Algorithm 1 Restoring Division

```
1: Input: Dividend Q, Divisor M, bits n
 2: A \leftarrow 0
 3: for i = 1 to n do
      Shift left (A, Q) by 1 bit
      A \leftarrow A - M
      if A < 0 then
 6:
         Q_0 \leftarrow 0
 7:
         A \leftarrow A + M {Restore}
 8:
 9:
      else
         Q_0 \leftarrow 1
10:
      end if
11:
12: end for
13: Output: Quotient Q, Remainder A
```

Algorithm 2 Non-Restoring Division

```
1: Input: Dividend Q, Divisor M, bits n
 2: A \leftarrow 0
 3: for i = 1 to n do
      Shift left (A, Q) by 1 bit
      if A \geq 0 then
         A \leftarrow A - M
 6:
 7:
      else
         A \leftarrow A + M
 9:
      end if
      if A \geq 0 then
         Q_0 \leftarrow 1
11:
      else
12:
         Q_0 \leftarrow 0
13:
      end if
14:
15: end for
16: if A < 0 then
      A \leftarrow A + M
17:
18: end if
19: Output: Quotient Q, Remainder A
```