AX
                MOV    DX, 0
                CALL   MUL
                POP    AX
                POP    AX
                POP    AX
                HLT
                END

```



# Subrutinas

ORG	3000H	; Subrutina MUL	ORG	2000H ; Programa Principal	
MUL:	PUSH	BX	MOV	AX, NUM1	
	MOV	BX, SP	PUSH	AX	
	PUSH	CX	MOV	AX, NUM2	
	PUSH	AX	PUSH	AX	
	PUSH	DX	MOV	AX, OFFSET RES	
	ADD	BX, 6	PUSH	AX	
	MOV	CX, [BX]	MOV	DX, 0	
	MOV	BX, [BX]	CALL	MUL	
	ADD	BX, 2	POP	AX	
	MOV	AX, [BX]	POP	AX	
SUMA:	ADD	DX, AX	POP	AX	
	DEC	CX	POP	AX	
	JNZ	SUMA	HLT		
	SUB	BX, 4	END		
	MOV	AX, [BX]			
	MOV	BX, AX			
	MOV	[BX], DX			
	POP	DX			
	POP	AX			
	POP	CX			
	POP	BX			
	RET				



# Subrutinas

```

ORG      3000H ; Subrutina MUL
MUL:
    PUSH   BX
    MOV    BX, SP
    PUSH   CX
    PUSH   AX
    PUSH   DX
    ADD    BX, 6
    MOV    CX, [BX]
    MOV    BX, [BX]
    ADD    BX, 2
    MOV    AX, [BX]
    SUMA:
        ADD   DX, AX
        DEC   CX
        JNZ   SUMA
        SUB   BX, 4
        MOV   AX, [BX]
        MOV   BX, AX
        MOV   [BX], DX
        POP   DX
        POP   AX
        POP   CX
        POP   BX
        RET

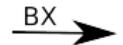
```

```

ORG      2000H ; Programa Principal
MOV    AX, NUM1
PUSH  AX
MOV    AX, NUM2
PUSH  AX
MOV    AX, OFFSET RES
PUSH  AX
MOV    DX, 0
CALL  MUL
POP   AX
POP   AX
POP   AX
HLT
END

```

	7FEE
	7FF0
	7FF2
	7FF4
	7FF6
	7FF8
Direcc. Retorno	7FFA
OFFSET RES	7FFC
0003	7FFD
0005	7FFE
	8000



# Subrutinas

```

ORG      3000H ; Subrutina MUL
MUL:    PUSH    BX
        MOV     BX, SP
        PUSH    CX
        PUSH    AX
        PUSH    DX
        ADD     BX, 6
        MOV     CX, [BX]
        MOV     BX, [BX]
        ADD     BX, 2
        MOV     AX, [BX]
        SUMA:   ADD     DX, AX
        DEC     CX
        JNZ     SUMA
        SUB     BX, 4
        MOV     AX, [BX]
        MOV     BX, AX
        MOV     [BX], DX
        POP    DX
        POP    AX
        POP    CX
        POP    BX
        RET

```

```

ORG      2000H ; Programa Principal
MOV     AX, NUM1
PUSH   AX
MOV     AX, NUM2
PUSH   AX
MOV     AX, OFFSET RES
PUSH   AX
MOV     DX, 0
CALL   MUL
POP    AX
POP    AX
POP    AX
HLT
END

```

	7FEE
	7FF0
	7FF2
	7FF4
	7FF6
SP →	Valor de BX
	7FF8
	Direcc. Retorno
	7FFA
	OFFSET RES
	7FFC
	0003
	0005
	7FFE
	8000

BX →

# Subrutinas

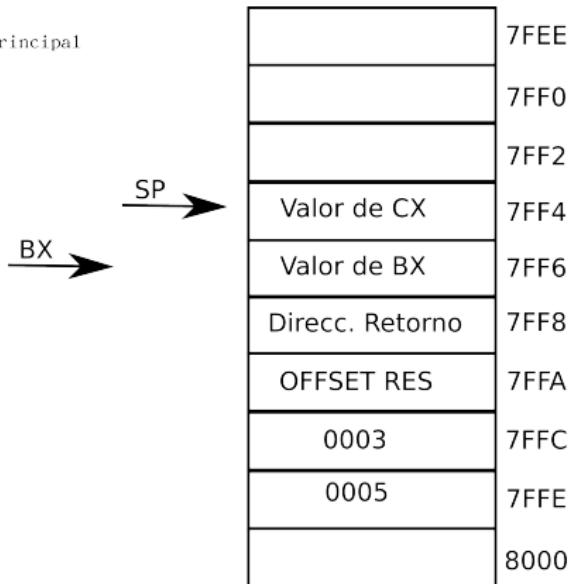
ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH BX		MOV AX, NUM1	
	<b>MOV BX, SP</b>		PUSH AX	
	PUSH CX		MOV AX, NUM2	
	PUSH AX		PUSH AX	
	PUSH DX		MOV AX, OFFSET RES	
	ADD BX, 6		PUSH AX	
	MOV CX, [BX]		MOV DX, 0	
	MOV BX, [BX]		CALL MUL	
	ADD BX, 2		POP AX	
	MOV AX, [BX]		POP AX	
SUMA:	ADD DX, AX		POP AX	
	DEC CX			
	JNZ SUMA			
	SUB BX, 4			
	MOV AX, [BX]			
	MOV BX, AX			
	MOV [BX], DX			
	POP DX			
	POP AX			
	POP CX			
	POP BX			
	RET			



	7FEE
	7FF0
	7FF2
	7FF4
	7FF6
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

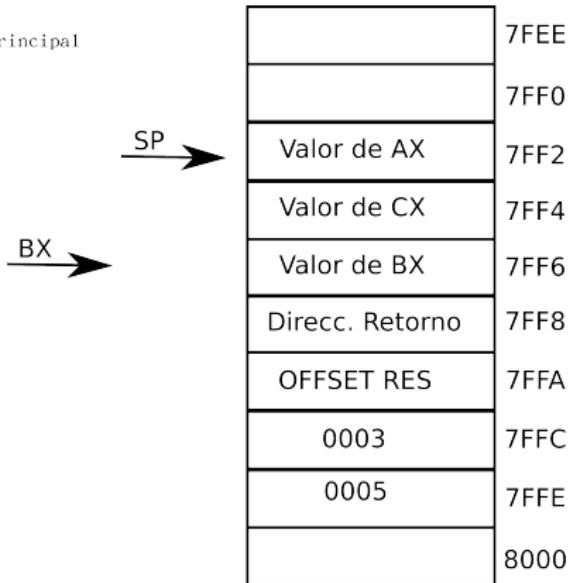
# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	<b>PUSH</b>	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	PUSH	DX	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	SUB	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			



# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	<b>PUSH</b>	<b>AX</b>	<b>PUSH</b>	<b>AX</b>
	PUSH	DX	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	SUB	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			



# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	<b>PUSH</b>	<b>DX</b>	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	SUB	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			

	7FEE
SP →	Valor de DX
	7FF0
	Valor de AX
	7FF2
	Valor de CX
	7FF4
→ BX	Valor de BX
	7FF6
	Direcc. Retorno
	7FF8
	OFFSET RES
	7FFA
	0003
	7FFC
	0005
	7FFE
	8000

# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	PUSH	DX	MOV	AX, OFFSET RES
	<b>ADD</b>	<b>BX, 6</b>	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	SUB	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			

SP →

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

BX →

# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	PUSH	DX	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	<span style="border: 1px solid black; padding: 2px;">ADD</span>	BX, 2	POP	AX
	<span style="border: 1px solid black; padding: 2px;">MOV</span>	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	HLT	
	JNZ	SUMA	END	
	SUB	BX, 4		
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			

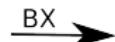
SP →

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

BX →

# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	PUSH	DX	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	<span style="border: 1px solid black; padding: 2px;">SUB</span>	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	POP	AX		
	POP	CX		
	POP	BX		
	RET			



	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

# Subrutinas

	ORG 3000H ; Subrutina MUL	ORG 2000H ; Programa Principal
MUL:	PUSH BX	MOV AX, NUM1
	MOV BX, SP	PUSH AX
	PUSH CX	MOV AX, NUM2
	PUSH AX	PUSH AX
	PUSH DX	MOV AX, OFFSET RES
	ADD BX, 6	PUSH AX
	MOV CX, [BX]	MOV DX, 0
	MOV BX, [BX]	CALL MUL
	ADD BX, 2	POP AX
	MOV AX, [BX]	POP AX
SUMA:	ADD DX, AX	POP AX
	DEC CX	HLT
	JNZ SUMA	END
	SUB BX, 4	
	MOV AX, [BX]	
	MOV BX, AX	
	MOV [BX], DX	
	<span style="border: 1px solid black; padding: 2px;">POP DX</span>	
	POP AX	
	POP CX	
	POP BX	
	RET	

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

# Subrutinas

ORG	3000H	: Subrutina MUL	ORG	2000H : Programa Principal
MUL:	PUSH	BX	MOV	AX, NUM1
	MOV	BX, SP	PUSH	AX
	PUSH	CX	MOV	AX, NUM2
	PUSH	AX	PUSH	AX
	PUSH	DX	MOV	AX, OFFSET RES
	ADD	BX, 6	PUSH	AX
	MOV	CX, [BX]	MOV	DX, 0
	MOV	BX, [BX]	CALL	MUL
	ADD	BX, 2	POP	AX
	MOV	AX, [BX]	POP	AX
SUMA:	ADD	DX, AX	POP	AX
	DEC	CX	POP	AX
	JNZ	SUMA	HLT	
	SUB	BX, 4	END	
	MOV	AX, [BX]		
	MOV	BX, AX		
	MOV	[BX], DX		
	POP	DX		
	<span style="border: 1px solid black; padding: 2px;">POP</span>	AX		
	POP	CX		
	POP	BX		
	RET			

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

SP →

BX →

# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL:	PUSH	BX		MOV	AX,	NUM1	
	MOV	BX,	SP	PUSH	AX		
	PUSH	CX		MOV	AX,	NUM2	
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX,	OFFSET RES	
	ADD	BX,	6	PUSH	AX		
	MOV	CX,	[BX]	MOV	DX,	0	
	MOV	BX,	[BX]	CALL	MUL		
	ADD	BX,	2	POP	AX		
	MOV	AX,	[BX]	POP	AX		
SUMA:	ADD	DX,	AX	POP	AX		
	DEC	CX		POP	AX		
	JNZ	SUMA		HLT			
	SUB	BX,	4	END			
	MOV	AX,	[BX]				
	MOV	BX,	AX				
	MOV	[BX],	DX				
	POP	DX					
	POP	AX					
	<span style="border: 1px solid black; padding: 2px;">POP</span>	CX					
	POP	BX					
	RET						

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

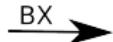
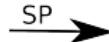
SP →

BX →

# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL:	PUSH	BX		MOV	AX	,	NUM1
	MOV	BX, SP		PUSH	AX		
	PUSH	CX		MOV	AX	,	NUM2
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX	,	OFFSET RES
	ADD	BX, 6		PUSH	AX		
	MOV	CX, [BX]		MOV	DX	,	0
	MOV	BX, [BX]		CALL	MUL		
	ADD	BX, 2		POP	AX		
	MOV	AX, [BX]		POP	AX		
SUMA:	ADD	DX, AX		POP	AX		
	DEC	CX		POP	AX		
	JNZ	SUMA		HLT			
	SUB	BX, 4		END			
	MOV	AX, [BX]					
	MOV	BX, AX					
	MOV	[BX], DX					
	POP	DX					
	POP	AX					
	POP	CX					
	<span style="border: 1px solid black; padding: 2px;">POP</span>	BX					
	RET						

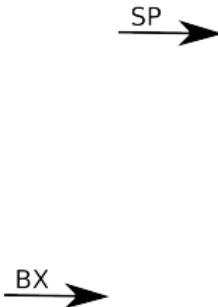
	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000



# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL:	PUSH	BX		MOV	AX, NUM1		
	MOV	BX, SP		PUSH	AX		
	PUSH	CX		MOV	AX, NUM2		
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX, OFFSET RES		
	ADD	BX, 6		PUSH	AX		
	MOV	CX, [BX]		MOV	DX, 0		
	MOV	BX, [BX]		CALL	MUL		
	ADD	BX, 2		POP	AX		
	MOV	AX, [BX]		POP	AX		
SUMA:	ADD	DX, AX		POP	AX		
	DEC	CX		HLT			
	JNZ	SUMA		END			
	SUB	BX, 4					
	MOV	AX, [BX]					
	MOV	BX, AX					
	MOV	[BX], DX					
	POP	DX					
	POP	AX					
	POP	CX					
	POP	BX					
	<b>RET</b>						

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000



# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL :	PUSH	BX		MOV	AX, NUM1		
	MOV	BX, SP		PUSH	AX		
	PUSH	CX		MOV	AX, NUM2		
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX, OFFSET RES		
	ADD	BX, 6		PUSH	AX		
	MOV	CX, [BX]		MOV	DX, 0		
	MOV	BX, [BX]		CALL	MUL		
	ADD	BX, 2		POP	AX		
	MOV	AX, [BX]		POP	AX		
SUMA :	ADD	DX, AX		POP	AX		
	DEC	CX		POP	AX		
	JNZ	SUMA		HLT			
	SUB	BX, 4		END			
	MOV	AX, [BX]					
	MOV	BX, AX					
	MOV	[BX], DX					
	POP	DX					
	POP	AX					
	POP	CX					
	POP	BX					
	RET						

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

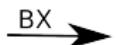
SP →

BX →

# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL:	PUSH	BX		MOV	AX, NUM1		
	MOV	BX, SP		PUSH	AX		
	PUSH	CX		MOV	AX, NUM2		
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX, OFFSET RES		
	ADD	BX, 6		PUSH	AX		
	MOV	CX, [BX]		MOV	DX, 0		
	MOV	BX, [BX]		CALL	MUL		
	ADD	BX, 2		POP	AX		
	MOV	AX, [BX]		POP	AX		
SUMA:	ADD	DX, AX		POP	AX		
	DEC	CX		POP	AX		
	JNZ	SUMA		HLT			
	SUB	BX, 4		END			
	MOV	AX, [BX]					
	MOV	BX, AX					
	MOV	[BX], DX					
	POP	DX					
	POP	AX					
	POP	CX					
	POP	BX					
	RET						

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000



# Subrutinas

ORG	3000H	:	Subrutina MUL	ORG	2000H	:	Programa Principal
MUL :	PUSH	BX		MOV	AX, NUM1		
	MOV	BX, SP		PUSH	AX		
	PUSH	CX		MOV	AX, NUM2		
	PUSH	AX		PUSH	AX		
	PUSH	DX		MOV	AX, OFFSET RES		
	ADD	BX, 6		PUSH	AX		
	MOV	CX, [BX]		MOV	DX, 0		
	MOV	BX, [BX]		CALL	MUL		
	ADD	BX, 2		POP	AX		
	MOV	AX, [BX]		POP	AX		
SUMA :	ADD	DX, AX		POP	AX		
	DEC	CX				SP	→
	JNZ	SUMA					
	SUB	BX, 4					
	MOV	AX, [BX]					
	MOV	BX, AX					
	MOV	[BX], DX					
	POP	DX					
	POP	AX					
	POP	CX					
	POP	BX					
	RET						

	7FEE
Valor de DX	7FF0
Valor de AX	7FF2
Valor de CX	7FF4
Valor de BX	7FF6
Direcc. Retorno	7FF8
OFFSET RES	7FFA
0003	7FFC
0005	7FFE
	8000

BX →