

```

#-----
# Makefile for antBASIC on the Raspberry Pi
#
# NOTICE  You need to pre-install "libreadline-dev", "atp" and
#           "ghostscript (includes ps2pdf)" packages before "make std|max".
#-----
# PREP     $ sudo apt install libreadline-dev atp ghostscript
#-----
# BUILD    $ make          --> main applications only
#           $ make std     --> main applications plus PDFs
#           $ make max     --> main and test applications plus PDFs
# INSTALL  $ sudo make install --> install main applications and MAN file
#-----
# BAREMETALHACK.COM --> public domain
#-----

CFLAGS := -Wall -Wextra
CFLAGS += -DREADLINE ### Build antBASIC with readline extension
CFLAGS += -DPI ### Build antBASIC targeted for Raspberry Pi
# CFLAGS += -DDEBUG ### Turn on in the case of debugging
LDLIBS := -lreadline ### Link with GNU Readline library
ATPFLAGS := -t 8 -date 'date "%Y-%m-%d"'
ATPFLAGS += -T A4 -M 1,1,2,2 cm ### Paper size and margin definition
#ATPFLAGS += -N ### With line number
GROFFFLAGS := -mandoc -Tps
GROFFFLAGS += -dpaper=a4 ### Paper size
TARGET_BIN := /usr/local/bin
TARGET_MAN := /usr/local/share/man/man1
TARGET_DOC := ./DOCUMENTS

HEADERS = byteword.h token.h bcode.h program.h container.h function.h eval.h basic
.h debug.h escape.h
APPS = antbasic antcalib
TESTAPPS = test_token test_bcode test_prog test_eval test_assign
PDFS = $(TARGET_DOC)/antbasic_src.pdf $(TARGET_DOC)/antbasic_man.pdf

.SECONDEXPANSION:

min: antbasic antcalib
std: antbasic antcalib pdfs
max: test_token test_bcode test_prog test_eval test_assign antbasic antcalib pdfs

test_token : $$@.c $(HEADERS) token.c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^)

test_bcode: $$@.c $(HEADERS) token.c bcode.c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^)

test_prog: $$@.c $(HEADERS) token.c bcode.c program.c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^)

test_eval: $$@.c $(HEADERS) token.c bcode.c container.c function.c eval.c pi_gpio.
c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^)

test_assign: $$@.c $(HEADERS) token.c bcode.c container.c function.c eval.c pi_gpi
o.c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^)

antbasic: $(HEADERS) main.c token.c bcode.c program.c container.c function.c eval.
c basic.h basic.c pi_gpio.c main.c
            gcc $(CFLAGS) -o $$@ $(filter %.c, $^) -lreadline

antcalib: antcalib.c
            gcc $(CFLAGS) -o $$@ antcalib.c

```

```

pdfs:
    atp $(ATPFLAGS) Makefile byteword.h debug.h escape.h token.h token.c test_
token.c bcode.h bcode.c test_bcode.c program.h program.c test_prog.c container.h c
ontainer.c function.h function.c eval.h eval.c test_eval.c test_assign.c basic.h b
asic.c pi_gpio.h pi_gpio.c main.c antcalib.c | ps2pdf - - > $(TARGET_DOC)/antbasic
_src.pdf
    groff $(GROFFFLAGS) antbasic.1 | ps2pdf - - > $(TARGET_DOC)/antbasic_man.p
df

install: antbasic antcalib
    install -v -t $(TARGET_BIN) antbasic antcalib
    install -v -D -t $(TARGET_MAN) antbasic.1

clean:
    rm -f *.o $(APPS) $(TESTAPPS)

dist-clean:
    rm -f *.o $(APPS) $(TESTAPPS) $(PDFS)
    rm -f $(TARGET_BIN)/antbasic $(TARGET_BIN)/antcalib
    rm -f $(TARGET_MAN)/antbasic.1

```

```
//  
// b y t e w o r d . h  
//  
// BAREMETALHACK.COM --> public domain  
//  
  
#ifndef _BYTEWORD_H_  
#define _BYTEWORD_H_  
  
#include <stdint.h>          // uint8_t, int16_t  
  
//  
// Type definitions  
//  
  
typedef uint8_t byte_t;  
typedef int16_t word_t;  
  
#endif // _BYTEWORD_H_
```

```
//
// d e b u g . h
//
// BAREMETALHACK.COM --> public domain
//

#ifndef _DEBUG_H_
#define _DEBUG_H_

#include <stdio.h>      // FILE{}

//
// Global variable
//

extern FILE *Debug;

//
// Macro definition for debugging
//

#ifdef DEBUG
#define DMSG(...) { \
    fprintf(Debug, "%s() ", __FUNCTION__); \
    fprintf(Debug, __VA_ARGS__); \
    fprintf(Debug, "\n"); \
}
#else
#define DMSG(...) {}
#endif

#endif // _DEBUG_H_
```

```
//
//  e s c a p e . h
//
//  BAREMETALHACK.COM --> public domain
//

#ifndef _ESCAPE_H_
#define _ESCAPE_H_

//
//  ANSI escape sequences
//

#define ESCAPE_HOME          "\e[1;1H"
#define ESCAPE_CLS          "\e[2J"

#define ESCAPE_DEFAULT      "\e[0m"
#define ESCAPE_BOLD         "\e[1m"
#define ESCAPE_RED          "\e[31m"
#define ESCAPE_GREEN        "\e[32m"
#define ESCAPE_YELLOW       "\e[33m"
#define ESCAPE_BLUE         "\e[34m"
#define ESCAPE_MAGENTA      "\e[35m"
#define ESCAPE_CYAN         "\e[36m"
#define ESCAPE_WHITE        "\e[37m"
#define ESCAPE_LRED          (ESCAPE_BOLD ESCAPE_RED)
#define ESCAPE_LGREEN       (ESCAPE_BOLD ESCAPE_GREEN)
#define ESCAPE_LYELLOW      (ESCAPE_BOLD ESCAPE_YELLOW)
#define ESCAPE_LBLUE        (ESCAPE_BOLD ESCAPE_BLUE)
#define ESCAPE_LMAGENTA     (ESCAPE_BOLD ESCAPE_MAGENTA)
#define ESCAPE_LCYAN        (ESCAPE_BOLD ESCAPE_CYAN)
#define ESCAPE_LWHITE       (ESCAPE_BOLD ESCAPE_WHITE)

#endif // _ESCAPE_H_
```

```

//
// token.h
//
// BAREMETALHACK.COM --> public domain
//

#ifndef _TOKEN_H_
#define _TOKEN_H_

#include "byword.h"          // word_t

//
// Token constants
//

#define TOKEN_MAXBUF          512    // Source text buffer capacity
#define TOKEN_MAXSTR          256    // Maximum length of string
#define TOKEN_MAXKEY          10     // Maximum length of keyword
#define TOKEN_MAXDLM          2     // Maximum length of delimiter

//
// Token types
//

#define TOKEN_TYPE_EOL          0     // End Of Line
#define TOKEN_TYPE_NUMBER10    1     // Decimal number
#define TOKEN_TYPE_NUMBER16    2     // Hexa-decimal number
#define TOKEN_TYPE_STRING      3     // String
#define TOKEN_TYPE_VARIABLE     4     // Variable or array name
#define TOKEN_TYPE_DELIMITER    5     // Delimiter
#define TOKEN_TYPE_KEYWORD      6     // Keyword

//
// Index codes for variable
//

#define TOKEN_VAR_A            0
#define TOKEN_VAR_B            1
#define TOKEN_VAR_C            2
#define TOKEN_VAR_D            3
#define TOKEN_VAR_E            4
#define TOKEN_VAR_F            5
#define TOKEN_VAR_G            6
#define TOKEN_VAR_H            7
#define TOKEN_VAR_I            8
#define TOKEN_VAR_J            9
#define TOKEN_VAR_K            10
#define TOKEN_VAR_L            11
#define TOKEN_VAR_M            12
#define TOKEN_VAR_N            13
#define TOKEN_VAR_O            14
#define TOKEN_VAR_P            15
#define TOKEN_VAR_Q            16
#define TOKEN_VAR_R            17
#define TOKEN_VAR_S            18
#define TOKEN_VAR_T            19
#define TOKEN_VAR_U            20
#define TOKEN_VAR_V            21
#define TOKEN_VAR_W            22
#define TOKEN_VAR_X            23
#define TOKEN_VAR_Y            24
#define TOKEN_VAR_Z            25

//
// Index codes for delimiter
//

#define TOKEN_EQUAL            0     // ==
#define TOKEN_ASSIGN           1     // =
#define TOKEN_GEQUAL           2     // >=
#define TOKEN_GTHAN            3     // >
#define TOKEN_LEQUAL           4     // <=
#define TOKEN_LTHAN            5     // <
#define TOKEN_NEQUAL           6     // !=
#define TOKEN_AT               7     // @
#define TOKEN_LBRACK           8     // [
#define TOKEN_RBRACK           9     // ]
#define TOKEN_LPAREN           10    // (
#define TOKEN_RPAREN           11    // )
#define TOKEN_COLON            12    // :
#define TOKEN_SCOLON           13    // ;
#define TOKEN_COMMA            14    // ,
#define TOKEN_MUL              15    // *
#define TOKEN_DIV              16    // /
#define TOKEN_MOD              17    // %
#define TOKEN_ADD              18    // +
#define TOKEN_SUB              19    // -
#define TOKEN_AND              20    // &
#define TOKEN_OR               21    // |
#define TOKEN_INQ              22    // ?

//
// Index codes for reserved keyword
//

#define TOKEN_CLEAR            0
#define TOKEN_CLS              1
#define TOKEN_COLOR            2
#define TOKEN_DELETE           3
#define TOKEN_DIM              4
#define TOKEN_DUMP             5
#define TOKEN_EDIT             6
#define TOKEN_END              7
#define TOKEN_FOR              8
#define TOKEN_FREE             9
#define TOKEN_GOSUB            10
#define TOKEN_GOTO            11
#define TOKEN_HELP            12
#define TOKEN_HEX2            13
#define TOKEN_HEX4            14
#define TOKEN_IF              15
#define TOKEN_INPUT           16
#define TOKEN_LIST            17
#define TOKEN_LOCATE           18
#define TOKEN_NEW             19
#define TOKEN_NEXT            20
#define TOKEN_PRINT            21
#define TOKEN_REM              22
#define TOKEN_RENUM           23
#define TOKEN_RETURN           24
#define TOKEN_RND              25
#define TOKEN_RUN             26
#define TOKEN_TO              27

// --- OS dependent section ---

#define TOKEN_FILES            28
#define TOKEN_LOAD            29
#define TOKEN_MERGE           30
#define TOKEN_MSLEEP          31
#define TOKEN_SAVE            32
#define TOKEN_USLEEP          33

```

```
#ifndef PI
#define TOKEN_IN      34
#define TOKEN_OUT     35
#define TOKEN_OUTHZ   36
#endif // PI

//
// Result codes
//

#define TOKEN_SUCCESS      0
#define TOKEN_MISSINGQUOTE 1
#define TOKEN_TOOLONGSTR  2
#define TOKEN_TOOLONGKEY  3
#define TOKEN_ILLEGALCHAR 4
#define TOKEN_ILNUMBER    5
#define TOKEN_ILSTRINRG    6
#define TOKEN_KEYNOTFOUND  7
#define TOKEN_DLMNOTFOUND  8
#define TOKEN_UNKNOWN      9

//
// Type definition
//

typedef struct {
    int type;
    union {
        int idx;
        word_t num;
        char str[ TOKEN_MAXSTR + 1 ];
    } body;
} token_t;

//
// Function prototypes
//

void token_init(void);
void token_source(char *);
int token_read(token_t *);
char * token_keyword(int);
char * token_delimiter(int);
char * token_result(int);

#ifdef DEBUG
void token_dump(token_t *);
#endif // DEBUG

#endif // _TOKEN_H_
```

```
//
// token.c
//
// BAREMETALHACK.COM --> public domain
//

#ifdef DEBUG           // token_dump()
#include <stdio.h>      // FILE{}, fprintf()
#include <string.h>     // strlen()
#endif

#include "token.h"
#include "debug.h"

//
// Constants for character type
//

#define CT_EOL          1      // end of line: NULL | '\n'
#define CT_SPACE        2      // ' ' | '\t'
#define CT_DELIMITER    4      // !()*+,-/:;<=>@[|&|?
#define CT_ALPHABET     8      // A-Z | a-z
#define CT_BINARY       16     // 0-1
#define CT_DECIMAL      32     // 0-9
#define CT_HEXADECIMAL  64     // 0-9 | A-F | a-f

//
// Local type definition
//

typedef struct {
    char * string;
    int index;
} table_t;

//
// File scope variables
//

static unsigned char Ctype[ 256 ];
static char *Srcptr;
static char Next;

static table_t
Keywords[] = {
    { "CLEAR",   TOKEN_CLEAR },
    { "CLS",     TOKEN_CLS },
    { "COLOR",   TOKEN_COLOR },
    { "DELETE",  TOKEN_DELETE },
    { "DIM",     TOKEN_DIM },
    { "DUMP",    TOKEN_DUMP },
    { "EDIT",    TOKEN_EDIT },
    { "END",     TOKEN_END },
    { "FOR",     TOKEN_FOR },
    { "FREE",    TOKEN_FREE },
    { "GOSUB",   TOKEN_GOSUB },
    { "GOTO",    TOKEN_GOTO },
    { "HELP",    TOKEN_HELP },
    { "HEX2",    TOKEN_HEX2 },
    { "HEX4",    TOKEN_HEX4 },
    { "IF",      TOKEN_IF },
    { "INPUT",   TOKEN_INPUT },
    { "LIST",    TOKEN_LIST },
    { "LOCATE",  TOKEN_LOCATE },
    { "NEW",     TOKEN_NEW },
    { "NEXT",    TOKEN_NEXT },
    { "PRINT",   TOKEN_PRINT },
    { "REM",     TOKEN_REM },
    { "RENUM",   TOKEN_RENUM },
    { "RETURN",  TOKEN_RETURN },
    { "RND",     TOKEN_RND },
    { "RUN",     TOKEN_RUN },
    { "TO",      TOKEN_TO },
    { "FILES",   TOKEN_FILES },
    { "LOAD",    TOKEN_LOAD },
    { "MERGE",   TOKEN_MERGE },
    { "MSLEEP",  TOKEN_MSLEEP },
    { "SAVE",    TOKEN_SAVE },
    { "USLEEP",  TOKEN_USLEEP },
    { "IN",      TOKEN_IN },
    { "OUT",     TOKEN_OUT },
    { "OUTHZ",   TOKEN_OUTHZ },
    { 0, 0 }
};

static table_t
Delimiters[] = {
    { "=",      TOKEN_EQUAL },
    { "=",      TOKEN_ASSIGN },
    { ">=",     TOKEN_GEQUAL },
    { ">",      TOKEN_GTHAN },
    { "<=",     TOKEN_LEQUAL },
    { "<",      TOKEN_LTHAN },
    { "!=",     TOKEN_NEQUAL },
    { "@",      TOKEN_AT },
    { "[",      TOKEN_LBRACK },
    { "]",      TOKEN_RBRACK },
    { "(",      TOKEN_LPAREN },
    { ")",      TOKEN_RPAREN },
    { ":",      TOKEN_COLON },
    { ";",      TOKEN_SCOLON },
    { ",",      TOKEN_COMMA },
    { "*",      TOKEN_MUL },
    { "/",      TOKEN_DIV },
    { "%",      TOKEN_MOD },
    { "+",      TOKEN_ADD },
    { "-",      TOKEN_SUB },
    { "&",      TOKEN_AND },
    { "|",      TOKEN_OR },
    { "?",      TOKEN_INQ },
    { 0, 0 }
};

static char *
Results[] = {
    "TOKEN \"ok\"", // TOKEN_SUCCESS
    "TOKEN \"missing quotation\"", // TOKEN_MISSINGQUOTE
    "TOKEN \"too long string\"", // TOKEN_TOOLONGSTR
    "TOKEN \"too long keyword\"", // TOKEN_TOOLONGKEY
    "TOKEN \"illegal character\"", // TOKEN_ILLCCHAR
    "TOKEN \"illegal number\"", // TOKEN_ILLLNUMBER
    "TOKEN \"illegal string\"", // TOKEN_ILLLSTRING
    "TOKEN \"keyword not found\"", // TOKEN_KEYNOTFOUND
    "TOKEN \"delimiter not found\"", // TOKEN_DLMNOTFOUND
    "TOKEN \"unknown token\"", // TOKEN_UNKNOWN
};
```

```
// Procedures and functions
//
```

```
void
token_init(void)
{
    int i;

    for (i = 0; i < 256; i++) Ctype[ i ] = 0;

    Ctype[ 0 ] = Ctype[ '\n' ] = CT_EOL;

    Ctype[ ' ' ] = Ctype[ '\t' ] = CT_SPACE;

    Ctype[ '%' ] = Ctype[ '&' ] = Ctype[ '(' ] = \
    Ctype[ ')' ] = Ctype[ '*' ] = Ctype[ '+' ] = \
    Ctype[ '-' ] = Ctype[ '/' ] = Ctype[ ':' ] = \
    Ctype[ '<' ] = Ctype[ '=' ] = Ctype[ '>' ] = \
    Ctype[ '[' ] = Ctype[ ']' ] = Ctype[ '?' ] = CT_DELIMITER;

    Ctype[ 'A' ] = Ctype[ 'B' ] = Ctype[ 'C' ] = Ctype[ 'D' ] = \
    Ctype[ 'E' ] = Ctype[ 'F' ] = Ctype[ 'G' ] = Ctype[ 'H' ] = \
    Ctype[ 'I' ] = Ctype[ 'J' ] = Ctype[ 'K' ] = Ctype[ 'L' ] = \
    Ctype[ 'M' ] = Ctype[ 'N' ] = Ctype[ 'O' ] = Ctype[ 'P' ] = \
    Ctype[ 'Q' ] = Ctype[ 'R' ] = Ctype[ 'S' ] = Ctype[ 'T' ] = \
    Ctype[ 'U' ] = Ctype[ 'V' ] = Ctype[ 'W' ] = Ctype[ 'X' ] = \
    Ctype[ 'Y' ] = Ctype[ 'Z' ] = CT_ALPHABET;

    Ctype[ 'a' ] = Ctype[ 'b' ] = Ctype[ 'c' ] = Ctype[ 'd' ] = \
    Ctype[ 'e' ] = Ctype[ 'f' ] = Ctype[ 'g' ] = Ctype[ 'h' ] = \
    Ctype[ 'i' ] = Ctype[ 'j' ] = Ctype[ 'k' ] = Ctype[ 'l' ] = \
    Ctype[ 'm' ] = Ctype[ 'n' ] = Ctype[ 'o' ] = Ctype[ 'p' ] = \
    Ctype[ 'q' ] = Ctype[ 'r' ] = Ctype[ 's' ] = Ctype[ 't' ] = \
    Ctype[ 'u' ] = Ctype[ 'v' ] = Ctype[ 'w' ] = Ctype[ 'x' ] = \
    Ctype[ 'y' ] = Ctype[ 'z' ] = CT_ALPHABET;

    Ctype[ '0' ] = Ctype[ '1' ] = Ctype[ '2' ] = Ctype[ '3' ] = \
    Ctype[ '4' ] = Ctype[ '5' ] = Ctype[ '6' ] = Ctype[ '7' ] = \
    Ctype[ '8' ] = Ctype[ '9' ] = CT_DECIMAL;

    Ctype[ '0' ] |= Ctype[ '1' ] |= CT_BINARY;

    Ctype[ '0' ] |= Ctype[ '1' ] |= Ctype[ '2' ] |= Ctype[ '3' ] |= \
    Ctype[ '4' ] |= Ctype[ '5' ] |= Ctype[ '6' ] |= Ctype[ '7' ] |= \
    Ctype[ '8' ] |= Ctype[ '9' ] |= CT_HEXADecimal;

    Ctype[ 'A' ] |= Ctype[ 'B' ] |= Ctype[ 'C' ] |= Ctype[ 'D' ] |= \
    Ctype[ 'E' ] |= Ctype[ 'F' ] |= CT_HEXADecimal;

    Ctype[ 'a' ] |= Ctype[ 'b' ] |= Ctype[ 'c' ] |= Ctype[ 'd' ] |= \
    Ctype[ 'e' ] |= Ctype[ 'f' ] |= CT_HEXADecimal;
}

static void
read_char(void)
{
    Next = *Srcptr++;
    return;
}

void
token_source(char *ptr)
{
    Srcptr = ptr;
    read_char(); // do pre-fetch first
    return;
}
```

```

}

static int
check_digit(int base)
{
    if (base == 16) {
        if (Ctype[ (int) Next ] & CT_HEXADecimal) {
            if (Next >= 'a')
                return (Next - 'a' + 10);
            else if (Next >= 'A')
                return (Next - 'A' + 10);
            else
                return (Next - '0');
        } else
            return -1;
    } else if (base == 10) {
        if (Ctype[ (int) Next ] & CT_DECIMAL)
            return (Next - '0');
        else
            return -1;
    } else if (base == 2) {
        if (Ctype[ (int) Next ] & CT_BINARY)
            return (Next - '0');
        else
            return -1;
    } else
        return -1;
}

static word_t
number(token_t *tok)
{
    word_t base = 10, digit, val = 0;

    if (Next == '0') {
        read_char();
        if (Next == 'x' || Next == 'X') {
            base = 16;
            read_char();
        } else
            base = 10;
    }

    while ((digit = check_digit(base)) >= 0) {
        val = (val * base) + digit;
        read_char();
    };

    if (base == 16)
        tok->type = TOKEN_TYPE_NUMBER16;
    else
        tok->type = TOKEN_TYPE_NUMBER10;
    tok->body.num = val;
    return TOKEN_SUCCESS;
}

static int
string(token_t *tok)
{
    int cnt, high, low;
    char *str;

    str = tok->body.str;
    cnt = 0;
    read_char();
    while (Next && Next != '\\' && cnt < TOKEN_MAXSTR) {
        if (Next == '\\') {

```



```

        read_char();
        switch(Next) {
            case 'a':
                Next = '\007';
                break;

            case 'b':
                Next = '\010';
                break;

            case 't':
                Next = '\011';
                break;

            case 'n':
                Next = '\012';
                break;

            case 'r':
                Next = '\015';
                break;

            case 'e':
                Next = '\033';
                break;

            case 'x':
                read_char();
                if (! (Ctype[ (int) Next ] & CT_HEXADECIMAL))
                    return TOKEN_ILLLNUMBER;
                high = check_digit(16);
                read_char();
                if (! (Ctype[ (int) Next ] & CT_HEXADECIMAL))
                    return TOKEN_ILLLNUMBER;
                low = check_digit(16);
                Next = high * 16 + low;;
                break;

            case '\\':
                Next = '\\';
                break;

            default:
                // unknown character
                Next = '?';
                break;
        }
        *str++ = Next;
        cnt++;
        read_char();
    }
    *str = 0;

    if (Next == '\"')
        read_char();
    else if (cnt == TOKEN_MAXSTR)
        return TOKEN_TOOLONGSTR;
    else
        return TOKEN_MISSINGQUOTE;

    tok->type = TOKEN_TYPE_STRING;
    return TOKEN_SUCCESS;
}

static int
delimiter(token_t *tok)

```

```

{
    int idx;

    switch(Next) {
        case '=':
            read_char();
            if (Next == '=') {
                read_char();
                idx = TOKEN_EQUAL;
            } else
                idx = TOKEN_ASSIGN;
            break;

        case '>':
            read_char();
            if (Next == '=') {
                read_char();
                idx = TOKEN_GEQUAL;
            } else
                idx = TOKEN_GTHAN;
            break;

        case '<':
            read_char();
            if (Next == '=') {
                read_char();
                idx = TOKEN_LEQUAL;
            } else
                idx = TOKEN_LTHAN;
            break;

        case '!':
            read_char();
            if (Next == '=') {
                read_char();
                idx = TOKEN_NEQUAL;
            } else
                return TOKEN_UNKNOWN;
            break;

        case '@':
            read_char();
            idx = TOKEN_AT;
            break;

        case '[':
            read_char();
            idx = TOKEN_LBRACK;
            break;

        case ']':
            read_char();
            idx = TOKEN_RBRACK;
            break;

        case '(':
            read_char();
            idx = TOKEN_LPAREN;
            break;

        case ')':
            read_char();
            idx = TOKEN_RPAREN;
            break;

        case ':':

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```

        read_char();
        idx = TOKEN_COLON;
        break;

    case ';':
        read_char();
        idx = TOKEN_SCOLON;
        break;

    case ',':
        read_char();
        idx = TOKEN_COMMA;
        break;

    case '*':
        read_char();
        idx = TOKEN_MUL;
        break;

    case '/':
        read_char();
        idx = TOKEN_DIV;
        break;

    case '%':
        read_char();
        idx = TOKEN_MOD;
        break;

    case '+':
        read_char();
        idx = TOKEN_ADD;
        break;

    case '-':
        read_char();
        idx = TOKEN_SUB;
        break;

    case '&':
        read_char();
        idx = TOKEN_AND;
        break;

    case '|':
        read_char();
        idx = TOKEN_OR;
        break;

    case '?':
        read_char();
        idx = TOKEN_INQ;
        break;
}
tok->type = TOKEN_TYPE_DELIMITER;
tok->body.idx = idx;
return TOKEN_SUCCESS;
}

static int
search_table(table_t *tbl, char *key)
{
    int idx = 0;
    char *src, *dst;

    while (tbl->string) {
        src = key;

```

```

        dst = tbl->string;
        while (*src && *dst) {
            if (*dst != *src)
                break;
            src++;
            dst++;
        }
        if ((*src == 0) && (*dst == 0))
            return idx;
        idx++;
        tbl++;
    }
    return -1;
}

static int keyword(token_t *tok)
{
    int cnt, idx;
    char key[ TOKEN_MAXKEY + 1 ], *ptr;

    ptr = key;
    cnt = 0;
    while (Ctype[ (int) Next ] & CT_ALPHABET || \
           Ctype[ (int) Next ] & CT_DECIMAL) {
        if (Next >= 'a' && Next <= 'z')
            Next -= 0x20;
        cnt++;
        if (cnt == (TOKEN_MAXKEY + 1))
            return TOKEN_TOOLONGKEY;
        *ptr++ = Next;
        read_char();
    }
    *ptr = 0;

    if (cnt == 1) {
        tok->type = TOKEN_TYPE_VARIABLE;
        tok->body.idx = key[ 0 ] - 'A';
        return TOKEN_SUCCESS;
    }

    idx = search_table(Keywords, key);
    if (idx < 0)
        return TOKEN_KEYNOTFOUND;

    tok->type = TOKEN_TYPE_KEYWORD;
    tok->body.idx = Keywords[ idx ].index;
    return TOKEN_SUCCESS;
}

int
token_read(token_t *tok)
{
    while (Ctype[ (int) Next ] & CT_SPACE) // Skip blank
        read_char();
    if (Ctype[ (int) Next ] & CT_EOL) {
        tok->type = TOKEN_TYPE_EOL;
        return TOKEN_SUCCESS;
    }

    if (Ctype[ (int) Next ] & CT_DECIMAL)
        return number(tok);
    else if (Ctype[ (int) Next ] & CT_ALPHABET)
        return keyword(tok);
    else if (Ctype[ (int) Next ] & CT_DELIMITER)
        return delimiter(tok);
    else if (Next == '\\')

```

```

        return string(tok);
    else
        return TOKEN_UNKNOWN;
}

char *
token_keyword(int idx)
{
    return Keywords[ idx ].string;
}

char *
token_delimiter(int idx)
{
    return Delimiters[ idx ].string;
}

char *
token_result(int idx)
{
    return Results[ idx ];
}

#ifdef DEBUG
void
token_dump(token_t *tok)
{
    int i, len;

    fprintf(Debug, "    token type %d : ", tok->type);
    switch (tok->type) {
        case TOKEN_TYPE_EOL:
            fprintf(Debug, "EOL\n");
            break;

        case TOKEN_TYPE_NUMBER10:
            fprintf(Debug, "number %d (0x%0hX)\n", tok->body.num, tok->body.num);
            break;

        case TOKEN_TYPE_NUMBER16:
            fprintf(Debug, "number 0x%0hX (%d)\n", tok->body.num, tok->body.num);
            break;

        case TOKEN_TYPE_STRING:
            len = strlen(tok->body.str);
            fprintf(Debug, "string (strlen = %d)\n", len);
            for (i = 0; i < (len + 1); i++) {
                if ((i % 16) == 0)
                    fprintf(Debug, "
");
                fprintf(Debug, "%02hhX ", (unsigned char) tok->body.str[ i ]);
                if ((i % 16) == 15)
                    fprintf(Debug, "\n");
            }
            if ((i % 16) != 15)
                fprintf(Debug, "\n");
            break;

        case TOKEN_TYPE_VARIABLE:
            fprintf(Debug, "variable %c\n", tok->body.idx + 'A');
            break;

        case TOKEN_TYPE_KEYWORD:
            fprintf(Debug, "keyword \"%s\"\n", Keywords[ tok->body.idx ].string);
            break;

        case TOKEN_TYPE_DELIMITER:

```

```

g);
        fprintf(Debug, "delimiter \"%s\"\n", Delimiters[ tok->body.idx ].string);
        break;
    }
}
#endif // DEBUG

```

```
#include <stdio.h>          // FILE{}, stdin, stderr, fgets(), printf()
#include "token.h"

FILE *Debug;

int
main()
{
    char buffer[ 256 ];
    token_t tok;
    int ret;

    Debug = stderr;
    token_init();
    while (fgets(buffer, 256, stdin) != NULL) {
        if (*buffer == 0 || *buffer == '\n')
            break;
        printf("==== %s", buffer);
        token_source(buffer);
        while (1) {
            ret = token_read(&tok);
            if (ret != TOKEN_SUCCESS) {
                fprintf(Debug, "*** Token error: %s\n", token_result(ret));
                break;
            }
#ifdef DEBUG
            token_dump(&tok);
#endif
            if (tok.type == TOKEN_TYPE_EOL)
                break;
        }
        fprintf(Debug, "\n");
    }

    return 0;
}
```

```
//
// b c o d e . h
//
// BAREMETALHACK.COM --> public domain
//

#ifndef _BCODE_H_
#define _BCODE_H_

#include "token.h"

//
// Bytecode constants
//

#define BCODE_MAXSIZE          512      // Maximum byte size in single line

//-----
//
// Bytecode instruction codes
//
//   Type 0      EOL: 0x00
//   Type 1  Number10: 0x01, low, high
//   Type 2  Number16: 0x02, low, high
//   Type 3   String: 0x03, len (includes null terminator), ch1, ch2, ..., 0
//   Type 4  Variable: 0x10 - 0x29
//   Type 5 Delimiter: 0x40 - 0x56
//   Type 6   Keyword: 0x80 - 0xA3
//
//-----

#define BCODE_TYPE_EOL          TOKEN_TYPE_EOL
#define BCODE_TYPE_NUMBER10    TOKEN_TYPE_NUMBER10
#define BCODE_TYPE_NUMBER16    TOKEN_TYPE_NUMBER16
#define BCODE_TYPE_STRING      TOKEN_TYPE_STRING
#define BCODE_TYPE_VARIABLE    TOKEN_TYPE_VARIABLE
#define BCODE_TYPE_DELIMITER    TOKEN_TYPE_DELIMITER
#define BCODE_TYPE_KEYWORD     TOKEN_TYPE_KEYWORD

#define BCODE_EOL              BCODE_TYPE_EOL
#define BCODE_NUMBER10         BCODE_TYPE_NUMBER10
#define BCODE_NUMBER16         BCODE_TYPE_NUMBER16
#define BCODE_STRING           BCODE_TYPE_STRING
#define BCODE_VARIABLE         0x10
#define BCODE_DELIMITER        0x40
#define BCODE_KEYWORD          0x80

#define BCODE_VAR_A            (BCODE_VAIRABLE ('A' - 'A'))
#define BCODE_VAR_B            (BCODE_VAIRABLE ('B' - 'A'))
#define BCODE_VAR_C            (BCODE_VAIRABLE ('C' - 'A'))
#define BCODE_VAR_D            (BCODE_VAIRABLE ('D' - 'A'))
#define BCODE_VAR_E            (BCODE_VAIRABLE ('E' - 'A'))
#define BCODE_VAR_F            (BCODE_VAIRABLE ('F' - 'A'))
#define BCODE_VAR_G            (BCODE_VAIRABLE ('G' - 'A'))
#define BCODE_VAR_H            (BCODE_VAIRABLE ('H' - 'A'))
#define BCODE_VAR_I            (BCODE_VAIRABLE ('I' - 'A'))
#define BCODE_VAR_J            (BCODE_VAIRABLE ('J' - 'A'))
#define BCODE_VAR_K            (BCODE_VAIRABLE ('K' - 'A'))
#define BCODE_VAR_L            (BCODE_VAIRABLE ('L' - 'A'))
#define BCODE_VAR_M            (BCODE_VAIRABLE ('M' - 'A'))
#define BCODE_VAR_N            (BCODE_VAIRABLE ('N' - 'A'))
#define BCODE_VAR_O            (BCODE_VAIRABLE ('O' - 'A'))
#define BCODE_VAR_P            (BCODE_VAIRABLE ('P' - 'A'))
#define BCODE_VAR_Q            (BCODE_VAIRABLE ('Q' - 'A'))
#define BCODE_VAR_R            (BCODE_VAIRABLE ('R' - 'A'))
#define BCODE_VAR_S            (BCODE_VAIRABLE ('S' - 'A'))
```

```
#define BCODE_VAR_T            (BCODE_VAIRABLE ('T' - 'A'))
#define BCODE_VAR_U            (BCODE_VAIRABLE ('U' - 'A'))
#define BCODE_VAR_V            (BCODE_VAIRABLE ('V' - 'A'))
#define BCODE_VAR_W            (BCODE_VAIRABLE ('W' - 'A'))
#define BCODE_VAR_X            (BCODE_VAIRABLE ('X' - 'A'))
#define BCODE_VAR_Y            (BCODE_VAIRABLE ('Y' - 'A'))
#define BCODE_VAR_Z            (BCODE_VAIRABLE ('Z' - 'A'))

#define BCODE_EQUAL            (BCODE_DELIMITER | TOKEN_EQUAL)
#define BCODE_ASSIGN          (BCODE_DELIMITER | TOKEN_ASSIGN)
#define BCODE_GEQUAL          (BCODE_DELIMITER | TOKEN_GEQUAL)
#define BCODE_GTHAN           (BCODE_DELIMITER | TOKEN_GTHAN)
#define BCODE_LEQUAL          (BCODE_DELIMITER | TOKEN_LEQUAL)
#define BCODE_LTHAN           (BCODE_DELIMITER | TOKEN_LTHAN)
#define BCODE_NEQUAL          (BCODE_DELIMITER | TOKEN_NEQUAL)
#define BCODE_EXCL            (BCODE_DELIMITER | TOKEN_EXCL)
#define BCODE_AT              (BCODE_DELIMITER | TOKEN_AT)
#define BCODE_LBRACK          (BCODE_DELIMITER | TOKEN_LBRACK)
#define BCODE_RBRACK          (BCODE_DELIMITER | TOKEN_RBRACK)
#define BCODE_LPAREN          (BCODE_DELIMITER | TOKEN_LPAREN)
#define BCODE_RPAREN          (BCODE_DELIMITER | TOKEN_RPAREN)
#define BCODE_COLON           (BCODE_DELIMITER | TOKEN_COLON)
#define BCODE_SCOLON          (BCODE_DELIMITER | TOKEN_SCOLON)
#define BCODE_COMMA           (BCODE_DELIMITER | TOKEN_COMMA)
#define BCODE_MUL             (BCODE_DELIMITER | TOKEN_MUL)
#define BCODE_DIV             (BCODE_DELIMITER | TOKEN_DIV)
#define BCODE_MOD             (BCODE_DELIMITER | TOKEN_MOD)
#define BCODE_ADD             (BCODE_DELIMITER | TOKEN_ADD)
#define BCODE_SUB             (BCODE_DELIMITER | TOKEN_SUB)
#define BCODE_AND             (BCODE_DELIMITER | TOKEN_AND)
#define BCODE_OR              (BCODE_DELIMITER | TOKEN_OR)
#define BCODE_INQ            (BCODE_DELIMITER | TOKEN_INQ)

#define BCODE_CLEAR           (BCODE_KEYWORD | TOKEN_CLEAR)
#define BCODE_CLS             (BCODE_KEYWORD | TOKEN_CLS)
#define BCODE_COLOR           (BCODE_KEYWORD | TOKEN_COLOR)
#define BCODE_DELETE          (BCODE_KEYWORD | TOKEN_DELETE)
#define BCODE_DIM             (BCODE_KEYWORD | TOKEN_DIM)
#define BCODE_DUMP            (BCODE_KEYWORD | TOKEN_DUMP)
#define BCODE_EDIT            (BCODE_KEYWORD | TOKEN_EDIT)
#define BCODE_END             (BCODE_KEYWORD | TOKEN_END)
#define BCODE_FOR             (BCODE_KEYWORD | TOKEN_FOR)
#define BCODE_FREE            (BCODE_KEYWORD | TOKEN_FREE)
#define BCODE_GOSUB           (BCODE_KEYWORD | TOKEN_GOSUB)
#define BCODE_GOTO           (BCODE_KEYWORD | TOKEN_GOTO)
#define BCODE_HELP            (BCODE_KEYWORD | TOKEN_HELP)
#define BCODE_HEX2            (BCODE_KEYWORD | TOKEN_HEX2)
#define BCODE_HEX4            (BCODE_KEYWORD | TOKEN_HEX4)
#define BCODE_IF              (BCODE_KEYWORD | TOKEN_IF)
#define BCODE_INPUT           (BCODE_KEYWORD | TOKEN_INPUT)
#define BCODE_LIST            (BCODE_KEYWORD | TOKEN_LIST)
#define BCODE_LOCATE          (BCODE_KEYWORD | TOKEN_LOCATE)
#define BCODE_NEW             (BCODE_KEYWORD | TOKEN_NEW)
#define BCODE_NEXT            (BCODE_KEYWORD | TOKEN_NEXT)
#define BCODE_PRINT           (BCODE_KEYWORD | TOKEN_PRINT)
#define BCODE_REM             (BCODE_KEYWORD | TOKEN_REM)
#define BCODE_RENUM           (BCODE_KEYWORD | TOKEN_RENUM)
#define BCODE_RETURN          (BCODE_KEYWORD | TOKEN_RETURN)
#define BCODE_RND             (BCODE_KEYWORD | TOKEN_RND)
#define BCODE_RUN             (BCODE_KEYWORD | TOKEN_RUN)
#define BCODE_TO              (BCODE_KEYWORD | TOKEN_TO)

#define BCODE_FILES           (BCODE_KEYWORD | TOKEN_FILES)
#define BCODE_LOAD            (BCODE_KEYWORD | TOKEN_LOAD)
#define BCODE_MERGE           (BCODE_KEYWORD | TOKEN_MERGE)
#define BCODE_MSLEEP          (BCODE_KEYWORD | TOKEN_MSLEEP)
```

```

#define BCODE_SAVE                (BCODE_KEYWORD | TOKEN_SAVE)
#define BCODE_USLEEP              (BCODE_KEYWORD | TOKEN_USLEEP)

#ifdef PI
#define BCODE_IN                  (BCODE_KEYWORD | TOKEN_IN)
#define BCODE_OUT                 (BCODE_KEYWORD | TOKEN_OUT)
#define BCODE_OUTHZ               (BCODE_KEYWORD | TOKEN_OUTHZ)
#endif // PI

//
// Result codes
//

#define BCODE_SUCCESS              TOKEN_SUCCESS
#define BCODE_MISSINGQUOTE        TOKEN_MISSINGQUOTE
#define BCODE_TOOLONGSTR          TOKEN_TOOLONGSTR
#define BCODE_TOOLONGKEY          TOKEN_TOOLONGKEY
#define BCODE_ILLEGALCHAR         TOKEN_ILLEGALCHAR
#define BCODE_ILNUMBER            TOKEN_ILNUMBER
#define BCODE_ILISTRING           TOKEN_ILSTRING
#define BCODE_KEYNOTFOUND         TOKEN_KEYNOTFOUND
#define BCODE_DLMNOTFOUND         TOKEN_DLMNOTFOUND
#define BCODE_UNKNOWN             TOKEN_UNKNOWN
#define BCODE_SIZEOVER            (BCODE_UNKNOWN + 1)

//
// Type definition
//

typedef struct {
    int pos;
    int inst;
    int type;
    int idx;
    word_t num;
    byte_t * str;
} bcode_t;

//
// Function prototypes
//

void bcode_start(byte_t *);
void bcode_setpc(int);
int bcode_getpc(void);
void bcode_skip(void);
int bcode_next(void);
int bcode_nextiseol(void);
int bcode_nextisnum(void);
int bcode_nextisstr(void);
int bcode_nextisvar(void);
int bcode_nextiskey(void);
int bcode_nextisdml(void);
int bcode_twoahead(void);
void bcode_read(bcode_t *);
int bcode_compile(byte_t *);
char * bcode_result(int);

#ifdef DEBUG
void bcode_display(bcode_t *);
void bcode_dump(byte_t *);
#endif // DEBUG

#endif // _BCODE_H_

```

```
//
// b c o d e . c
//
// BAREMETALHACK.COM --> public domain
//

#ifdef DEBUG                // bcode_dump()
#include <stdio.h>           // FILE{}, fprintf()
#endif

#include "bcode.h"

//
// Filescope variables
//

static byte_t *Code;        // points start of code area
static int Pc;              // program counter

//
// Bytecode functions
//

void
bcode_start(byte_t *ptr)
{
    Code = ptr;
    Pc = 0;
}

void
bcode_setpc(int where)
{
    Pc = where;
}

int
bcode_getpc(void)
{
    return Pc;
}

void
bcode_skip(void)
{
    bcode_t b;

    bcode_read(&b);
}

int
bcode_next(void)
{
    return (int) Code[ Pc ];
}

int
bcode_nextiseol(void)
{
    return Code[ Pc ] == BCODE_EOL ? 1 : 0;
}

int
bcode_nextisnum(void)
{
    if ((Code[ Pc ] == BCODE_NUMBER10) || (Code[ Pc ] == BCODE_NUMBER16))
```

```
        return 1;
    else
        return 0;
}

int
bcode_nextisstr(void)
{
    return Code[ Pc ] == BCODE_STRING ? 1 : 0;
}

int
bcode_nextisvar(void)
{
    if ((Code[ Pc ] >= BCODE_VARIABLE) && (Code[ Pc ] < BCODE_DELIMITER))
        return 1;
    else
        return 0;
}

int
bcode_nextisdml(void)
{
    if ((Code[ Pc ] >= BCODE_DELIMITER) && (Code[ Pc ] < BCODE_KEYWORD))
        return 1;
    else
        return 0;
}

int
bcode_nextiskey(void)
{
    return Code[ Pc ] >= BCODE_KEYWORD ? 1 : 0;
}

int
bcode_twoahead(void)
{
    return (int) Code[ Pc + 1 ];
}

void
bcode_read(bcode_t *b)
{
    int len;
    word_t *ptr;

    b->pos = Pc;
    b->inst = Code[ Pc ];
    if (Code[ Pc ] < BCODE_VARIABLE)
        b->type = b->idx = Code[ Pc ];
    else if (Code[ Pc ] >= BCODE_VARIABLE && Code[ Pc ] < BCODE_DELIMITER) {
        b->type = BCODE_TYPE_VARIABLE;
        b->idx = Code[ Pc ] - BCODE_VARIABLE;
    } else if (Code[ Pc ] >= BCODE_DELIMITER && Code[ Pc ] < BCODE_KEYWORD) {
        b->type = BCODE_TYPE_DELIMITER;
        b->idx = Code[ Pc ] - BCODE_DELIMITER;
    } else {
        b->type = BCODE_TYPE_KEYWORD;
        b->idx = Code[ Pc ] - BCODE_KEYWORD;
    }
    b->num = 0;
    b->str = 0;
    Pc++;
    switch (b->type) {
        case BCODE_TYPE_NUMBER10:
```

```

        case BCODE_TYPE_NUMBER16:
            ptr = (word_t*) &Code[ Pc ];
            b->num = *ptr;
            Pc += 2;
            break;

        case BCODE_TYPE_STRING:
            b->idx = len = Code[ Pc++ ];
            b->str = &Code[ Pc ];
            Pc += len;
            break;
    }
}

int bcode_compile(byte_t *start) {
    byte_t *bptr, *lptr, *sptr;
    int len, ret;
    token_t tok;

    bptr = start;
    while (1) {
        ret = token_read(&tok);
        if (ret != TOKEN_SUCCESS)
            return -ret;
        switch (tok.type) {
            case TOKEN_TYPE_EOL:
                *bptr++ = BCODE_EOL;
                return bptr - start;

            case TOKEN_TYPE_NUMBER10:
                *bptr++ = BCODE_NUMBER10;
                *bptr++ = tok.body.num & 0xFF;
                *bptr++ = (tok.body.num >> 8) & 0xFF;
                break;

            case TOKEN_TYPE_NUMBER16:
                *bptr++ = BCODE_NUMBER16;
                *bptr++ = tok.body.num & 0xFF;
                *bptr++ = (tok.body.num >> 8) & 0xFF;
                break;

            case TOKEN_TYPE_STRING:
                *bptr++ = BCODE_STRING;
                lptr = bptr++;
                sptr = (byte_t *) tok.body.str;
                len = 0;
                while (*sptr) {
                    *bptr++ = *sptr++;
                    len++;
                }
                *bptr++ = 0;
                len++;
                *lptr = len;
                break;

            case TOKEN_TYPE_VARIABLE:
                *bptr++ = BCODE_VARIABLE + tok.body.idx;
                break;

            case TOKEN_TYPE_DELIMITER:
                *bptr++ = BCODE_DELIMITER + tok.body.idx;
                break;

            case TOKEN_TYPE_KEYWORD:
                *bptr++ = BCODE_KEYWORD + tok.body.idx;
                break;
        }
    }
}

```

```

    }
    if ((bptr - start + 3) > BCODE_MAXSIZE)
        return -BCODE_SIZEOVER;
}
return bptr - start;
}

char *
bcode_result(int idx)
{
    static char
        msg_ok[] = "BCODE \"ok\"",
        msg_sizeover[] = "BCODE \"size over\"";

    if (idx == BCODE_SUCCESS)
        return msg_ok;
    else if (idx == BCODE_SIZEOVER)
        return msg_sizeover;
    else
        return token_result(idx);
}

#ifdef DEBUG
extern FILE *Debug;

void
bcode_display(bcode_t *b)
{
    fprintf(Debug, "    0d%05d : ", b->pos);
    fprintf(Debug, "bcode 0x%02X : ", b->inst);
    fprintf(Debug, "type %ld : ", b->type);
    fprintf(Debug, "idx %2d | ", b->idx);
    if (b->type == BCODE_TYPE_NUMBER10)
        fprintf(Debug, "%d (0x%04hX)\n", b->num, b->num);
    else if (b->type == BCODE_TYPE_NUMBER16)
        fprintf(Debug, "0x%04hX (%d)\n", b->num, b->num);
    else if (b->type == BCODE_TYPE_STRING)
        fprintf(Debug, "\"%s\"\n", (char*) b->str);
    else if (b->type == BCODE_TYPE_VARIABLE)
        fprintf(Debug, "%c\n", 'A' + b->idx);
    else if (b->type == BCODE_TYPE_KEYWORD)
        fprintf(Debug, "%s\n", token_keyword(b->idx));
    else if (b->type == BCODE_TYPE_DELIMITER)
        fprintf(Debug, "%s\n", token_delimiter(b->idx));
    else if (b->type == BCODE_TYPE_EOL)
        fprintf(Debug, "EOL\n");
}

void
bcode_dump(byte_t *bytes)
{
    bcode_t b;

    fprintf(Debug, "[Compiled bytecodes]\n");
    bcode_start(bytes);
    while (1) {
        bcode_read(&b);
        bcode_display(&b);
        if (b.type == BCODE_TYPE_EOL)
            break;
    }
}
#endif

```



```
#include <stdio.h>          // FILE{}, fgets()
#include "bcode.h"

FILE *Debug;

int
main()
{
    char buffer[ 256 ];
    byte_t bytes[ 256 ];
    int i, ret;

    Debug = stderr;
    token_init();
    while (fgets(buffer, 256, stdin) != NULL) {
        if (*buffer == 0 || *buffer == '\n')
            break;
        fprintf(Debug, "==== %s", buffer);
        token_source(buffer);
        ret = bcode_compile(bytes);
        if (ret < 0) {
            ret = -ret;
            fprintf(Debug, "***** Error: %s\n", bcode_result(ret));
            break;
        }
        fprintf(Debug, ">>>> Compiled bytecodes [ %d bytes ]\n", ret);
        for (i = 0; i < ret; i++) {
            if ((i % 16) == 0)
                fprintf(Debug, "    ");
            fprintf(Debug, "%02X ", bytes[ i ]);
            if ((i % 16) == 15)
                fprintf(Debug, "\n");
        }
        if ((i % 16) != 15)
            fprintf(Debug, "\n");
#ifdef DEBUG
        bcode_dump(bytes);
#endif // DEBUG
    }
    return ret;
}
```

```

//
//  p r o g r a m . h
//
//  BAREMETALHACK.COM --> public domain
//

#ifndef _PROGRAM_H_
#define _PROGRAM_H_

#include <stdio.h>           // FILE{}
#include "bcode.h"

//
//  Program constants
//

#define PROG_MAXSIZE      30000
#define PROG_MAXLINE      2000
#define PROG_MAXRELOC     100
#define PROG_BLANKLINE    0x7FFF
#define PROG_BLANKDATA    0xFF
#define PROG_CMDLINE      PROG_MAXSIZE

#define PROG_LISTCOLOR    1
#define PROG_LISTPLAIN    0

//
//  Result codes
//

#define PROG_SUCCESS      0
#define PROG_LINENOTFOUND 1
#define PROG_TOOMANYLINES 2
#define PROG_SIZEOVER     3
#define PROG_TOOMANYRELOCS 4

//
//  Type definitions
//

typedef struct {
    int num;
    int add;
    int len;
} line_t;

typedef struct {
    int idx;
    int add;
} reloc_t;

//
//  Global variables
//

extern byte_t Program[];
extern int Psize;
extern line_t Lines[];
extern int Lsize;
extern int Pnum;

//
//  Function prototypes
//

void prog_init(void);

int prog_list(int, int, int, int);
int prog_search(int);
int prog_delete(int, int);
int prog_insert(int, byte_t *, int);
void prog_cmdline(byte_t *, int);
int prog_renum(int, int);
char * prog_result(int);
void prog_dumpbytes(void);
void prog_dumplines(void);

#endif // _PROGRAM_H_

```

```
//
//  p r o g r a m . c
//
//  BAREMETALHACK.COM --> public domain
//

#include "program.h"
#include "bcode.h"
#include "escape.h"

//
// Global variables
//

byte_t Program[ PROG_MAXSIZE + BCODE_MAXSIZE ]; // Last region (BCODE_MAXSIZE)
// stores command line data
line_t Lines[ PROG_MAXLINE + 2 ]; // First element is COMMAND LINE which
// contains ZERO
// Last element is a GUARD which contains
// PROG_BLANKLINE
int Psize; // Program size in BYTES
int Lsize; // How many LINES are there?
int Pnum; // Current processing line number

//
// File scope variables
//

static reloc_t Relocs[ PROG_MAXRELOC ];
static int Rsize;

static char * Results[] = {
    "PROGRAM \"ok\"", // PROG_SUCCESS
    "PROGRAM \"line not found\"", // PROG_LINENOTFOUND
    "PROGRAM \"too many lines\"", // PROG_TOOMANYLINES
    "PROGRAM \"size over\"", // PROG_SIZEOVER
    "PROGRAM \"too many relocations\"" // PROG_TOOMANYRELOCS
};

//
// Program line processing functions
//

void
prog_init(void)
{
    int i;

    // Initialize program area and line holders

    for (i = 0; i < (PROG_MAXSIZE + BCODE_MAXSIZE); i++)
        Program[ i ] = PROG_BLANKDATA;

    for (i = 0; i <= (PROG_MAXLINE + 1); i++) {
        Lines[ i ].num = PROG_BLANKLINE;
        Lines[ i ].add = 0;
        Lines[ i ].len = 0;
    }
    Lines[ 0 ].num = 0;

    // Initialize control variables

    Psize = Lsize = 0;
}

int
```

```
prog_search(int linenum)
{
    int i = 1, find = 0;

    while (Lines[ i ].num != PROG_BLANKLINE) {
        if (Lines[ i ].num == linenum) {
            find = 1;
            break;
        } else if (Lines[ i ].num > linenum)
            break;
        i++;
    }

    // NOTE: Returns INDEX number of Lines[]
    // positive number -> found (linenum == Lines[i].num)
    // negative number -> not found (linenum < Lines[-i].num)

    return find ? i : -i;
}

static void
spacing(int fd)
{
    if (bcode_nextiseol())
        return;
    else if (bcode_nextisdml()) {
        if (bcode_next() != BCODE_AT)
            return;
    }
    dprintf(fd, " ");
}

int
prog_list(int fd, int color, int startnum, int endnum)
{
    int sidx, eidx, i, loop;
    bcode_t b;
    byte_t *ptr, ch, esc;

    if (Lsize == 0)
        return PROG_SUCCESS;

    sidx = prog_search(startnum);
    if (sidx < 0)
        return PROG_LINENOTFOUND;
    eidx = prog_search(endnum);
    if (eidx < 0)
        return PROG_LINENOTFOUND;

    bcode_start(Program);
    for (i = sidx; i <= eidx; i++) {
        dprintf(fd, "%04d ", Lines[ i ].num);
        bcode_setpc(Lines[ i ].add);
        loop = 1;
        while (loop) {
            bcode_read(&b);
            switch (b.type) {
                case BCODE_TYPE_EOL:
                    loop = 0;
                    break;

                case BCODE_TYPE_NUMBER10:
                    dprintf(fd, "%d", b.num);
                    spacing(fd);
                    break;
            }
        }
    }
}
```

```

case BCODE_TYPE_NUMBER16:
    if (b.num & 0xFF00)
        dprintf(fd, "0x%04hX", b.num);
    else
        dprintf(fd, "0x%02hX", b.num);
    spacing(fd);
    break;

case BCODE_TYPE_STRING:
    dprintf(fd, "\"");
    ptr = b.str;
    while ((ch = *ptr++)) {
        esc = 0;
        if (ch < ' ' || ch == '\\') {
            switch (ch) {
                case '\\007':
                    esc = 'a';
                    break;

                case '\\010':
                    esc = 'b';
                    break;

                case '\\011':
                    esc = 't';
                    break;

                case '\\012':
                    esc = 'n';
                    break;

                case '\\015':
                    esc = 'r';
                    break;

                case '\\033':
                    esc = 'e';
                    break;

                case '\\':
                    esc = '\\';
                    break;

                default:
                    esc = 'x';
                    break;
            }
        }
        if (esc) {
            if (esc == 'x')
                dprintf(fd, "\\x%02X", ch);
            else
                dprintf(fd, "\\%c", esc);
        } else
            dprintf(fd, "%c", ch);
    }
    dprintf(fd, "\"");
    break;

case BCODE_TYPE_VARIABLE:
    if (color)
        dprintf(fd, ESCAPE_LBLUE);
    dprintf(fd, "%c", b.idx + 'A');
    if (color)
        dprintf(fd, ESCAPE_DEFAULT);
    spacing(fd);

```

```

        break;

case BCODE_TYPE_KEYWORD:
    if (color)
        dprintf(fd, ESCAPE_LGREEN);
    dprintf(fd, "%s", token_keyword(b.idx));
    if (color)
        dprintf(fd, ESCAPE_DEFAULT);
    spacing(fd);
    break;

case BCODE_TYPE_DELIMITER:
    if (color && b.inst == BCODE_AT)
        dprintf(fd, ESCAPE_LBLUE);
    dprintf(fd, "%s", token_delimiter(b.idx));
    if (color && b.inst == BCODE_AT)
        dprintf(fd, ESCAPE_DEFAULT);
    if (b.inst == BCODE_RPAREN || b.inst == BCODE_RBRACK)
        if (! bcode_nextisdml() && ! bcode_nextiseol())
            dprintf(fd, " ");
    break;

    }
    dprintf(fd, "\n");
}
return PROG_SUCCESS;
}

int
prog_delete(int startnum, int endnum)
{
    int sidx, eidx, dlines, dbytes, mbytes, i;
    byte_t *src, *dst;

    if (Lsize == 0)
        return PROG_LINENOTFOUND;

    sidx = prog_search(startnum);
    if (sidx < 0)
        return PROG_LINENOTFOUND;
    eidx = prog_search(endnum);
    if (eidx < 0)
        return PROG_LINENOTFOUND;

    dlines = eidx - sidx + 1;
    dbytes = 0;
    for (i = sidx; i <= eidx; i++)
        dbytes += Lines[ i ].len;

    if (eidx != Lsize) {
        dst = &Program[ Lines[ sidx ].add ];
        src = &Program[ Lines[ eidx + 1 ].add ];
        mbytes = 0;
        for (i = eidx + 1; i <= Lsize; i++)
            mbytes += Lines[ i ].len;

        // Transfer tail program
        while (mbytes--)
            *dst++ = *src++;

        // Transfer tail line holder
        for (i = eidx + 1; i <= Lsize; i++) {
            Lines[ i - dlines ].num = Lines[ i ].num;
            Lines[ i - dlines ].add = Lines[ i ].add - dbytes;
            Lines[ i - dlines ].len = Lines[ i ].len;
        }
    }
}

```

```

    }

    for (i = Lsize - dlines + 1; i <= Lsize; i++) {
        Lines[ i ].num = PROG_BLANKLINE;
        Lines[ i ].add = 0;
        Lines[ i ].len = 0;
    }

    Psize -= dbytes;
    Lsize -= dlines;

    return PROG_SUCCESS;
}

int
prog_insert(int linenum, byte_t *src, int len)
{
    byte_t *dst, *tsrc, *tdst;
    int idx, i, start, move;

    if (Lsize == PROG_MAXLINE)
        return PROG_TOOMANYLINES;
    if ((Psize + len) > PROG_MAXSIZE)
        return PROG_SIZEOVER;

    idx = prog_search(linenum);
    if (idx > 0) {
        prog_delete(linenum, linenum);
        idx = prog_search(linenum);
    }
    idx = -idx;

    start = 0;
    for (i = 1; i < idx; i++) {
        start += Lines[ i ].len;
    }
    move = Psize - start + 1;
    dst = &Program[ start ];

    if (idx != (Lsize + 1)) {
        tsrc = &Program[ Psize - 1 ];
        tdst = tsrc + len;
        while (move--) {
            *tdst-- = *tsrc--;
        }
        for (i = Lsize; i >= idx; i--) {
            Lines[ i + 1 ].num = Lines[ i ].num;
            Lines[ i + 1 ].add = Lines[ i ].add + len;
            Lines[ i + 1 ].len = Lines[ i ].len;
        }
    }

    move = len;
    while (move--) {
        *dst++ = *src++;
    }

    Lines[ idx ].num = linenum;
    Lines[ idx ].add = start;
    Lines[ idx ].len = len;
    Psize += len;
    Lsize++;

    return PROG_SUCCESS;
}

```

```

void
prog_cmdline(byte_t *src, int size)
{
    int i;

    for (i = 0; i < size; i++)
        Program[ PROG_CMDLINE + i ] = *src++;
    Lines[ 0 ].num = 0;
    Lines[ 0 ].add = PROG_CMDLINE;
    Lines[ 0 ].len = size;
}

int
prog_renum(int start, int step)
{
    int i, add, scan, idx;
    bcode_t b;
    byte_t *ptr;

    Rsize = 0;
    for (i = 1; i <= Lsize; i++) {
        Pnum = Lines[ i ].num;
        add = Lines[ i ].add;
        bcode_start(&Program[ add ]);
        scan = 1;
        while (scan) {
            bcode_read(&b);
            switch (b.type) {
                case BCODE_TYPE_EOL:
                    scan = 0;
                    break;

                case BCODE_TYPE_NUMBER10:
                case BCODE_TYPE_NUMBER16:
                case BCODE_TYPE_STRING:
                case BCODE_TYPE_VARIABLE:
                case BCODE_TYPE_DELIMITER:
                    break;

                case BCODE_TYPE_KEYWORD:
                    if (b.inst == BCODE_GOSUB || b.inst == BCODE_GOTO) {
                        bcode_read(&b);
                        idx = prog_search(b.num);
                        if (idx < 0)
                            return PROG_LINENOTFOUND;
                        if ((Rsize + 1) > PROG_MAXRELOC)
                            return PROG_TOOMANYRELOCS;
                        Relocs[ Rsize ].idx = idx;
                        Relocs[ Rsize ].add = add + b.pos;
                        Rsize++;
                    }
                    break;
            }
        }
    }

    // Do renumber

    for (i = 1; i <= Lsize; i++)
        Lines[ i ].num = start + step * (i - 1);

    // Do relocation

    for (i = 0; i < Rsize; i++) {
        ptr = &Program[ Relocs[ i ].add ];
        ptr++;
    }
}

```

```
        *((word_t*) ptr) = (word_t) Lines[ Relocs[ i ].idx ].num;
    }

    return PROG_SUCCESS;
}

char *
prog_result(int idx)
{
    return Results[ idx ];
}

#define BYTES_PERLINE    20
void
prog_dumpbytes(void)
{
    int i;

    printf("%sProgram contents%s\n", ESCAPE_LGREEN, ESCAPE_DEFAULT);
    printf("    Program size = %d bytes\n", Psize);
    for (i = 0; i < Psize; i++) {
        if ((i % BYTES_PERLINE) == 0)
            printf("    0d%05d : ", i);
        printf("%02hX ", Program[ i ]);
        if ((i % BYTES_PERLINE) == (BYTES_PERLINE - 1))
            printf("\n");
    }
    if ((i % BYTES_PERLINE) != (BYTES_PERLINE - 1))
        printf("\n");
}

void
prog_dumplines(void)
{
    int i;

    printf("%sLine information%s\n", ESCAPE_LGREEN, ESCAPE_DEFAULT);
    printf("    Total %d lines\n", Lsize);
    for (i = 1; i <= Lsize; i++) {
        printf("    Lines[%d].num = %d : Lines[%d].add = %d : ", \
            i, Lines[ i ].num, i, Lines[ i ].add);
        printf("Lines[%d].len = %d\n", i, Lines[ i ].len);
    }
}
```

```

#include <stdio.h>      // FILE{}, fgets()
#include <unistd.h>     // STD*_FILENO
#include "token.h"
#include "bcode.h"
#include "program.h"

FILE *Debug;

int
main()
{
    char buffer[ 256 ];
    byte_t bytes[ 256 ];
    int bsize, ret, num;
    bcode_t b;

    Debug = stderr;
    token_init();
    prog_init();

    while (fgets(buffer, 256, stdin) != NULL) {
        if (*buffer == 0 || *buffer == '\n')
            break;
        fprintf(Debug, "==== %s", buffer);
        token_source(buffer);
        ret = bsize = bcode_compile(bytes);
        if (bsize < 0) {
            fprintf(Debug, "***** Error: %s\n", bcode_result(ret));
            break;
        }
        fprintf(Debug, ">>>> Compiled bytecodes [ %d bytes ]\n", bsize);
#ifdef DEBUG
        bcode_dump(bytes);
#endif // DEBUG

        bcode_start(bytes);
        bcode_read(&b);
        if (b.inst == BCODE_LIST) {
            fprintf(Debug, "-----\n");
            ret = prog_list(STDOUT_FILENO, 1, Lines[1].num, Lines[Lsize].num);
            fprintf(Debug, "-----\n");
        } else if (b.inst == BCODE_NEW) {
            prog_init();
            continue;
        } else if (b.type == BCODE_TYPE_NUMBER10) {
            num = b.num;
            if (bcode_next() == BCODE_EOL) {
                ret = prog_delete(num, num);
                if (ret) {
                    fprintf(Debug, "***** Error: %s\n", prog_result(ret));
                    continue;
                }
                fprintf(Debug, ">>>> Line %d deleted\n", num);
            } else {
                bcode_read(&b);
                ret = prog_insert(num, &bytes[ b.pos ], bsize - 3);
                if (ret) {
                    fprintf(Debug, "***** Error: %s\n", prog_result(ret));
                    continue;
                }
                fprintf(Debug, ">>>> Line %d inserted\n", num);
            }
        } else {
            fprintf(Debug, "***** Error: illegal program line\n");
            continue;
        }
    }

    prog_dumpbytes();
    printf("\n");
    prog_dumplines();
    ret = 0;
}
return 0;
}

```

```
//
//  c o n t a i n e r . h
//
//  BAREMETALHACK.COM --> public domain
//

#ifndef _CONTAINER_H_
#define _CONTAINER_H_

#include "byteword.h"

//
//  Container constants
//

#define CONT_MAXARRAY  512
#define CONT_DEFARRAY  10
#define CONT_MAXSTRING 512

//
//  Type definition
//

typedef struct {
    int row;
    int col;
} dim_t;

//
//  Global variables
//

extern word_t Var[ 26 ];
extern word_t Array[ 26 ][ CONT_MAXARRAY ];
extern dim_t Asize[ 26 ];
extern byte_t String[ CONT_MAXSTRING ];

//
//  Function prototype
//

void cont_init(void);
void cont_dumpvar(void);
void cont_dumparr(void);
void cont_dumpstr(void);

#endif // _CONTAINER_H_
```



```
//
// container.c
//
// BAREMETALHACK.COM --> public domain
//

#include <stdio.h>          // printf()
#include "container.h"
#include "escape.h"

//
// Global variables
//

word_t Var[ 26 ];
word_t Array[ 26 ][ CONT_MAXARRAY ];
dim_t Asize[ 26 ];
byte_t String[ CONT_MAXSTRING ];

//
// Container functions
//

void
cont_init(void)
{
    int i, j;

    for (i = 0; i < 26; i++)
        Var[ i ] = 0;

    for (i = 0; i < 26; i++)
        for (j = 0; j < CONT_MAXARRAY; j++)
            Array[ i ][ j ] = 0;

    for (i = 0; i < 26; i++) {
        Asize[ i ].row = 1;
        Asize[ i ].col = CONT_DEFARRAY;
    }

    for (i = 0; i < CONT_MAXSTRING; i++)
        String[ i ] = 0;
}

void
cont_dumpvar(void)
{
    int i;

    printf("%sVariables%s\n", ESCAPE_LGREEN, ESCAPE_DEFAULT);
    for (i = 0; i < 26; i++)
        printf("%c = %6d (0x%04hX)\n", 'A' + i, Var[ i ], Var[ i ]);
}

void
cont_dumparr(void)
{
    int i, j, k;

    printf("%sArrays%s\n", ESCAPE_LGREEN, ESCAPE_DEFAULT);
    for (i = 0; i < 26; i++) {
        printf("DIM %c[%d,%d] = { ", 'A' + i, Asize[ i ].row, Asize[ i ].col);
        for (j = 0; j < Asize[ i ].row; j++) {
            if (Asize[ i ].row > 1)
                printf("{ ");
            for (k = 0; k < Asize[ i ].col; k++) {
```

```
                printf("%d", Array[ i ][ Asize[ i ].col * j + k ]);
                if (k != (Asize[ i ].col - 1))
                    printf(", ");
            }
            if (Asize[ i ].row > 1)
                printf(" }");
            if (j != (Asize[ i ].row - 1))
                printf(", ");
        }
        printf(" }\n");
    }
}

#define CHARS_PERLINE    20
void
cont_dumpstr(void)
{
    int i = 0, len = 0, cnt, idx;
    char ch;

    printf("%sString @%s\n", ESCAPE_LGREEN, ESCAPE_DEFAULT);
    while(String[ i++ ])
        len++;

    idx = 0;
    cnt = len;
    while (len) {
        cnt = (len > CHARS_PERLINE) ? CHARS_PERLINE : len;
        for (i = 0; i < cnt; i++)
            printf("%02hhX ", String[ idx + i ]);
        printf("| ");
        for (i = 0; i < cnt; i++) {
            ch = String[ idx + i ];
            printf("%c", (ch < ' ') ? '?' : ch);
        }
        printf("\n");
        idx += cnt;
        len -= cnt;
    }
}
```

```
//  
// f u n c t i o n . h  
//  
// BAREMETALHACK.COM --> public domain  
//  
  
#ifndef _FUNCTION_H_  
#define _FUNCTION_H_  
  
//  
// Functions  
//  
  
    int func_rnd(void);  
#ifdef PI  
    int func_in(int);  
#endif // PI  
  
#endif // _FUNCTION_H_
```

```
//
// f u n c t i o n . c
//
// BAREMETALHACK.COM --> public domain
//

#include <sys/time.h>          // timeval{}, gettimeofday()
#include <stdlib.h>            // srand(), random()

#ifdef PI
#include "pi_gpio.h"
#endif // PI

//
// BASIC functions
//

static int Seed = 0;

int
func_rnd(void)
{
    /** Classical version using modulo
        static word_t x = 1025;

        x = (257 * x + 1) % 0x8000;
        return (word_t) x;
    ***/
    struct timeval t;

    if (Seed == 0) {
        gettimeofday(&t, NULL);
        Seed = t.tv_sec;
        srand(Seed);
    }
    return random() & 0x7FFF;
}

#ifdef PI
int
func_in(int bit)
{
    return gpio_in(bit);
}
#endif // PI
```

```
//
//  e v a l . h
//
//  BAREMETALHACK.COM --> public domain
//

#ifndef _EVAL_H_
#define _EVAL_H_

#include <setjmp.h>      // jmp_buf{}
#include "container.h"  // dim_t{}

//
// Result codes
//

#define EVAL_SUCCESS      0
#define EVAL_ILLARRAY    1
#define EVAL_ILLFACTOR   2
#define EVAL_ILLINDEX    3
#define EVAL_INDEXOVER   4
#define EVAL_NOASSIGN     5
#define EVAL_NOCOMMA     6
#define EVAL_NOLBRACK    7
#define EVAL_NORBRACK    8
#define EVAL_NOLPAREN    9
#define EVAL_NORPAREN   10
#define EVAL_NOSTRING   11
#define EVAL_DIVBYZERO  12

//
// Function prototype
//

void eval_init(jmp_buf *);
void eval_dim(dim_t *);
void eval_assign(int);
word_t eval(void);
char * eval_result(int);

#endif // _EVAL_H_
```

```
//
// eval.c
//
// BAREMETALHACK.COM --> public domain
//

#include <setjmp.h>      // jmp_buf{}, longjmp()
#include "bcode.h"
#include "container.h"
#include "function.h"
#include "eval.h"
#include "debug.h"

//
// File scope variables
//

static jmp_buf *Exit;
static bcode_t Bcode;

static char * Results[] = {
    "OK",                // EVAL_SUCCESS
    "illegal array",     // EVAL_ILLARRAY
    "illegal factor",    // EVAL_ILLFACOR
    "illegal index",     // EVAL_ILLINDEX
    "index OVER",        // EVAL_INDEXOVER
    "no assignment",     // EVAL_NOASSIGN
    "no comma",          // EVAL_NOCOMMA
    "no left bracket",   // EVAL_NOLBRACK
    "no right bracket",  // EVAL_NOLBRACK
    "no left parenthesis", // EVAL_NOLPAREN
    "no right parenthesis", // EVAL_NORPAREN
    "no string",         // EVAL_NOSTRING
    "divided by ZERO"    // EVAL_DIVBYZERO
};

//
// Error handler
//

void
eval_error(int code)
{
    longjmp(*Exit, code);
}

//
// Initializer
//

void
eval_init(jmp_buf *env)
{
    Exit = env;
}

//
// Dimension evaluator
//

void
eval_dim(dim_t *dim)
{
    word_t row = 0, col = 0;

    if (bcode_next() != BCODE_LBRACK)
```

```
        eval_error(EVAL_NOLBRACK);
    bcode_skip();
    row = eval();
    if (bcode_next() == BCODE_RBRACK) {
        bcode_skip();
        if (row < 0 || row > CONT_MAXARRAY)
            eval_error(EVAL_ILLINDEX);
        col = row;
        row = 0;
    } else if (bcode_next() == BCODE_COMMA) {
        bcode_skip();
        col = eval();
        if (col < 0 || col > CONT_MAXARRAY)
            eval_error(EVAL_ILLINDEX);
        if (bcode_next() != BCODE_RBRACK)
            eval_error(EVAL_NORBRACK);
        bcode_skip();
    } else
        eval_error(EVAL_ILLARRAY);
    dim->row = row;
    dim->col = col;
}

// Assign value to variable or array
// var == 0 -> assign to string holder @[]
// var != 0 -> assign to variable/array (index = var - 1)

void
eval_assign(int var) {
    bcode_t b;
    byte_t *src, *dst;
    word_t val, idx;
    int array, row, col;
    dim_t dim;

    // String array (@[])

    if (var == 0) {
        if (bcode_next() == BCODE_ASSIGN) {
            bcode_skip();
            if (! bcode_nextisstr())
                eval_error(EVAL_NOSTRING);
            bcode_read(&b);
            src = b.str;
            dst = String;
            while (*src)
                *dst++ = *src++;
            *dst = 0;
            return;
        } else if (bcode_next() == BCODE_LBRACK) {
            bcode_skip();
            idx = eval();
            if (idx < 0 || idx >= CONT_MAXSTRING)
                eval_error(EVAL_ILLINDEX);
            if (bcode_next() != BCODE_RBRACK)
                eval_error(EVAL_NORBRACK);
            bcode_skip();

            if (bcode_next() != BCODE_ASSIGN)
                eval_error(EVAL_NOASSIGN);
            bcode_skip();

            val = eval();
            String[ idx ] = (byte_t) (val & 0xFF);
            DMSG("@[%d] = %d", idx, String[idx]);
            return;
        }
    }
}
```

```

    } else
        eval_error(EVAL_NOLBRACK);
}

// Variable or standard array
var--; // Recover right index
if (bcode_next() == BCODE_LBRACK) {
    eval_dim(&dim);
    row = dim.row;
    col = dim.col;
    if (dim.row >= Asize[ var ].row || dim.col >= Asize[ var ].col)
        eval_error(EVAL_ILLINDEX);
    array = 1;
    DMSG("rowsiz = %d : colsiz = %d : row = %d : col = %d", \
        Asize[ var ].row, Asize[ var ].col, row, col);
} else
    array = 0;

if (bcode_next() != BCODE_ASSIGN)
    eval_error(EVAL_NOASSIGN);
bcode_skip();

// Variable assignment
if (!array) {
    val = eval();
    Var[ var ] = val;
    DMSG("variable %c = %d", var+'A', val);
    return;
}

// Array assignment
while (1) {
    val = eval();
    idx = Asize[ var ].col * row + col;
    Array[ var ][ idx ] = val;
    DMSG("array %c[%d,%d] = %c[%d] = %d", var+'A', row, col, var+'A', idx, val);
};

if (bcode_next() == BCODE_COMMA) {
    bcode_skip();
    col++;
    if (col >= Asize[ var ].col) {
        col = 0;
        row++;
        if (row >= Asize[ var ].row)
            eval_error(EVAL_INDEXOVER);
    }
} else
    break;
}
return;
}

//
// Recursive descent evaluator
//

static word_t
level_zero(void)
{
    word_t res = 0, v, idx;
    dim_t dim;

    if (Bcode.type == BCODE_TYPE_NUMBER10) {

```

```

        res = Bcode.num;
        DMSG("number %d", Bcode.num);
    } else if (Bcode.type == BCODE_TYPE_NUMBER16) {
        res = Bcode.num;
        DMSG("number 0x%04hX", Bcode.num);
    } else if (Bcode.inst == BCODE_LPAREN) {
        res = eval();
        if (bcode_next() != BCODE_RPAREN)
            eval_error(EVAL_NORPAREN);
        bcode_skip();
        DMSG("( %d )", res);
    } else if (Bcode.type == BCODE_TYPE_VARIABLE) {
        v = Bcode.idx;
        if (bcode_next() == BCODE_LBRACK) {
            eval_dim(&dim);
            if (dim.row >= Asize[ v ].row || dim.col >= Asize[ v ].col)
                eval_error(EVAL_ILLINDEX);
            idx = Asize[ v ].col * dim.row + dim.col;
            res = Array[ v ][ idx ];
            DMSG("array %c[%d,%d] = %c[%d] = %d",
                v+'A', dim.row, dim.col, v+'A', idx, res);
        } else {
            res = Var[ v ];
            DMSG("variable %c = %d", v+'A', res);
        }
    } else if (Bcode.inst == BCODE_AT) {
        if (bcode_next() != BCODE_LBRACK)
            eval_error(EVAL_NOLBRACK);
        bcode_skip();
        idx = eval();
        if (bcode_next() != BCODE_RBRACK)
            eval_error(EVAL_NORBRACK);
        bcode_skip();
        res = (word_t) String[ idx ];
        DMSG("@[ %d ] = %d", idx, res);
    } else if (Bcode.inst == BCODE_RND) {
        if (bcode_next() != BCODE_LPAREN)
            eval_error(EVAL_NOLPAREN);
        bcode_skip();
        if (bcode_next() != BCODE_RPAREN)
            eval_error(EVAL_NORPAREN);
        bcode_skip();
        res = func_rnd();
        DMSG("rnd() = %d", res);
#ifdef PI
    } else if (Bcode.inst == BCODE_IN) {
        if (bcode_next() != BCODE_LPAREN)
            eval_error(EVAL_NOLPAREN);
        bcode_skip();
        idx = eval();
        if (bcode_next() != BCODE_RPAREN)
            eval_error(EVAL_NORPAREN);
        bcode_skip();
        res = func_in((int) idx);
        DMSG("in(%d) = %d", idx, res);
#endif // PI
    } else
        eval_error(EVAL_ILLFACTOR);
    return res;
}

static word_t
level_one(void)
{
    word_t unary, res;

```

```

if (Bcode.inst == BCODE_SUB) {
    bcode_read(&Bcode);
    unary = level_zero();
    DMSG("-%d", unary);
    res = -unary;
} else if (Bcode.inst == BCODE_ADD) {
    bcode_read(&Bcode);
    unary = level_zero();
    DMSG("+%d", unary);
    res = unary;
} else
    res = level_zero();
return res;
}

static word_t
level_two(void)
{
    int op;
    word_t first, second;

    first = level_one();
    while (1) {
        op = bcode_next();
        if (op == BCODE_MUL || op == BCODE_DIV || op == BCODE_MOD) {
            bcode_skip();
            bcode_read(&Bcode);
            second = level_one();
            switch (op) {
                case BCODE_MUL:
                    DMSG("%d * %d", first, second);
                    first = first * second;
                    break;

                case BCODE_DIV:
                    if (second == 0)
                        eval_error(EVAL_DIVBYZERO);
                    DMSG("%d / %d", first, second);
                    first = first / second;
                    break;

                case BCODE_MOD:
                    DMSG("%d %% %d", first, second);
                    first = first % second;
                    break;
            }
        } else
            break;
    }
    return first;
}

static word_t
level_three(void)
{
    int op;
    word_t first, second;

    first = level_two();
    while (1) {
        op = bcode_next();
        if (op == BCODE_ADD || op == BCODE_SUB) {
            bcode_skip();
            bcode_read(&Bcode);
            second = level_two();
            switch (op) {

```

```

                case BCODE_ADD:
                    DMSG("%d + %d", first, second);
                    first = first + second;
                    break;

                case BCODE_SUB:
                    DMSG("%d - %d", first, second);
                    first = first - second;
                    break;
            }
        } else
            break;
    }
    return first;
}

static word_t
level_four(void)
{
    int op;
    word_t first, second;

    first = level_three();
    while (1) {
        op = bcode_next();
        if (op == BCODE_EQUAL || op == BCODE_GEQUAL ||
            op == BCODE_GTHAN || op == BCODE_LEQUAL ||
            op == BCODE_LTHAN || op == BCODE_NEQUAL) {
            bcode_skip();
            bcode_read(&Bcode);
            second = level_three();
            switch (op) {
                case BCODE_EQUAL:
                    DMSG("%d == %d", first, second);
                    first = (first == second) ? 1 : 0;
                    break;

                case BCODE_GEQUAL:
                    DMSG("%d >= %d", first, second);
                    first = (first >= second) ? 1 : 0;
                    break;

                case BCODE_GTHAN:
                    DMSG("%d > %d", first, second);
                    first = (first > second) ? 1 : 0;
                    break;

                case BCODE_LEQUAL:
                    DMSG("%d <= %d", first, second);
                    first = (first <= second) ? 1 : 0;
                    break;

                case BCODE_LTHAN:
                    DMSG("%d < %d", first, second);
                    first = (first < second) ? 1 : 0;
                    break;

                case BCODE_NEQUAL:
                    DMSG("%d != %d", first, second);
                    first = (first != second) ? 1 : 0;
                    break;
            }
        } else
            break;
    }
    return first;
}

```

```
}

static word_t
level_five(void)
{
    int op;
    word_t first, second;

    first = level_four();
    while (1) {
        op = bcode_next();
        if (op == BCODE_AND || op == BCODE_OR) {
            bcode_skip();
            bcode_read(&Bcode);
            second = level_four();
            switch (op) {
                case BCODE_AND:
                    DMSG("%d & %d", first, second);
                    first = first & second;
                    break;

                case BCODE_OR:
                    DMSG("%d | %d", first, second);
                    first = first | second;
                    break;
            }
        } else
            break;
    }
    return first;
}

word_t eval(void) {
    word_t res;

    bcode_read(&Bcode);
    if (Bcode.inst == BCODE_EOL)
        return 0;
    res = level_five();
    DMSG("--> %d (0x%04X)", res, res);
    return res;
}

char *
eval_result(int idx)
{
    return Results[ idx ];
}
```



```
#include <stdio.h>      // fprintf()
#include <setjmp.h>      // setjmp()

#include "token.h"
#include "bcode.h"
#include "eval.h"

FILE *Debug;
jmp_buf Recovery;

int main() {
    char buffer[ 256 ], *ptr;
    byte_t bytes[ 256 ];
    int ret;
    word_t val;

    Debug = stderr;
    token_init();
    eval_init(&Recovery);
    while (1) {
        fprintf(stdout, "\n");
        fprintf(Debug, "\n");
        if ((ret = setjmp(Recovery)) != 0) {
            fprintf(stdout, "*** eval() error: %s\n", eval_result(ret));
            continue;
        }
        ptr = fgets(buffer, 256, stdin);
        if (ptr == 0 || *buffer == 0 || *buffer == '\n')
            break;
        token_source(buffer);
        ret = bcode_compile(bytes);
        if (ret < 0) {
            fprintf(stdout, "*** bcode_compile() error: %s ***\n", bcode_result(-ret));
            continue;
        }
        bcode_start(bytes);
        val = eval();
        fprintf(stdout, "eval() returns %d\n", val);
    }
    return 0;
}
```

```
#include <stdio.h>      // fprintf()
#include <setjmp.h>      // setjmp()

#include "bcode.h"
#include "eval.h"

FILE *Debug;
jmp_buf Recovery;

int main() {
    char buffer[ 256 ], *ptr;
    byte_t bytes[ 256 ];
    int ret;
    word_t val;
    bcode_t b;

    Debug = stderr;
    eval_init(&Recovery);
    while (1) {
        printf("\n");
        fprintf(Debug, "\n");
        if ((ret = setjmp(Recovery)) != 0) {
            printf("*** eval() error: %s\n", eval_result(ret));
            continue;
        }
        ptr = fgets(buffer, 256, stdin);
        if (ptr == 0 || *buffer == 0 || *buffer == '\n')
            break;
        token_source(buffer);
        ret = bcode_compile(bytes);
        if (ret < 0) {
            printf("*** bcode_compile() error: %s\n", bcode_result(-ret));
            continue;
        }
        bcode_start(bytes);
        bcode_read(&b);
        if (b.inst == BCODE_INQ) {
            val = eval();
            printf("eval() returns %d\n", val);
        } else if (b.type == BCODE_TYPE_VARIABLE)
            eval_assign(b.idx + 1);
        else if (b.inst == BCODE_AT)
            eval_assign(0);
        else
            printf("*** Syntax error\n");
    }
    return 0;
}
```

```

//
// b a s i c . h
//
// BAREMETALHACK.COM --> public domain
//

#ifndef _BASIC_H_
#define _BASIC_H_

#include <setjmp.h>          // jmp_buf{}

//
// Program information
//

#ifdef PI
#define BASIC_NAME          "antBASIC for Pi"
#else
#define BASIC_NAME          "antBASIC for Unix"
#endif // PI

// Version number

#define BASIC_MAJOR         1
#define BASIC_MINOR         0
#define BASIC_PATCH         2

//
// BASIC constants
//

#define BASIC_MAXLINECHAR   512    // Maximum characters on command line
#define BASIC_MAXSTACKDEPTH 8      // Maximum depth of GOSUB/FOR stack
#define BASIC_LINESTART     100    // RENUM default start line number
#define BASIC_LINESTEP      10     // RENUM default line step

#define BASIC_MODERUN       0      // Normal execution mode (RUN)
#define BASIC_MODEDIRECT    1      // Direct execution from command line
#define BASIC_MODELOAD      2      // Program load mode (LOAD/MERGE)
#define BASIC_MODESHELL     4      // Execution from the shell

//
// Return codes
//

#define BASIC_SUCCESS        0
#define BASIC_DIRECTDENY    1
#define BASIC_DIRNOTFOUND   2
#define BASIC_FILEIOERROR   3
#define BASIC_ILLRANGE      4
#define BASIC_ILLRANGE      5
#define BASIC_NOARRAY       6
#define BASIC_NOASSIGN      7
#define BASIC_NOCONTROLVAR   8
#define BASIC_NODIRNAME     9
#define BASIC_NOLINENUM     10
#define BASIC_NOFILENAME    11
#define BASIC_NOSTACK       12
#define BASIC_NOVARIABLE    13
#define BASIC_STACKOVER     14
#define BASIC_SYNTAXERROR   15

// Error code group BIT

#define BASIC_BCODE_ERROR   0b00100000
#define BASIC_PROG_ERROR    0b01000000

#define BASIC_GPIO_ERROR    0b10000000

//
// Type definitions
//

typedef struct {
    int lidx;           // Line index number
    int radd;           // Return address
} gstack_t;

typedef struct {
    int lidx;           // Line index number
    int ladd;           // Looping entry address
    int vidx;           // Variable index number
    int ecnt;           // End count
} fstack_t;

//
// Global variable
//

extern int Lnum;        // Line number currently executing
extern int Mode;        // Current mode (NORMAL/DIRECT/LOAD/SHELL)
extern int Status;      // Exit status (in the case of SHELL mode)
extern char Text[];     // Source text line buffer

//
// Function prototype
//

void basic_init(jmp_buf *);
void basic_error(int);
int basic_readline(char *, char *, int);
int basic_command(int);
int basic_load(char *);
int basic_exec(void);
char * basic_result(int);

#endif // _BASIC_H_

```

```
//
// basic.c
//
// BAREMETALHACK.COM --> public domain
//

#include <stdio.h>           // FILE(), stdin, fgets(), fflush()
#include <setjmp.h>           // jmp_buf(), longjmp()
#include <string.h>          // strlen(), strncpy()
#include <stdlib.h>          // atoi(), free()
#include <dirent.h>          // DIR(), dirent(), scandir()
#include <unistd.h>          // usleep(), getpagesize(), ftruncate(), unlink(),

                                // close(), STD*_FILENO
#include <fcntl.h>           // open(), O_*
#include <sys/mman.h>        // mmap(), munmap(), PROT_*, MAP_*

#ifdef READLINE
#include <readline/readline.h> // readline(), rl_*( )
#include <readline/history.h>  // add_history()
#endif // READLINE

#include "basic.h"
#include "token.h"
#include "bcode.h"
#include "eval.h"
#include "program.h"
#include "container.h"
#include "escape.h"
#include "sigint.h"
#include "debug.h"

#ifdef PI
#include "pi_gpio.h"
#endif // PI

//
// Global variable
//

int Lnum;           // Current executing line number
int Mode;           // Current executing mode (NORMAL/DIRECT/LOAD/SHELL)
int Status = 0;     // Exit status which will be returned to the shell
char Text[ TOKEN_MAXBUF ]; // Source text line buffer

//
// File scope variables
//

static jmp_buf * Exit;
static int Lidx;
static int Gsize, Fsize;
static gstack_t Gstack[ BASIC_MAXSTACKDEPTH ];
static fstack_t Fstack[ BASIC_MAXSTACKDEPTH ];

static char * Results[] = {
    "BASIC \"ok\"", // BASIC_SUCCESS
    "BASIC \"direct exec is denied\"", // BASIC_DIRECTDENEY
    "BASIC \"directory not found\"", // BASIC_DIRNOTFOUND
    "BASIC \"file I/O error\"", // BASIC_FILEIOERROR
    "BASIC \"illegal array\"", // BASIC_ILLLARRAY
    "BASIC \"illegal range\"", // BASIC_ILLLRANGE
    "BASIC \"no array\"", // BASIC_NOARRAY
    "BASIC \"no assignment\"", // BASIC_NOASSIGN
    "BASIC \"no control variable\"", // BASIC_NOCONTROLVAR
    "BASIC \"no directroy name\"", // BASIC_NODIRNAME

```

```
    "BASIC \"no line number\"", // BASIC_NOLINENUM
    "BASIC \"no filename\"", // BASIC_NOFILENAME
    "BASIC \"no stack\"", // BASIC_NOSTACK
    "BASIC \"no variable\"", // BASIC_NOVARIABLE
    "BASIC \"stack is overflowed\"", // BASIC_STACKOVER
    "BASIC \"syntax error\"", // BASIC_SYNTAXERROR
};

static char* help_container[] = {
    "CONTAINERS", "",
    "Numbers", "Signed 16bit integer (range from -32768 to 32767)$" \
    "Decimal or hexadecimal (0x prefix is needed)$" \
    "    ex. 1234, -1234, 0xABCD, 0xEF",
    "Strings", "8bit ASCII characters surrounded by double quotation$" \
    "Escaped special characters are as follows:$" \
    "    \\a BEL, \\b BS, \\t TAB, \\n LF, \\r CR, \\e ESC, \\\\"
    backslash$" \
    "Special array @ holds string$" \
    "    ex. @=\"hello!\":@{0}=@{0}-0x20:print @ -> Hello!$" \
    "    @{0}=33:@{1}=7:@{2}=0:print @ -> ! with alarm",
    "Variables", "Vaiaable A to Z holds integer: ex. A=123:B=A+0x1234",
    "Arrays", "Array A[] to Z[] holds integer (index starts from ZERO)$" \

    "Two-dimensional array form is X[column,row]$" \
    "    ex. DIM A[1],B[2,3]:A[0]=1:B[0,0]=0,1,2,3,4,5$" \
    "    A[0] -> 1, B[0,2] -> 2, B[1,0] -> 3, B[1,2] -> 5",

    0
};

static char* help_operator[] = {
    "OPERATORS", "Precedence (high to low)",
    "Unary", "-xxx, +xxx",
    "Mul/Div/Mod", "*", "/", "%",
    "Add/Sub", "+, -",
    "Condition", "==, !=, <, <=, >, >=",
    "Bitwise", "&, |",

    0
};

static char* help_statement[] = {
    "STATEMENTS", "",
    "CLS", "Clear screen",
    "COLOR", "Define color attribute$" \
    "    Color codes: 0)Black, 1)Red, 2)Green, 3)Yellow$" \
    "    4)Blue, 5)Magenta, 6)Cyan, 7)White, +10)Bright$" \
    "    Fore-graound, Back-ground: COLOR(F,B)",
    "DIM", "Define array size: DIM[ col, row ]$" \
    "    NOTE: array size limitation, col * row <= 512",
    "END", "Terminate program",
    "FOR/NEXT", "Iterate statements between FOR and NEXT$" \
    "    ex. S=0:FOR A=1 TO 10:S=S+A:NEXT$" \
    "    NOTE: increment step is fixed to ONE",
    "GOTO", "Jump to specified line number: ex. GOTO 100, GOTO X",
    "GOSUB/RETURN", "Call subroutine / return to caller: ex. GOSUB 200, GOSUB Y",

    "IF", "Conditional execution. If the expression immediately after
    IF$" \
    "is not zero, the following statement(s) will be executed.$" \
    "    ex. IF A>=0x61 @{0}=A-0x20:@{1}=0:PRINT @",

#ifdef PI
    "IN", "Read GPIO (B 1-14) bit level: IN(B) -> 0|1",
#endif // PI
    "INPUT", "Input data from user: number) INPUT A, string) INPUT @",
    "LOCATE", "Locate cursor (left-upper-corner = [0,0]): LOCATE(X,Y)",
#ifdef PI
    "PI", "PI value"
#endif // PI
};
```

```

"OUT",          "Set GPIO (B 1-14) bit level (L 0 GND|1 Vdd): OUT(B,L)",
"OUTHZ",       "Set GPIO (B 1-14) bit level (L 0 GND|1 HiZ),$\" \
               "    Internal pull-up (P 0 None|1 Pull): OUTHZ(B,S,P)",

#endif // PI
"PRINT",       "Print data$\" \
               "    integer: immediate value, variable, array$\" \
               "    string: @$\" \
               "    separator: semicolon=no spacing, comma=tabulation$\" \
               "    PRINT \"H\\\";\\\"I\\\";\\\"!\\\" -> HI!$\" \
               "    hexadecimal format: HEX2(xxx), HEX4(yyyyy)",

"REM",         "Remark: REM, REM \\\"This is comment string\\\"",
"RND",         "Returns random number (0 to 32767): RND()",
"MSLEEP",      "Suspend execution for MILLI-seconds: SLEEP(1000) -> 1sec",
"USLEEP",      "Suspend execution for MICRO-seconds: MLEEP(1000) -> 1usec",

0
};

static char* help_command[] = {
    "COMMANDS",    "",
    "CLEAR",       "Clear containers",
    "CLS",         "Clear screen",
    "DELETE",      "Delete statement(s): DELETE 100, DELETE 210,290",
    "DUMP",        "Dump containers: DUMP (all), DUMP V (variables), DUMP A (ar
rays),$\" \
               "    DUMP S (string), DUMP L (lines), DUMP B (bytecodes)",
    "EDIT",        "Edit a program line using GNU Readline input editor: EDIT 1
20",
    "END",         "Quit antBASIC",
    "FILES",       "List files in current working directory",
    "FREE",        "Display memory usage",
    "HELP",        "Display help information",
    "LIST",        "List all or part of program: LIST, LIST 100, LIST 210,330",

    "LOAD",        "Load a source file into memory: LOAD \\\"example/hello.bas\\\"
",
    "MERGE",       "Merge an additional file into memory: MERGE \\\"mylib/addon.b
as\\\" ",
    "NEW",         "Clear program",
    "RENUM",       "Renummer program: RENUM, RENUM start, RENUM start,step",
    "RUN",         "Start-up program: CONTROL-C aborts the program",
    "SAVE",        "Save program list to a file: SAVE \\\"myprogram.bas\\\" ",
    0
};

//
// Initializer
//

void
basic_init(jmp_buf *env)
{
    Exit = env;
    Lnum = Lidx = Gsize = Fsize = 0;
}

//
// Helper functions
//

void
basic_error(int code)
{
    longjmp(*Exit, code);
}

```

```

int
basic_readline(char *msg, char *buf, int size)
{
    char *ptr;
    int len;

#ifdef READLINE
    ptr = readline(msg);
    if (ptr) {
        len = strlen(ptr);
        strncpy(buf, ptr, size);
        add_history(ptr);
        free(ptr);
    }
    else
        len = 0;
#else
    printf("%s", msg);
    ptr = fgets(buf, size, stdin);
    if (ptr == NULL)
        len = 0;
    else {
        while (*ptr) {
            if (*ptr == '\\n') {
                *ptr = 0;
                break;
            }
            ptr++;
        }
        len = strlen(buf);
    }
#endif // READLINE
    return len;
}

//
// BASIC statements
//

static void
stat_rem(void)
{
    bcode_t b;

    while (bcode_next() != BCODE_EOL) {
        bcode_read(&b);
    }
    DMSG(">>> %05d REM", Lnum);
}

static int
stat_end(void)
{
    bcode_t b;
    word_t num;

    if (bcode_nextiseol())
        num = 0;
    else if (bcode_nextisvar()) {
        bcode_read(&b);
        num = Var[ b.idx ];
    } else
        num = eval();

    return num;
}

```

```

static void
stat_dim(void)
{
    bcode_t b;
    int v;
    dim_t size;

    while (1) {
        bcode_read(&b);
        if (b.type != BCODE_TYPE_VARIABLE)
            basic_error(BASIC_NOARRAY);
        v = b.idx;

        eval_dim(&size);
        if (size.row < 0 || size.col <= 0)
            basic_error(BASIC_ILLRANGE);
        if (size.row == 0) {
            size.row = 1;
            if (size.col > CONT_MAXARRAY)
                basic_error(BASIC_ILLRANGE);
        } else if (size.row * size.col > CONT_MAXARRAY)
            basic_error(BASIC_ILLRANGE);
        Asize[ v ].row = size.row;
        Asize[ v ].col = size.col;
        DMSG(">>> %05d DIM %c[%d,%d]\n", Lnum, v+'A', Asize[ v ].row, Asize[ v ].col);
    }

    if (bcode_next() == BCODE_COLON || bcode_next() == BCODE_EOL)
        return;
    else if (bcode_next() == BCODE_COMMA)
        bcode_skip();
    else
        basic_error(BASIC_ILLARRAY);
}

static void
stat_print(void)
{
    bcode_t b;
    int pos = 0, len, sp, newline = 1;
    word_t res;

    while (1) {
        if (bcode_next() == BCODE_COLON || bcode_next() == BCODE_EOL)
            break;
        else if (bcode_next() == BCODE_STRING) {
            bcode_read(&b);
            len = printf("%s", b.str);
            pos += len;
            newline = 1;
        } else if (bcode_next() == BCODE_AT && \
            bcode_twoahead() != BCODE_LBRACK) {
            bcode_skip();
            len = printf("%s", String);
            pos += len;
            newline = 1;
        } else if (bcode_next() == BCODE_HEX2) {
            bcode_skip();
            if (bcode_next() != BCODE_LPAREN)
                basic_error(BASIC_SYNTAXERROR);
            bcode_skip();
            res = eval();
            if (bcode_next() != BCODE_RPAREN)
                basic_error(BASIC_SYNTAXERROR);
            bcode_skip();
            len = printf("%02hhX", (unsigned char) res);

```

```

            pos += len;
            newline = 1;
        } else if (bcode_next() == BCODE_HEX4) {
            bcode_skip();
            if (bcode_next() != BCODE_LPAREN)
                basic_error(BASIC_SYNTAXERROR);
            bcode_skip();
            res = eval();
            if (bcode_next() != BCODE_RPAREN)
                basic_error(BASIC_SYNTAXERROR);
            bcode_skip();
            len = printf("%04hX", res);
            pos += len;
            newline = 1;
        } else {
            res = eval();
            len = printf("%d", (int) res);
            pos += len;
            newline = 1;
        }
        if (bcode_next() == BCODE_COMMA) {
            bcode_skip();
            sp = 8 - (pos % 8);
            if (sp == 8)
                sp = 0;
            pos += sp;
            while (sp-- > 0)
                printf(" ");
            newline = 1;
        } else if (bcode_next() == BCODE_SCOLON) {
            bcode_skip();
            newline = 0;
        }
    }
    if (newline)
        printf("\n");
    fflush(stdout);
    DMSG(">>> %05d PRINT <<<", Lnum);
}

static void
stat_input(void)
{
    int len;
    bcode_t b;
    word_t val;
    char buff[ BASIC_MAXLINECHAR ];

    if (bcode_next() == BCODE_AT) {
        bcode_skip();
        basic_readline("? ", (char *) String, BASIC_MAXLINECHAR);
        DMSG(">>> %05d INPUT @", Lnum);
    } else if (bcode_nextisvar()) {
        bcode_read(&b);
        len = basic_readline("? ", buff, BASIC_MAXLINECHAR);
        if (len == 0)
            val = 0;
        else
            val = (word_t) atoi(buff);
        Var[ b.idx ] = val;
        DMSG(">>> %05d INPUT %c = %d\n", Lnum, 'A' + b.idx, val);
    } else
        basic_error(BASIC_NOVARIABLE);
}

static int

```

```

stat_goto(void)
{
    bcode_t b;
    word_t num = 0;

    if (bcode_nextisvar()) {
        bcode_read(&b);
        num = Var[ b.idx ];
    } else
        num = eval();
    DMSG(">>> %05d GOTO %d <<<", Lnum, num);
    return num;
}

static int
stat_gosub(void)
{
    bcode_t b;
    word_t num = 0;

    if (bcode_nextisvar()) {
        bcode_read(&b);
        num = Var[ b.idx ];
    } else
        num = eval();

    if (Gsize == BASIC_MAXSTACKDEPTH)
        basic_error(BASIC_STACKOVER);
    Gstack[ Gsize ].lidx = Lidx;
    Gstack[ Gsize ].radd = bcode_getpc();
    Gsize++;
    DMSG(">>> %05d GOSUB %d", Lnum, num);
    return num;
}

static void
stat_return(void)
{
    if (Gsize == 0)
        basic_error(BASIC_NOSTACK);
    else
        Gsize--;
    DMSG(">>> %05d RETURN", Lnum);
}

static int
stat_if(void)
{
    word_t res;

    res = eval();
    res = (res != 0) ? 1 : 0;
    DMSG(">>> %05d IF %d", Lnum, res);
    return res;
}

static void
stat_for(void)
{
    bcode_t b;
    int var;
    word_t start, end;

    if (! bcode_nextisvar())
        basic_error(BASIC_NOCONTROLVAR);
    bcode_read(&b);

```

```

    var = b.idx;

    if (bcode_next() != BCODE_ASSIGN)
        basic_error(BASIC_NOASSIGN);
    bcode_skip();
    start = eval();

    if (bcode_next() != BCODE_TO)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    end = eval();

    if (start > end)
        basic_error(BASIC_ILLRANGE);
    if (Fsize == BASIC_MAXSTACKDEPTH)
        basic_error(BASIC_STACKOVER);

    Var[ var ] = start;
    Fstack[ Fsize ].lidx = Lidx;
    Fstack[ Fsize ].ladd = bcode_getpc();
    Fstack[ Fsize ].vidx = var;
    Fstack[ Fsize ].ecnt = (int) end;
    Fsize++;
    DMSG(">>> %05d FOR lidx=%d : ladd=%d : var '%c' : start=%d : end=%d\n", \
        Lnum, Lidx, bcode_getpc(), var + 'A', start, end);
}

static void
stat_next(void)
{
    if (Fsize == 0)
        basic_error(BASIC_NOSTACK);
    DMSG(">>> %05d NEXT", Lnum);
}

static void
stat_cls(void)
{
    printf(ESCAPE_HOME ESCAPE_CLS);
    DMSG(">>> %05d CLS", Lnum);
}

static void
stat_color(void)
{
    word_t fc = -1, bc = -1;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    fc = eval();
    if (bcode_next() == BCODE_COMMA) {
        bcode_skip();
        bc = eval();
    }
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();

    if (fc >= 0 && fc <= 7) {
        printf("\e[%dm", fc + 30);
    } else if (fc >= 10 && fc <= 17) {
        printf("\e[%dm", fc + 80);
    }
    if (bc >= 0 && bc <= 7) {
        printf("\e[%dm", bc + 40);
    }

```

```

    } else if (bc >= 10 && bc <= 17) {
        printf("\e[%dm", bc + 90);
    }
    DMSG(">>> %05d COLOR(%d,%d)", Lnum, fc, bc);
}

static void
stat_locate(void)
{
    word_t x, y;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    x = eval();
    if (bcode_next() != BCODE_COMMA)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    y = eval();
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();

    printf("\e[%d;%dH", y, x);
    DMSG(">>> %05d LOCATE(%d,%d)", Lnum, x, y);
}

static void
stat_usleep(void)
{
    word_t val;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    val = eval();
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
#ifdef PI
    gpio_usleep(val);
#else
    usleep(val);
#endif // PI
    DMSG(">>> %05d USLEEP(%d)", Lnum, val);
}

static void
stat_msleep(void)
{
    word_t val;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    val = eval();
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    usleep(val * 1000);
    DMSG(">>> %05d MSLEEP(%d)", Lnum, val);
}

#ifdef PI
static void
stat_out(void)

```

```

{
    word_t bit, val;
    int res;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    bit = eval();
    if (bcode_next() != BCODE_COMMA)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    val = eval();
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    res = gpio_out(bit, val);
    if (res < 0) {
        res = -res;
        basic_error(res | BASIC_GPIO_ERROR);
    }
    DMSG(">>> %05d OUT(%d,%d)", Lnum, bit, val);
}

static void
stat_outhz(void)
{
    word_t bit, val, pull;
    int res;

    if (bcode_next() != BCODE_LPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    bit = eval();
    if (bcode_next() != BCODE_COMMA)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    val = eval();
    if (bcode_next() != BCODE_COMMA)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    pull = eval();
    if (bcode_next() != BCODE_RPAREN)
        basic_error(BASIC_SYNTAXERROR);
    bcode_skip();
    res = gpio_outhz(bit, val, pull);
    if (res < 0) {
        res = -res;
        basic_error(res | BASIC_GPIO_ERROR);
    }
    DMSG(">>> %05d OUTHZ(%d,%d,%d)", Lnum, bit, val, pull);
}

#endif // PI

//
// BASIC commands
//

#define FIRSTCOLSIZE 14
static void
display_help(char **msg)
{
    char *ptr;
    int cnt = 0, sp, i;

    ptr = *msg++;
    while (ptr) {

```



```

    if (cnt == 0)
        printf("%s%s%s", ESCAPE_LRED, ptr, ESCAPE_DEFAULT);
    else
        printf("%s%s%s", ESCAPE_LGREEN, ptr, ESCAPE_DEFAULT);
    sp = FIRSTCOLSIZE - strlen(ptr);
    while (sp--)
        printf(" ");
    if (cnt == 0)
        printf("%s", ESCAPE_LRED);
    ptr = *msg++;
    while (*ptr) {
        if (*ptr == '$') {
            printf("\n");
            for (i = 0; i < FIRSTCOLSIZE; i++)
                printf(" ");
        } else
            printf("%c", *ptr);
        ptr++;
    }
    if (cnt == 0)
        printf("%s", ESCAPE_DEFAULT);
    printf("\n");
    ptr = *msg++;
    cnt++;
}

static void
cmd_help(void)
{
    bcode_t b;
    int mode = 0;
    char buf[ 3 ], *ptr;

    if (bcode_nextisvar()) {
        bcode_read(&b);
        switch(b.idx) {
            case 'C' - 'A':    // Containers
                mode = 1;
                break;

            case 'O' - 'A':    // Operators
                mode = 2;
                break;

            case 'S' - 'A':    // Statements
                mode = 3;
                break;

            case 'B' - 'A':    // BASIC commands
                mode = 4;
                break;

            default:           // All
                mode = 5;
                break;
        }
    }

    if (mode == 0) {
        printf("---[ Help ]-----\n");
        printf("(C)ontainers, (O)perators, (S)tatements, (B)ASIC commands, (A)ll (c/o/s
/b/a) ? ");
        ptr = fgets(buf, 3, stdin);
        printf("-----

```

```

-----\n");
    if (*ptr == 'C' || *ptr == 'c')
        mode = 1;
    else if (*ptr == 'O' || *ptr == 'o')
        mode = 2;
    else if (*ptr == 'S' || *ptr == 's')
        mode = 3;
    else if (*ptr == 'B' || *ptr == 'b')
        mode = 4;
    else
        mode = 5;
}

switch (mode) {
    case 1:
        display_help(help_container);
        break;

    case 2:
        display_help(help_operator);
        break;

    case 3:
        display_help(help_statement);
        break;

    case 4:
        display_help(help_command);
        break;

    default:
        display_help(help_container);
        printf("\n");
        display_help(help_operator);
        printf("\n");
        display_help(help_statement);
        printf("\n");
        display_help(help_command);
        break;
}

static void
cmd_free(void)
{
    printf(ESCAPE_LBLUE);
    printf("%d lines, %d lines free\n", Lsize, PROG_MAXLINE - Lsize);
    printf("%d bytes used, %d bytes free\n", Psize, PROG_MAXSIZE - Psize);
    printf(ESCAPE_DEFAULT);
}

static void
cmd_dump(void)
{
    bcode_t b;

    if (bcode_nextisvar()) {
        bcode_read(&b);
        switch(b.idx) {
            case 'V' - 'A':
                cont_dumpvar();
                return;

            case 'A' - 'A':
                cont_dumparr();
                return;

```

```

        case 'S' - 'A':
            cont_dumpstr();
            return;

        case 'B' - 'A':
            prog_dumpbytes();
            return;

        case 'L' - 'A':
            prog_dumplines();
            return;
    }
    cont_dumpvar();
    printf("\n");
    cont_dumparr();
    printf("\n");
    cont_dumpstr();
    printf("\n");
    prog_dumpbytes();
    printf("\n");
    prog_dumplines();
}

static void
cmd_new(void)
{
    prog_init();
    Lnum = Lidx = Gsize = Fsize = 0;
}

static void
cmd_clear(void)
{
    cont_init();
}

#ifdef READLINE
static int  line_flag;
static char *line_ptr = NULL;
static char line_buf[ BASIC_MAXLINECHAR ];
static char line_fn[ 32 ];
static int  line_fd;
static int  line_psize;
static char *line_map;

static int
line_setup(void)
{
    int ret;

    line_psize = getpagesize();

    strcpy(line_fn, "/tmp/antbasic-tmp-XXXXXX");
    line_fd = mkstemp(line_fn);
    if (line_fd < 0) {
        return -1;
    }

    ret = ftruncate(line_fd, line_psize);
    if (ret < 0) {
        close(line_fd);
        return -2;
    }
}

```

```

    line_map = mmap(NULL, line_psize, PROT_READ | PROT_WRITE, MAP_PRIVATE, line_fd
, 0);
    if (line_map == MAP_FAILED) {
        close(line_fd);
        return -3;
    }
    return 0;
}

static void
line_term(void) {
    close(line_fd);
    unlink(line_fn);
    munmap(line_map, line_psize);
}

static void
line_handler(char *line)
{
    line_ptr = line;
    line_flag = 0;
}

static char*
line_edit(char *prompt, char *src)
{
    int abort = 0;

    sigint_edit_register();
    rl_callback_handler_install(prompt, &line_handler);
    rl_insert_text(src);
    rl_redisplay ();

    line_flag = 1;
    while (line_flag) {
        rl_callback_read_char();
        if (sigint_edit_abort()) {
            abort = 1;
            break;
        }
    }
    rl_callback_handler_remove();
    if (abort) {
        sigint_register();
        return NULL;
    } else {
        strncpy(line_buf, line_ptr, sizeof(line_buf));
        free(line_ptr);
        sigint_register();
        return line_buf;
    }
}

#endif

static void
cmd_edit(void)
{
#ifdef READLINE
    printf("%sError: EDIT command needs GNU Readline Library.%s\n",
        ESCAPE_LRED, ESCAPE_DEFAULT);
    return;
#else
    bcode_t b;
    int num, ret, len;
    char buf[ BASIC_MAXLINECHAR ], *ptr;
    byte_t cmd[ BCODE_MAXSIZE ];

```

```

if (bcode_next() != BCODE_NUMBER10)
    basic_error(BASIC_NOLINENUM);
bcode_read(&b);
num = b.num;
ret = prog_search(num);
if (ret < 0)
    basic_error(BASIC_NOLINENUM);

ret = line_setup();
if (ret < 0)
    basic_error(BASIC_FILEIOERROR);
ret = prog_list(line_fd, PROG_LISTPLAIN, num, num);
len = strlen(line_map);
line_map[ len - 1 ] = 0;
strncpy(buf, line_map, BASIC_MAXLINECHAR);
line_term();

printf("%sTo abort editing, press ^C followed by Enter.%s\n", ESCAPE_LMAGENTA,
ESCAPE_DEFAULT);
ptr = line_edit("> ", buf);
if (ptr == NULL) {
    return;
}
while (*ptr == ' ')
    ptr++;
if (*ptr == 0)
    return;

token_source(ptr);
len = bcode_compile(cmd);
if (len < 0) {
    printf("%sError: %s\n", ESCAPE_LRED, bcode_result(-len));
} else {
    bcode_start(cmd);
    bcode_read(&b);
    if (b.type == BCODE_TYPE_NUMBER10) {
        num = b.num;
        if (bcode_next() == BCODE_EOL) { // --- delete a line
            ret = prog_delete(num, num);
            if (ret) {
                printf("%sError: %s\n", ESCAPE_LRED, prog_result(ret));
            }
        } else { // --- insert a line
            bcode_read(&b);
            ret = prog_insert(num, &cmd[ b.pos ], len - 3);
            if (ret) {
                printf("%sError: %s\n", ESCAPE_LRED, prog_result(ret));
            }
        }
    } else {
        printf("%sError: %s\n", ESCAPE_LRED, "Illegal editing");
    }
}
}
#endif
}

static void
cmd_list(void)
{
    bcode_t b;
    int start, end, ret;

    start = Lines[ 1 ].num;
    end = Lines[ Lsize ].num;
    if (bcode_next() == BCODE_NUMBER10) {
        bcode_read(&b);

```

```

        start = b.num;
        if (start < 1 || start >= PROG_BLANKLINE)
            basic_error(BASIC_ILLRANGE);
        end = start;
        if (bcode_next() == BCODE_COMMA) {
            bcode_skip();
            if (bcode_next() == BCODE_NUMBER10) {
                bcode_read(&b);
                end = b.num;
                if (end < 1 || end >= PROG_BLANKLINE || start > end)
                    basic_error(BASIC_ILLRANGE);
            } else
                basic_error(BASIC_ILLRANGE);
        }
    } else if (bcode_next() != BCODE_EOL)
        basic_error(BASIC_ILLRANGE);
    ret = prog_list(STDOUT_FILENO, PROG_LISTCOLOR, start, end);
    if (ret)
        basic_error(ret | BASIC_PROG_ERROR);
}

static void
cmd_renum(void)
{
    bcode_t b;
    int start = 0, step = 0, ret;

    if (bcode_next() == BCODE_EOL) {
        start = BASIC_LINESTART;
        step = BASIC_LINESTEP;
    } else if (bcode_nextisnum()) {
        bcode_read(&b);
        start = b.num;
        if (bcode_next() == BCODE_COMMA) {
            bcode_skip();
            if (! bcode_nextisnum())
                basic_error(BASIC_ILLRANGE);
            else {
                bcode_read(&b);
                step = b.num;
            }
        } else if (bcode_next() == BCODE_EOL)
            step = BASIC_LINESTEP;
        else
            basic_error(BASIC_ILLRANGE);
    } else
        basic_error(BASIC_ILLRANGE);

    if (start < 1 || step < 1 || (start + step * Lsize) >= PROG_BLANKLINE)
        basic_error(BASIC_ILLRANGE);

    ret = prog_renum(start, step);
    if (ret)
        basic_error(ret | BASIC_PROG_ERROR);
}

static void
cmd_delete(void)
{
    bcode_t b;
    int start = 0, end = 0, ret;

    if (bcode_next() == BCODE_NUMBER10) {
        bcode_read(&b);
        start = b.num;
        if (start < 1 || start >= PROG_BLANKLINE)

```

```

        basic_error(BASIC_ILLRANGE);
    end = start;
    if (bcode_next() == BCODE_COMMA) {
        bcode_skip();
        if (bcode_next() == BCODE_NUMBER10) {
            bcode_read(&b);
            end = b.num;
            if (end < 1 || end >= PROG_BLANKLINE || start > end)
                basic_error(BASIC_ILLRANGE);
        } else
            basic_error(BASIC_ILLRANGE);
    }
} else
    basic_error(BASIC_NOLINENUM);
ret = prog_delete(start, end);
if (ret)
    basic_error(ret | BASIC_PROG_ERROR);
}

static void
cmd_files(void)
{
    bcode_t b;
    struct dirent **list;
    char *dir;
    int i, cnt;

    if (bcode_nextiseol())
        dir = "./";
    else if (!bcode_nextisstr())
        basic_error(BASIC_NODIRNAME);
    else {
        bcode_read(&b);
        dir = (char *) b.str;
    }
    cnt = scandir(dir, &list, NULL, alphasort);
    if (cnt == 0)
        basic_error(BASIC_DIRNOTFOUND);

    for (i = 0; i < cnt; i++) {
        if (list[i]->d_name[0] == '.')
            continue;
        if (list[i]->d_type == DT_DIR) {
            printf(ESCAPE_LGREEN);
            printf("%s\n", list[i]->d_name);
        } else {
            printf(ESCAPE_LBLUE);
            printf("%s\n", list[i]->d_name);
        }
    }
    printf(ESCAPE_DEFAULT);
    free(list);
}

static void
cmd_load(void)
{
    bcode_t b;
    FILE *src;
    char *ptr;
    byte_t code[ BCODE_MAXSIZE ];
    int size, line, ret;

    if (!bcode_nextisstr())
        basic_error(BASIC_NOFILENAME);
    bcode_read(&b);
    printf("Loading file \"%s\"\n", b.str);
    src = fopen((char *) b.str, "r");
    if (src == NULL)
        basic_error(BASIC_FILEIOERROR);

    prog_init();
    Mode = BASIC_MODELOAD;
    while (1) {
        ptr = fgets(Text, TOKEN_MAXBUF, src);
        if (ptr == NULL)
            break;
        while (*ptr) {
            if (*ptr == '\n')
                *ptr = 0;
            ptr++;
        }
        token_source(Text);
        size = bcode_compile(code);
        if (size < 0) {
            fclose(src);
            size = -size;
            basic_error(size | BASIC_BCODE_ERROR);
        }
        bcode_start(code);
        if (!bcode_nextisnum()) {
            fclose(src);
            basic_error(BASIC_NOLINENUM);
        }
        bcode_read(&b);
        line = b.num;
        bcode_read(&b);
        ret = prog_insert(line, &code[ b.pos ], size - 3);
        if (ret) {
            fclose(src);
            basic_error(ret | BASIC_PROG_ERROR);
        }
    }
    fclose(src);
    printf("%d lines loaded\n", Lsize);
}

static void
cmd_merge(void)
{
    bcode_t b;
    FILE *src;
    char *ptr;
    byte_t code[ BCODE_MAXSIZE ];
    int cnt, size, line, ret;

    if (!bcode_nextisstr())
        basic_error(BASIC_NOFILENAME);
    bcode_read(&b);
    printf("Merging file \"%s\"\n", b.str);
    src = fopen((char *) b.str, "r");
    if (src == NULL)
        basic_error(BASIC_FILEIOERROR);

    cnt = 0;
    Mode = BASIC_MODELOAD;
    while (1) {
        ptr = fgets(Text, TOKEN_MAXBUF, src);
        if (ptr == NULL)
            break;
        while (*ptr) {
            if (*ptr == '\n')

```

```

                printf("Loading file \"%s\"\n", b.str);
                src = fopen((char *) b.str, "r");
                if (src == NULL)
                    basic_error(BASIC_FILEIOERROR);

                prog_init();
                Mode = BASIC_MODELOAD;
                while (1) {
                    ptr = fgets(Text, TOKEN_MAXBUF, src);
                    if (ptr == NULL)
                        break;
                    while (*ptr) {
                        if (*ptr == '\n')
                            *ptr = 0;
                        ptr++;
                    }
                    token_source(Text);
                    size = bcode_compile(code);
                    if (size < 0) {
                        fclose(src);
                        size = -size;
                        basic_error(size | BASIC_BCODE_ERROR);
                    }
                    bcode_start(code);
                    if (!bcode_nextisnum()) {
                        fclose(src);
                        basic_error(BASIC_NOLINENUM);
                    }
                    bcode_read(&b);
                    line = b.num;
                    bcode_read(&b);
                    ret = prog_insert(line, &code[ b.pos ], size - 3);
                    if (ret) {
                        fclose(src);
                        basic_error(ret | BASIC_PROG_ERROR);
                    }
                }
                fclose(src);
                printf("%d lines loaded\n", Lsize);
            }

            static void
            cmd_merge(void)
            {
                bcode_t b;
                FILE *src;
                char *ptr;
                byte_t code[ BCODE_MAXSIZE ];
                int cnt, size, line, ret;

                if (!bcode_nextisstr())
                    basic_error(BASIC_NOFILENAME);
                bcode_read(&b);
                printf("Merging file \"%s\"\n", b.str);
                src = fopen((char *) b.str, "r");
                if (src == NULL)
                    basic_error(BASIC_FILEIOERROR);

                cnt = 0;
                Mode = BASIC_MODELOAD;
                while (1) {
                    ptr = fgets(Text, TOKEN_MAXBUF, src);
                    if (ptr == NULL)
                        break;
                    while (*ptr) {
                        if (*ptr == '\n')

```

```

        *ptr = 0;
        ptr++;
    }
    token_source(Text);
    size = bcode_compile(code);
    if (size < 0) {
        fclose(src);
        size = -size;
        basic_error(size | BASIC_BCODE_ERROR);
    }
    bcode_start(code);
    if (! bcode_nextisnum()) {
        fclose(src);
        basic_error(BASIC_NOLINENUM);
    }
    bcode_read(&b);
    line = b.num;
    bcode_read(&b);
    ret = prog_insert(line, &code[ b.pos ], size - 3);
    if (ret) {
        fclose(src);
        basic_error(ret | BASIC_PROG_ERROR);
    }
    cnt++;
}
fclose(src);
printf("%d lines merged\n", cnt);
}

static void
cmd_save(void)
{
    bcode_t b;
    int fd, ret;

    if (! bcode_nextisstr())
        basic_error(BASIC_NOFILENAME);
    bcode_read(&b);
    DMSG("Saving file \"%s\"\n", b.str);
    fd = open((char *) b.str, O_CREAT | O_RDWR, 0666);
    if (fd < 0)
        basic_error(BASIC_FILEIOERROR);
    ret = prog_list(fd, PROG_LISTPLAIN, Lines[ 1 ].num, Lines[ Lsize ].num);
    if (ret) {
        close(fd);
        basic_error(ret | BASIC_PROG_ERROR);
    }
    close(fd);
    printf("%d lines saved\n", Lsize);
}

static void
deny_direct(void)
{
    if (Mode == BASIC_MODEDIRECT)
        basic_error(BASIC_DIRECTDENY);
}

int
basic_load(char *fname)
{
    bcode_t b;
    FILE *src;
    char *ptr;
    byte_t code[ BCODE_MAXSIZE ];
    int size, line, ret;

```

```

    src = fopen((char *) fname, "r");
    if (src == NULL)
        return 1;          // 1: File open failure

    prog_init();
    Mode = BASIC_MODELOAD;
    while (1) {
        ptr = fgets(Text, TOKEN_MAXBUF, src);
        if (ptr == NULL)
            break;
        while (*ptr) {
            if (*ptr == '\n')
                *ptr = 0;
            ptr++;
        }
        token_source(Text);
        size = bcode_compile(code);
        if (size < 0) {
            fclose(src);
            size = -size;
            return 2;        // 2: Bytecode compile error
        }
        bcode_start(code);
        if (! bcode_nextisnum()) {
            fclose(src);
            return 3;        // 3: Line number undefined
        }
        bcode_read(&b);
        line = b.num;
        bcode_read(&b);
        ret = prog_insert(line, &code[ b.pos ], size - 3);
        if (ret) {
            fclose(src);
            return 4;        // 4: Program error
        }
    }
    fclose(src);
    return 0;
}

int
basic_exec(void)
{
    bcode_t b;
    int line, jump = 0, back = 0, skip = 0, newpc, var;

    if (Mode == BASIC_MODEDIRECT)
        line = 0;
    else if (Mode == BASIC_MODERUN) {
        if (Lsize == 0)
            return 0;
        cont_init();
        line = 1;
    } else if (Mode == BASIC_MODESHELL) {
        if (Lsize == 0)
            return 0;
        line = 1;
    }

    Gsize = Fsize = 0;
    bcode_start(Program);
    while (Lines[ line ].len) {
        Lidx = line;
        Lnum = Lines[ line ].num;
#ifdef DEBUG

```

```

    if (Lnum)
        DMSG("Executing line %d", Lnum)
    else
        DMSG("Executing COMMAND line")
#endif // DEBUG
    if (back)
        bcode_setpc(newpc);
    else
        bcode_setpc(Lines[ line ].add);
    jump = back = skip = 0;
    while (1) {
        bcode_read(&b);
        if (b.type == BCODE_TYPE_EOL)
            break;
        else if (b.type == BCODE_COLON)
            continue;
        else if (b.type == BCODE_TYPE_KEYWORD) {
            switch (b.inst) {
                case BCODE_END:
                    return(stat_end());

                case BCODE_CLS:
                    stat_cls();
                    break;

                case BCODE_COLOR:
                    stat_color();
                    break;

                case BCODE_DIM:
                    stat_dim();
                    break;

                case BCODE_FOR:
                    deny_direct();
                    stat_for();
                    break;

                case BCODE_GOSUB:
                    jump = stat_gosub();
                    break;

                case BCODE_GOTO:
                    jump = stat_goto();
                    break;

                case BCODE_IF:
                    skip = stat_if() ? 0 : 1;
                    break;

                case BCODE_INPUT:
                    stat_input();
                    break;

                case BCODE_LOCATE:
                    stat_locate();
                    break;

                case BCODE_NEXT:
                    deny_direct();
                    stat_next();
                    var = Fstack[ Fsize - 1 ].vidx;
                    Var[ var ]++;
                    if (Var[ var ] <= Fstack[ Fsize - 1 ].ecnt) {
                        line = Fstack[ Fsize - 1 ].lidx;
                        newpc = Fstack[ Fsize - 1 ].ladd;

```

```

                        back = 1;
                    } else {
                        Fsize--;
                        back = 0;
                    }
                    break;
                case BCODE_OUT:
                    stat_out();
                    break;
                case BCODE_OUTHZ:
                    stat_outhz();
                    break;
                case BCODE_PRINT:
                    stat_print();
                    break;
                case BCODE_REM:
                    deny_direct();
                    stat_rem();
                    break;
                case BCODE_RETURN:
                    deny_direct();
                    stat_return();
                    line = Gstack[ Gsize ].lidx;
                    newpc = Gstack[ Gsize ].radd;
                    back = 1;
                    break;
                case BCODE_MSLEEP:
                    stat_msleep();
                    break;
                case BCODE_USLEEP:
                    stat_usleep();
                    break;

                default:
                    basic_error(BASIC_SYNTAXERROR);
            } // switch
        } else if (b.type == BCODE_TYPE_VARIABLE)
            eval_assign(b.idx + 1);
        else if (b.inst == BCODE_AT)
            eval_assign(0);
        else
            basic_error(BASIC_SYNTAXERROR);
        if (jump || back || skip)
            break;
    } // inner while
    if (jump) {
        line = prog_search(jump);
        if (line < 0)
            basic_error(PROG_LINENOTFOUND | BASIC_PROG_ERROR);
    } else if (back)
        continue;
    else {
        if (line == 0) // Terminate DIRECT mode
            return 0;
        line++;
    }
} // outer while
return 0;
}

```

```
int
basic_command(int inst)
{
    switch (inst) {
        case BCODE_CLEAR:
            cmd_clear();
            break;

        case BCODE_CLS:
            stat_cls();
            break;

        case BCODE_DELETE:
            cmd_delete();
            break;

        case BCODE_EDIT:
            cmd_edit();
            break;

        case BCODE_DUMP:
            cmd_dump();
            break;

        case BCODE_FILES:
            cmd_files();
            break;

        case BCODE_FREE:
            cmd_free();
            break;

        case BCODE_HELP:
            cmd_help();
            break;

        case BCODE_LIST:
            cmd_list();
            break;

        case BCODE_LOAD:
            cmd_load();
            break;

        case BCODE_MERGE:
            cmd_merge();
            break;

        case BCODE_NEW:
            cmd_new();
            break;

        case BCODE_RENUM:
            cmd_renum();
            break;

        case BCODE_RUN:
            Mode = BASIC_MODERUN;
            basic_exec();
            break;

        case BCODE_SAVE:
            cmd_save();
            break;

        default:
```

```
            return 1;
        }
        return 0;
    }

    char *
    basic_result(int code)
    {
        return Results[ code ];
    }
}
```

```
//
// pi_gpio.h
//
// BAREMETALHACK.COM --> public domain
//

#ifndef _PI_GPIO_H_
#define _PI_GPIO_H_

// Raspberry Pi SOC type extracted from revision code
// NOTE: pull-up/down register handling is different between BCM283x and BCM2711

#define GPIO_REVISIONPATH    "/proc/device-tree/system/linux,revision"
#define GPIO_BCM283x        0      // BCM2835: Pi original, Pi Zero
                                   // BCM2836: Pi 2, Pi 3
#define GPIO_BCM2711        1      // Pi 4, Pi 400
#define GPIO_UPDN_WAIT      1      // Microseconds to wait while pull-up/down
                                   // control in BCM283x
                                   // "BCM2835 ARM Peripheral" says "150cycles"
                                   // GPIO clock = 250MHz (GPU)
                                   // 150/250M = 0.6 microseconds

// Linux ROOTLESS access to GPIOMEM

#define GPIO_PAGEPATH        "/dev/gpiomem"
#define GPIO_PAGESIZE        4096

// Re-arranged BMH (Bare Metal Hacking) bits: BMH1-BMH14
// GPIO2, GPIO3, GPIO4, GPIO17, GPIO27, GPIO22, GPIO10, GPIO9, GPIO11,
// GPIO5, GPIO6, GPIO13, GPIO19, GPIO26

#define GPIO_BITS            14      // BMH1 to BMH14

// GPIO control register index (32bit WORD offset address)

#define FSEL0                0      // Function select 0 (GPIO0 to GPIO9)
#define FSEL1                1      // Function select 1 (GPIO10 to GPIO19)
#define FSEL2                2      // Function select 2 (GPIO20 to GPIO29)
#define SET0                 7      // Pin output set 0 (GPIO0 to GPIO31)
#define CLR0                 10     // Pin output clear 0 (GPIO0 to GPIO31)
#define LEV0                 13     // Pin level 0 (GPIO0 to GPIO31)

// GPIO pull-up/down control registers in BCM2711

#define UPDN0                 57     // Pull-up pull-down 0 (GPIO0 to GPIO15)
#define UPDN1                 58     // Pull-up pull-down 0 (GPIO16 to GPIO31)

// GPIO pull-up/down control registers in BCM283x

#define GPPUD                 37     // Gpio Pull-Up/Down enable register
#define GPPUDCLK0             38     // Gpio Pull-Up/Down enable CLock 0 register

// Bit values

#define GPIO_HIGH             1
#define GPIO_LOW              0

// Bit definition

#define GPIO_INPUT            0
#define GPIO_OUTPUT           1
#define GPIO_OUTPTHZ          2
#define GPIO_UNSPECIFIED     (-1)

// Register mode

#define GPIO_REGNONE          0      // NO register is connected
#define GPIO_REGUP            1      // Pull-UP register is connected
#define GPIO_REGDOWN          2      // Pull-DOWN register is connected

// Result codes

#define GPIO_SUCCESS           0
#define GPIO_SOCKUNKNOWN      (-1)
#define GPIO_OPENFAIL         (-2)
#define GPIO_ILLLBIT          (-3)
#define GPIO_ILLLDIR          (-4)
#define GPIO_ILLLREG          (-5)

//
// Environment variable which holds calibrated loop count for MICROSECOND wait
//

#define GPIO_MICROENV         "ANT_MICROWAIT"

//
// Function prototypes
//

int gpio_init(void);
void gpio_term(void);
int gpio_bitmode(int, int, int);
int gpio_bitread(int);
int gpio_bitwrite(int, int);
int gpio_in(int);
int gpio_out(int, int);
int gpio_outhz(int, int, int);
char * gpio_result(int);
void gpio_usleep(int);

#endif // _PI_GPIO_H
```



```
//
// pi_gpio.c
//
// NOTICE: Supported SOCs are BCM2835, BCM2836, BCM2837, BCM2711
//
// BAREMETALHACK.COM --> public domain
//

#include <fcntl.h>          // open()
#include <unistd.h>         // close()
#include <sys/mman.h>        // mmap(), munmap()
#include <stdint.h>         // uint32_t
#include <stdlib.h>         // atoi()
#include <unistd.h>         // usleep();
#include "pi_gpio.h"

//
// File scope variables
//

static int Soc;
static volatile uint32_t *Gpio_base;
static uint32_t Save_gpio_fsel0, Save_gpio_fsel1, Save_gpio_fsel2;
static uint32_t Save_gpio_set0, Save_gpio_clr0;
static uint32_t Save_gpio_updn0, Save_gpio_updn1;
static int States[ GPIO_BITS ];
static int Microsec;

// Bitmapping array: converts from re-arranged BMH (Bare Metal Hacking) number to
// original BCM (Broadcom) number

static int Bitmap[] = {
    0,
    2,      // BMH1 --> GPIO2
    3,      // BMH2 --> GPIO3
    4,      // BMH3 --> GPIO4
    17,     // BMH4 --> GPIO17
    27,     // BMH5 --> GPIO27
    22,     // BMH6 --> GPIO22
    10,     // BMH7 --> GPIO10
    9,      // BMH8 --> GPIO9
    11,     // BMH9 --> GPIO11
    5,      // BMH10 --> GPIO5
    6,      // BMH11 --> GPIO6
    13,     // BMH12 --> GPIO13
    19,     // BMH13 --> GPIO19
    26,     // BMH14 --> GPIO26
};

static char *Results[] = {
    "GPIO ok",                // GPIO_SUCCESS
    "GPIO unknown SOC",      // GPIO_SOCUNKNOWN
    "GPIO open failure",     // GPIO_OPENFAIL
    "GPIO illegal bit number", // GPIO_ILLBIT
    "GPIO illegal direction", // GPIO_ILLDIR
    "GPIO illegal register mode", // GPIO_ILLREG
};

//
// GPIO control functions
//

int
gpio_init(void)
{
    int fd, ret, i;
```

```
    uint8_t rev[ 4 ];
    char *ptr;

    fd = open(GPIO_REVISIONPATH, O_RDONLY);
    if (fd < 0)
        return GPIO_SOCUNKNOWN;
    ret = read(fd, rev, sizeof(rev));
    close(fd);
    if (ret != sizeof(rev))
        return GPIO_SOCUNKNOWN;
    switch ((rev[ 2 ] & 0xF0) >> 4) {
        case 0:
        case 1:
        case 2:
            Soc = GPIO_BCM283x;
            break;

        case 3:
            Soc = GPIO_BCM2711;
            break;

        default:
            return GPIO_SOCUNKNOWN;
    };

    fd = open(GPIO_PAGEPATH, O_RDWR, O_SYNC, O_CLOEXEC);
    if (fd < 0)
        return GPIO_OPENFAIL;

    Gpio_base = (uint32_t *) mmap(NULL, GPIO_PAGESIZE, PROT_READ | PROT_WRITE, \
        MAP_SHARED, fd, 0);
    close(fd);
    if (Gpio_base == MAP_FAILED)
        return GPIO_OPENFAIL;

    for (i = 0; i < GPIO_BITS; i++)
        States[ i ] = GPIO_UNSPECIFIED;

    Save_gpio_fsel0 = Gpio_base[ FSEL0 ];
    Save_gpio_fsel1 = Gpio_base[ FSEL1 ];
    Save_gpio_fsel2 = Gpio_base[ FSEL2 ];
    Save_gpio_set0 = Gpio_base[ SET0 ];
    Save_gpio_clr0 = Gpio_base[ CLR0 ];
    Save_gpio_updn0 = Gpio_base[ UPDN0 ];
    Save_gpio_updn1 = Gpio_base[ UPDN1 ];

    ptr = getenv(GPIO_MICROENV);
    if (ptr)
        Microsec = atoi(ptr);
    else
        Microsec = 0;

    return GPIO_SUCCESS;
}

void
gpio_term(void)
{
    Gpio_base[ FSEL0 ] = Save_gpio_fsel0;
    Gpio_base[ FSEL1 ] = Save_gpio_fsel1;
    Gpio_base[ FSEL2 ] = Save_gpio_fsel2;
    Gpio_base[ SET0 ] = Save_gpio_set0;
    Gpio_base[ CLR0 ] = Save_gpio_clr0;
    Gpio_base[ UPDN0 ] = Save_gpio_updn0;
    Gpio_base[ UPDN1 ] = Save_gpio_updn1;
```

```

    munmap((void*) Gpio_base, GPIO_PAGESIZE);
}

int
gpio_bitmode(int bmh, int dir, int reg)
{
    int bcm, idx;
    uint32_t val, mask;

    if (bmh < 1 || bmh > GPIO_BITS)
        return GPIO_ILLBIT;
    if (dir != GPIO_INPUT && dir != GPIO_OUTPUT)
        return GPIO_ILLDIR;
    if (reg != GPIO_REGNONE && reg != GPIO_REGUP && reg != GPIO_REGDOWN)
        return GPIO_ILLREG;

    bcm = Bitmap[ bmh ];
    idx = FSEL0 + (bcm / 10);
    val = Gpio_base[ idx ];
    mask = ~(0b111 << (3 * (bcm % 10)));
    val &= mask;
    if (dir == GPIO_OUTPUT)
        val |= (0b001 << (3 * (bcm % 10)));
    Gpio_base[ idx ] = val;

    if (Soc == GPIO_BCM2711) {
        idx = UPDN0 + (bcm / 16);
        val = Gpio_base[ idx ];
        mask = ~(0b11 << (2 * (bcm % 16)));
        val &= mask;
        if (reg == GPIO_REGUP)
            val |= (0b01 << (2 * (bcm % 16)));
        else if (reg == GPIO_REGDOWN)
            val |= (0b10 << (2 * (bcm % 16)));
        Gpio_base[ idx ] = val;
    } else { // BMC283x
        switch (reg) {
            case GPIO_REGNONE:
                val = 0b00;
                break;

            case GPIO_REGUP:
                val = 0b10;
                break;

            case GPIO_REGDOWN:
                val = 0x01;
                break;
        };
        // The following protocol is adopted from "BCM2835 ARM Peripherals"

        Gpio_base[ GPPUD ] = val; // Update GPPUD
        gpio_usleep(GPIO_UPDN_WAIT); // Wait more than 150 cycles
        Gpio_base[ GPPUDCLK0 ] = 1 << bcm; // Assert clock
        gpio_usleep(GPIO_UPDN_WAIT); // Wait more than 150 cycles
        Gpio_base[ GPPUD ] = 0; // Remove GPPUD control signal
        Gpio_base[ GPPUDCLK0 ] = 0; // Remove GPPUDCLK0 clock signal
    }

    return GPIO_SUCCESS;
}

int
gpio_bitread(int bmh)
{
    int bcm;

```

```

    if (bmh < 1 || bmh > GPIO_BITS)
        return GPIO_ILLBIT;

    bcm = Bitmap[ bmh ];
    if (Gpio_base[ LEV0 ] & (1 << bcm))
        return GPIO_HIGH;
    else
        return GPIO_LOW;
}

int
gpio_bitwrite(int bmh, int value)
{
    int bcm, idx;

    if (bmh < 1 || bmh > GPIO_BITS)
        return GPIO_ILLBIT;

    bcm = Bitmap[ bmh ];
    if (value)
        idx = SET0;
    else
        idx = CLR0;
    Gpio_base[ idx ] = (1 << bcm);

    return GPIO_SUCCESS;
}

int
gpio_in(int bmh)
{
    int ret;

    if (States[ bmh ] == GPIO_INPUT)
        return gpio_bitread(bmh);
    else {
        ret = gpio_bitmode(bmh, GPIO_INPUT, GPIO_REGUP);
        if (ret < 0)
            return ret;
        else {
            States[ bmh ] = GPIO_INPUT;
            return gpio_bitread(bmh);
        }
    }
}

int
gpio_out(int bmh, int val)
{
    int ret;

    if (States[ bmh ] == GPIO_OUTPUT)
        return gpio_bitwrite(bmh, val);
    else {
        ret = gpio_bitmode(bmh, GPIO_OUTPUT, GPIO_REGNONE);
        if (ret < 0)
            return ret;
        else {
            States[ bmh ] = GPIO_OUTPUT;
            return gpio_bitwrite(bmh, val);
        }
    }
}

int

```

```
gpio_outhz(int bmh, int val, int pull)
{
    int ret, p;

    if (val) {
        p = pull ? GPIO_REGUP : GPIO_REGNONE;
        ret = gpio_bitmode(bmh, GPIO_INPUT, p);
        if (ret)
            return ret;
    } else {
        ret = gpio_bitmode(bmh, GPIO_OUTPUT, GPIO_REGNONE);
        if (ret)
            return ret;
        ret = gpio_bitwrite(bmh, 0);
        if (ret)
            return ret;
    }
    States[ bmh ] = GPIO_OUTPUHZ;
    return GPIO_SUCCESS;
}

char *
gpio_result(int code)
{
    return Results[ code ];
}

void
gpio_usleep(int utime)
{
    int loops;
    volatile int i;    // We need "volatile" for prevention of code optimization

    if (Microsec == 0) {
        usleep(utime);
        return;
    } else {
        loops = utime * Microsec;
        for (i = 0; i < loops; i++)
            ;
    }
}
```

```
//
// main.c
//
// BAREMETALHACK.COM --> public domain
//

#include <stdio.h>      // FILE{}, printf()
#include <setjmp.h>      // jmp_buf{}, setjmp()
#include <signal.h>     // sigemptyset(), sigaction(), SIG*, SA_*
#include <stdlib.h>     // atoi()
#include <string.h>     // strncpy()

#include "token.h"
#include "bcode.h"
#include "eval.h"
#include "program.h"
#include "basic.h"
#include "escape.h"
#include "debug.h"

#ifdef PI
#include "pi_gpio.h"
#endif //PI

//
// Global variables
//

FILE *Debug;
jmp_buf IntRecovery, EvalRecovery, BasicRecovery;
int Verbose = 1;

//
// Helper functions
//

static void
welcome(void)
{
    if (Verbose) {
        printf("\n=== Doctor BMH's %s%s v%d.%d.%d ===\n", \
            ESCAPE_LGREEN, BASIC_NAME, ESCAPE_DEFAULT, \
            BASIC_MAJOR, BASIC_MINOR, BASIC_PATCH);
        printf(" (enter %sHELP%s for summary, %sEND%s for exit)\n", \
            ESCAPE_LBLUE, ESCAPE_DEFAULT, ESCAPE_LBLUE, ESCAPE_DEFAULT);
        printf("\n");
    }
}

static int volatile sigint_edit_flag = 0;

static void
sigint_edit_handler()
{
    sigint_edit_flag = 1;
}

int
sigint_edit_abort(void) {
    return sigint_edit_flag;
}

void
sigint_edit_register(void)
{
    struct sigaction act;
```

```
    act.sa_handler = sigint_edit_handler;
    sigemptyset(&act.sa_mask);
    act.sa_flags = 0;
    sigint_edit_flag = 0;
    sigaction(SIGINT, &act, NULL);
}

static void
sigint_handler()
{
    longjmp(IntRecovery, 1);
}

void
sigint_register(void)
{
    struct sigaction act;

    act.sa_handler = sigint_handler;
    sigemptyset(&act.sa_mask);
    act.sa_flags = SA_RESETHAND | SA_NODEFER;
    sigaction(SIGINT, &act, NULL);
}

static void
location(void)
{
    printf("%s", ESCAPE_LGREEN);
    if (Mode == BASIC_MODELLOAD)
        printf(" in \"%s\"", Text);
    else if (Mode == BASIC_MODEDIRECT) {
        if (Pnum)
            printf(" in line %d", Pnum);
    } else
        printf(" in line %d", Lnum);
    printf("%s\n", ESCAPE_DEFAULT);
}

static int
is_command(int inst) {
    switch (inst) {
        case BCODE_CLEAR:
        case BCODE_CLS:
        case BCODE_DUMP:
        case BCODE_DELETE:
        case BCODE_EDIT:
        case BCODE_FILES:
        case BCODE_FREE:
        case BCODE_HELP:
        case BCODE_LIST:
        case BCODE_LOAD:
        case BCODE_MERGE:
        case BCODE_NEW:
        case BCODE_RENUM:
        case BCODE_RUN:
        case BCODE_SAVE:
            return 1;

        default:
            return 0;
    }
}

//
// Main function
```

```
//
int
main(int argc, char *argv[])
{
    char text[ TOKEN_MAXBUF ], *msg;
    byte_t cmd[ BCODE_MAXSIZE ];
    int ret, size, num;
    bcode_t b;
    word_t val;

    // Initializer

    if (argc >= 2)
        Verbose = 0;
    Debug = stderr;
    token_init();
    eval_init(&EvalRecovery);
    cont_init();
    prog_init();
    basic_init(&BasicRecovery);
#ifdef PI
    ret = gpio_init();
    if (ret < 0) {
        printf("%sCould not identify Raspberry Pi on this system.%s\n", \
            ESCAPE_LRED, ESCAPE_DEFAULT);
        return 255;
    }
#endif // PI
    welcome();
    sigint_register();

    // === Shell mode ===

    if (argc >= 2) {
        // Program filename is specified
        if (argc >= 3)
            // --- First number argument is specified
            Var[ 0 ] = atoi(argv[ 2 ]); // --- Store the value in variable 'A'
        if (argc >= 4)
            // --- Second number argument is specified

            Var[ 1 ] = atoi(argv[ 3 ]); // --- Store the value in variable 'B'
        if (argc >= 5)
            // --- String argument is specified
            strncpy((char*) String, (const char*) argv[ 4 ], CONT_MAXSTRING);
            // --- Store the value in string array '@'

        ret = basic_load(argv[ 1 ]); // --- Load the program
        if (ret) {
            printf("%santBASIC: load error%s\n", ESCAPE_LRED, ESCAPE_DEFAULT);
            return 1;
        }
        if ((ret = setjmp(IntRecovery)) != 0) {
            printf("\n%santBASIC: user aborted%s\n", ESCAPE_LRED, ESCAPE_DEFAULT);

            return 2;
        }
        if ((ret = setjmp(EvalRecovery)) != 0) {
            printf("%santBASIC: eval() error%s\n", ESCAPE_LRED, ESCAPE_DEFAULT);
            return 3;
        }
        if ((ret = setjmp(BasicRecovery)) != 0) {
            printf("%santBASIC: syntax error%s\n", ESCAPE_LRED, ESCAPE_DEFAULT);
            return 4;
        }
        Mode = BASIC_MODESHELL; // --- Switch to SHELL mode
        ret = basic_exec(); // --- Execute the program
        return ret; // --- return exit status to the shell
    }
}
```

```
// Error handler

if ((ret = setjmp(IntRecovery)) != 0) {
    if (Lnum) {
        printf("\n%sAborted ", ESCAPE_LRED);
        location();
        Lnum = 0;
    } else
        printf("\n");
    sigint_register();
}
if ((ret = setjmp(EvalRecovery)) != 0) {
    printf("%sError: %s", ESCAPE_LRED, eval_result(ret));
    location();
}
if ((ret = setjmp(BasicRecovery)) != 0) {
    if (ret & BASIC_BCODE_ERROR) {
        ret -= BASIC_BCODE_ERROR;
        msg = bcode_result(ret);
    } else if (ret & BASIC_PROG_ERROR) {
        ret -= BASIC_PROG_ERROR;
        msg = prog_result(ret);
    }
}
#ifdef PI
else if (ret & BASIC_GPIO_ERROR) {
    ret -= BASIC_GPIO_ERROR;
    msg = gpio_result(ret);
}
#endif

else
    msg = basic_result(ret);
printf("%sError: %s", ESCAPE_LRED, msg);
location();
}

// === Interactive direct mode ===

while (1) {
    printf("\e[0;0m"); // Reset screen attributes
    Mode = BASIC_MODEDIRECT; // Enter direct mode
    Pnum = 0;
    ret = basic_readline("> ", text, TOKEN_MAXBUF);
    if (ret == 0)
        continue;
    token_source(text);
    size = bcode_compile(cmd);
    if (size < 0) {
        printf("%sError: %s", ESCAPE_LRED, bcode_result(-size));
        location();
        continue;
    }
}
#ifdef DEBUG
bcode_dump(cmd);
fprintf(Debug, "\n");
#endif // DEBUG

bcode_start(cmd);
bcode_read(&b);
if (b.type == BCODE_TYPE_NUMBER10) { // Edit program
    num = b.num;
    if (bcode_next() == BCODE_EOL) { // --- delete a line
        ret = prog_delete(num, num);
        if (ret) {
            printf("%sError: %s", ESCAPE_LRED, prog_result(ret));
            location();
        }
    }
}
```

```
    }
} else {                                // --- insert a line
    bcode_read(&b);
    ret = prog_insert(num, &cmd[ b.pos ], size - 3);
    if (ret) {
        printf("sError: %s", ESCAPE_LRED, prog_result(ret));
        location();
    }
}
continue;
} else if (b.inst == BCODE_INQ) {        // Evaluate expression
    if (bcode_next() == BCODE_AT && bcode_twoahead() != BCODE_LBRACK) {
        bcode_skip();
        printf("%s%s%s\n", ESCAPE_LBLUE, String, ESCAPE_DEFAULT);
    } else {
        val = eval();
        printf("%s%d%s\n", ESCAPE_LBLUE, val, ESCAPE_DEFAULT);
    }
    continue;
} else if (b.type == BCODE_TYPE_KEYWORD) {
    if (b.inst == BCODE_END)             // END
        break;                          // --- exit loop
    else if (is_command(b.inst)) {       // BASIC commands
        basic_command(b.inst);          // --- execute it
        continue;
    }
}
// Direct statement execution
prog_cmdline(cmd, size);                // --- store one liner program

basic_exec();                           // --- execute it
}
#ifdef PI
    gpio_term();
#endif // PI
return 0;
}
```

```
#include <stdio.h>           // printf()
#include <sys/time.h>         // *_t, timeval{}, gettimeofday()
#include <stdlib.h>           // atoi()

void microsec_wait(int count) {
    volatile int i;

    for (i = 0; i < count; i++) {
    };
}

int main(int argc, char* argv[]) {
    struct timeval start, end;
    time_t sec;
    suseconds_t usec;
    float usecs;
    int count, loops, i;

    if (argc != 3) {
        printf("Usage: antcalib loopcount loops\n");
        return 1;
    }

    count = atoi(argv[ 1 ]);
    loops = atoi(argv[ 2 ]);
    printf("Loopcount = %d\n", count);
    printf("Number of loops = %d\n\n", loops);
    gettimeofday(&start, NULL);
    for (i = 0; i < loops; i++)
        microsec_wait(count);
    gettimeofday(&end, NULL);
    sec = end.tv_sec - start.tv_sec;
    if (end.tv_usec < start.tv_usec) {
        sec--;
        usec = 1000000 + end.tv_usec - start.tv_usec;
    } else
        usec = end.tv_usec - start.tv_usec;
    usecs = sec * 1000000 + usec;
    printf("Elapsed time --> %ld sec %ld usec\n", sec, usec);
    printf("Mean time --> %f usec/loop\n", usecs / loops);
    return 0;
}
```