becomes. But we are leaving computer theory and fast
approaching poker theory. Let's return to the binary
world.

The hands, after being dealt, are evaluated by a
call to the Evaluation sub located at 0648. Actually
this subroutine only serves to call two machine language
subs that do the work of sorting and evaluating each
hand. The sorting sub at 0B16-0B17 is responsible for
placing the cards in order, needed for displaying your
hand and to make determining pairs and straights easier.
(Any sorting routine automatically brings like elements
together.) This sorting routine works quite well for sets
no larger than a dozen or so bytes, and takes up very
little space, but it is quite inefficient when used on
large amounts of data. It may be used in your own programs
by changing the byte at location 0B1F to the number of
bytes for sorting minus one, setting the "I" pointer to
the first byte of the set, and calling the routine with
an OMMM instruction where MMM= the address of the
subroutine. Three branches must be changed in the routine
if you relocate it, however. These are at 0B21, 0B30
and 0B37.

The hand evaluation machine language routine at 0A00
is the program's most lengthy section. It may seem
complex, but really isn't. All that happens is a series