

Core 4.0 Code to File

Today we don't do anything significant. So far we have tested the command line code, now we do it with the source files. Just write a source and process it with the appropriate command:

```
start {{  
    for ( .a = 0 ; .a < 6 ; .a = .a + 1 ) {{  
        if ( .a > 3 ) {{ .b = .b + .a }} else {{ .b = 1 }}  
    }}  
}}
```

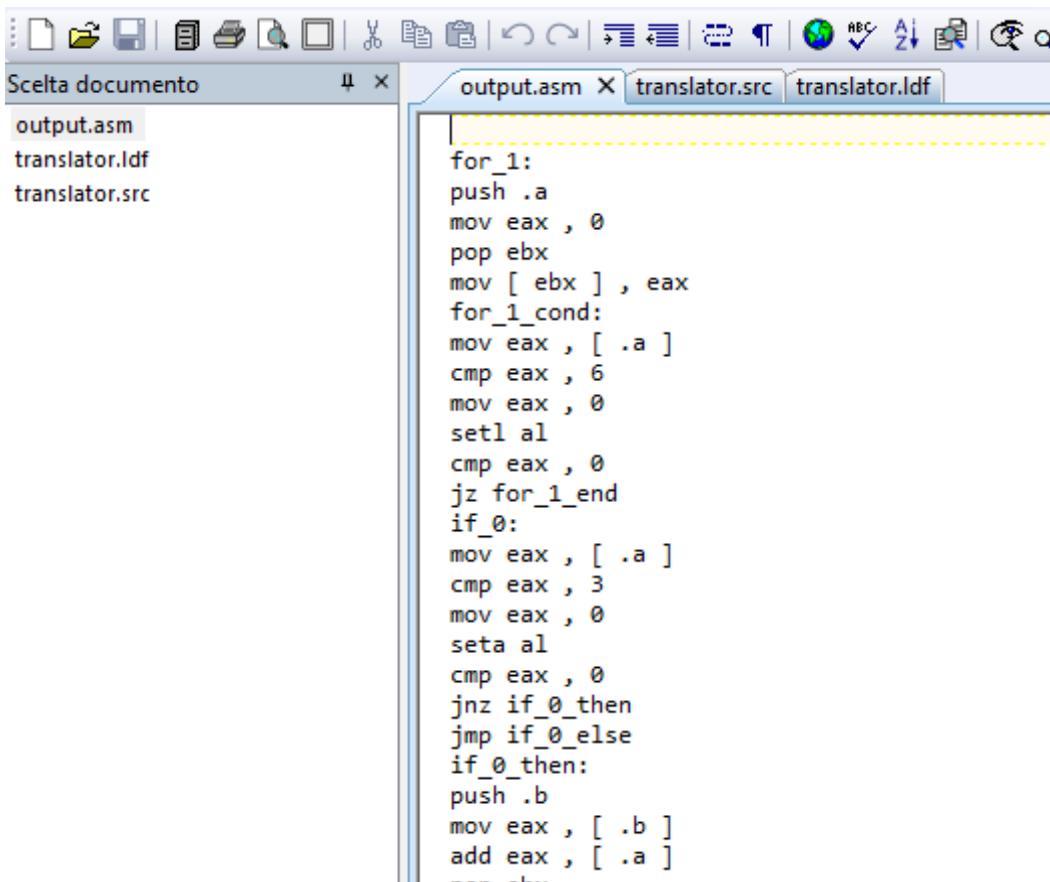
And the code is translated:

```
CORE 4.0 All-Purpose Multi-Technology Compiler  
Core 4.0:process file translator.run  
  
Core 4.0:process file translator.src  
  
for_1:  
push .a  
mov eax , 0  
pop ebx  
mov [ ebx ] , eax  
for_1_cond:  
mov eax , [ .a ]  
cmp eax , 6  
mov eax , 0  
setl al  
cmp eax , 0  
jz for_1_end  
if_0:  
mov eax , [ .a ]  
cmp eax , 3  
mov eax , 0  
seta al  
cmp eax , 0  
jnz if_0_then  
jmp if_0_else  
if_0_then:  
push .b  
mov eax , [ .b ]
```

We can write it to a file, and paste it into this document, in courier. We will write:

```
file write "output.asm" , ::code|
```

Here is the image file:



The screenshot shows a Windows Notepad window titled "Scelta documento". The left pane lists files: "output.asm" (selected), "translator.ldf", and "translator.src". The right pane displays assembly code:

```
for_1:  
push .a  
mov eax , 0  
pop ebx  
mov [ ebx ] , eax  
for_1_cond:  
mov eax , [ .a ]  
cmp eax , 6  
mov eax , 0  
setl al  
cmp eax , 0  
jz for_1_end  
if_0:  
mov eax , [ .a ]  
cmp eax , 3  
mov eax , 0  
seta al  
cmp eax , 0  
jnz if_0_then  
jmp if_0_else  
if_0_then:  
push .b  
mov eax , [ .b ]  
add eax , [ .a ]  
--- ...
```

And this is the entire code in courier:

```
for_1:  
push .a  
mov eax , 0  
pop ebx  
mov [ ebx ] , eax  
for_1_cond:  
mov eax , [ .a ]  
cmp eax , 6  
mov eax , 0  
setl al  
cmp eax , 0  
jz for_1_end  
if_0:  
mov eax , [ .a ]  
cmp eax , 3  
mov eax , 0  
seta al  
cmp eax , 0  
jnz if_0_then  
jmp if_0_else  
if_0_then:
```

```
push .b
mov eax , [ .b ]
add eax , [ .a ]
pop ebx
mov [ ebx ] , eax
jmp if_0_end
if_0_else:
push .b
mov eax , 1
pop ebx
mov [ ebx ] , eax
if_0_end:
for_1_oncycle:
push .a
mov eax , [ .a ]
add eax , 1
pop ebx
mov [ ebx ] , eax
jmp for_1_cond
for_1_end:
```

Thank you