Key to Practical 6
Calculator (Part 3)

Step 1

```
GetNum          ; Save registers on the stack.
                movem.l d1/a1-a2,-(a7)

                ; Store the address of the string in A1.
                movea.l a0,a1

                ; Find the next operator or the null character
                ; (meaning the character that follows the number),
                ; and store its address in A2.
                jsr     NextOp
                movea.l a0,a2

                ; Store the operator or the null character in D1.
                move.b  (a2),d1

                ; Replace the operator by the null character.
                clr.b   (a2)

                ; Convert the number
                ; (A0 must hold the memory location of the number).
                movea.l a1,a0
                jsr     Convert

                ; If no error occurs,
                ; D0 holds the integer value of the number.
                ; We can return true (no error).
                beq     \true

\false          ; Return false (error).
                ; D0 has not been modified.
                ; A0 points to the string.
                ; We just have to restore the operator held in D1.
                move.b  d1,(a2)

                ; And return Z = 0.
                andi.b  #%11111011,ccr
                bra     \quit

\true           ; Return true (no error).
                ; First, restore the operator held in D1.
                move.b  d1,(a2)

                ; Then, store the address that follows the number in A0.
                movea.l a2,a0

                ; Finally, return Z = 1.
                ori.b   #%00000100,ccr

\quit           ; Restore registers from the stack and return from subroutine.
                movem.l (a7)+,d1/a1-a2
                rts
```

Step 2

```
GetExpr         ; Save registers on the stack.
                movem.l d1-d2/a0,-(a7)

                ; Convert the first number of the expression (result -> D0).
                ; If error, return false.
                jsr     GetNum
                bne     \false

                ; The first number is stored in D1.
                ; (D1 is used to contain the result of the successive operations.)
                move.l  d0,d1

\loop           ; The operator or the null character is stored in D2.
                ; If it is the null character, return true (no error).
                move.b  (a0)+,d2
                beq     \true

                ; Convert the next number (result -> D0).
                ; If error, return false.
                jsr     GetNum
                bne     \false

                ; Determine the operation to perform (+, -, *, /).
                cmp.b   #'+',d2
                beq     \add

                cmp.b   #'-',d2
                beq     \subtract

                cmp.b   #'*',d2
                beq     \multiply

                bra     \divide

                ; Perform the operation and branch to loop.
\add            add.l   d0,d1
                bra     \loop

\subtract       sub.l   d0,d1
                bra     \loop

\multiply       muls.w  d0,d1
                bra     \loop

\divide         ; If the divisor is null (division by 0), return false (error).
                tst.w   d0
                beq     \false

                ; The quotient is 16 bits wide.
                ; Perform a sign extend operation to increase the length to 32 bits.
                divs.w  d0,d1
                ext.l   d1
                bra     \loop

\false          ; Return Z = 0 (error).
                andi.b  #%11111011,ccr
                bra     \quit

\true           ; Return Z = 1 (no error).
                ; (Copy the final result into D0.)
                move.l  d1,d0
```

```
                ori.b   #%00000100,ccr

\quit           ; Restore registers from the stack and return from subroutine.
                movem.l (a7)+,d1-d2/a0
                rts
```

Step 3

```
Uitoa           ; Save registers on the stack.
                movem.l d0/a0,-(a7)

                ; Push the null character (end of string) onto the stack.
                clr.w   -(a7)

\loop           ; Limit D0 to 16 bits for the division.
                ; (Only the 16 LSBs hold the number to divide.)
                andi.l  #$ffff,d0

                ; Divide D0 by 10 in order to get the remainder.
                ; The quotient is stored in the 16 LSBs.
                ; The remainder is stored in the 16 MSBs.
                divu.w  #10,d0

                ; Move the remainder into the 16 LSBs.
                ; (The quotient moves to the 16 MSBs.)
                swap    d0

                ; Convert the remainder into an ASCII character (8-bit operation).
                addi.b  #'0',d0

                ; Push the character onto the stack (16-bit operation).
                move.w  d0,-(a7)

                ; Move back the quotient into the 16 LSBs.
                swap    d0

                ; If the quotient is not null,
                ; there are still some digits to be converted.
                ; So, branch to loop.
                tst.w   d0
                bne     \loop

                ; Otherwise, all the digits have been converted.
                ; They must be moved into the string.
\writeChar      ; Pop a character off the stack (16-bit operation).
                move.w  (a7)+,d0

                ; And move it into the string (8-bit operation).
                move.b  d0,(a0)+

                ; Continue as long as the character is not null.
                bne     \writeChar

                ; Restore registers from the stack and return from subroutine.
                movem.l (a7)+,d0/a0
                rts
```