```
mul:
void mul(void){
  link a6,#0
  subq.l #4,a7
    x = 1;
  moveq #1,d0
  move.w d0,-2(a6)
    if (x < 7){
  move.w -2(a6),d1
  ext.l d1
  moveq #7,d0
  cmp.l d0,d1
  bge.s mul+0x4e (0x2000163e)   ; 0x2000163e
        for (i = 10; i >= 0; i--){
  moveq #10,d0
  move.w d0,-4(a6)
  bra.s mul+0x38 (0x20001628)   ; 0x20001628
            x = x*2;
  move.w -2(a6),d1
  moveq #2,d0
  muls.w d1,d0
  move.w d0,-2(a6)
        for (i = 10; i >= 0; i--){
  move.w -4(a6),d0
  ext.l d0
  subq.l #1,d0
  move.w d0,-4(a6)
  move.w -4(a6),d0
  ext.l d0
  tst.l d0
  bge.s mul+0x20 (0x20001610)   ; 0x20001610
    x = x*5;
  move.w -2(a6),d1
  moveq #5,d0
  muls.w d1,d0
  move.w d0,-2(a6)
    switch (i){
  move.w -4(a6),d1
  ext.l d1
  moveq #1,d0
  cmp.l d0,d1
  beq.s mul+0x68 (0x20001658)   ; 0x20001658
  moveq #2,d0
  cmp.l d0,d1
  beq.s mul+0x70 (0x20001660)   ; 0x20001660
  moveq #3,d0
  cmp.l d0,d1
  beq.s mul+0x78 (0x20001668)   ; 0x20001668
  bra.s mul+0x80 (0x20001670)   ; 0x20001670
        x = 1;
  moveq #1,d0
  move.w d0,-2(a6)
        break;
  bra.s mul+0x9e (0x2000168e)   ; 0x2000168e
        x = 2;
  moveq #2,d0
  move.w d0,-2(a6)
        break;
  bra.s mul+0x9e (0x2000168e)   ; 0x2000168e
        x = 3;
  moveq #3,d0
  move.w d0,-2(a6)
        break;
  bra.s mul+0x9e (0x2000168e)   ; 0x2000168e
    default: x = 99;
  moveq #99,d0
  move.w d0,-2(a6)
        x = x + 1;
```

```
  move.w -2(a6),d0
  ext.l d0
  addq.l #1,d0
  move.w d0,-2(a6)
    }while(x < 100);
  move.w -2(a6),d1
  ext.l d1
  moveq #100,d0
  cmp.l d0,d1
  blt.s mul+0x86 (0x20001676)   ; 0x20001676
}
  unlk a6
  rts
```