

TinyPascal additions and notes:

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Direct Memory Addressing:

get/set a 8-bit value in a memory address.

Type is "char" but, (as of Jan 2025) type is a suggestion, type checking not truly enforced.

So, you can use either a **char** or a **uint16** for the value.

```
xyyy := peek(address);
```

```
poke(0xA000,'c');
```

I/O:

This uses Lee Hart's MemberCHIP card, with standard MC20ANSA PROM installed.

read() Not implemented.

write/writeln

will write comma-separated parameters, of the following types:

uint16:	writes (currently) a 16-bit HEX number - 4 characters.
char:	writes an ascii character. 8-bit. 'F' is an example.
charstring:	can write a character string, eg: 'this is a string'.

ERROR reporting.

The compiler should find most if not all syntactic issues in your Tiny Pascal source.

The interpreter will NOT:

- initialize to zero variables;
- check to see if stack (grows from top memory down) crashes into your programs.

The interpreter will:

- check that the interpreter and compiler have the same version number;
- print a "hello" string, with version - the 2 numbers in the version are what is checked with the compiler version.
- It will check for valid opcode and operations; will print an error and stop;
- it will check for divide by zero, print an error then stop;
- it will check for numerator overflow in divide; my division code maybe needs some work.