

FLOATING-POINT PACKAGE FOR INTEL 8008 AND 8080 MICROPROCESSORS

Michael D. Maples

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INTEL 8008 AND 8080 MICROPROCESSORS***

Michael D. Maples

MS. Date: October 24, 1975

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FLOATING-POINT PACKAGE FOR INTEL 8008 AND 8080 MICROPROCESSORS

Abstract

The Lawrence Livermore Laboratory has used a scientific-notation mathematics package that performs floating-point arithmetic with Intel 8008 and 8080 microprocessors. The execution times for

the mathematical operations -- add, subtract, multiply, divide, and square root -- range from 3 to 77 ms. Instructions for using the floating-point package and a source listing of it are included.

Introduction

For the last two years, Lawrence Livermore Laboratory has used a scientific-notation mathematics package (floating-point package) with the Intel 8008 and 8080 microprocessors.* This package allows addition, subtraction, multiplication, division, and square root operations. Table 1 shows the execution times for these operations. The program listing of the complete 8080 floating-point package is in the Appendix.

The package uses some I/O calls from an octal debug routine (ODT) that has become a standard part of all inhouse

microcomputers, but this need not be necessary. The appropriate ODT calls (6 or 7) in the I/O routines can easily be placed by assembly language equivalents.

Table 1. Worst-case execution times for the 8080 microprocessor using a 0.5- μ s clock with the package in programmable read-only memory (PROM).

Operation	Execution times (ms)
Add	3
Subtract	3
Multiply	7
Divide	8
Square root	77

*Reference to a company or product name does not imply approval or recommendation of the product by the University of California or the U.S. Energy Research & Development Administration to the exclusion of others that may be suitable.

The floating-point package uses 24 bits of mantissa for approximately 7-1/2 digits of accuracy in expressing numeric data. Obviously, this decreases rapidly when complex iterative computations are used. Nevertheless, the package is functioning quite satisfactorily in many

experiments with accuracy requirements of one part per hundred thousand.

The package also indicates underflows and overflows by placing zeros in the mantissa and a 100 (octal) in the exponent word.

Selection and Use of Operations

All registers described in this paper point to four-word internal mathematical storage areas unless otherwise stated. Also, before performing any mathematical operation, all needed operands must be placed in the same random access memory (RAM) along with any needed scratch areas (i.e., all must reside in the same page of RAM).

The first problem is how to get the decimal numbers into the correct format for use in the floating-point package. The routine INPUT performs the conversion for all teletypewriter input. Also, it easily adapts to converting any BCD numeric inputs from either digital panel meters (DPM) or thumbwheel switches. To use INPUT, set the L-register to point at the location in RAM where the result of the conversion is to be placed and set the C-register to point to another location in RAM where

intermediate steps are to be calculated. Then do a call to the INPUT routine that does the appropriate conversion (see Table 2).

The resulting floating-point number has three 8-bit words of mantissa and a fourth word that contains 6 bits of exponent, 1 bit for mantissa sign, and 1 bit for exponent sign (see Fig. 1). Negative mantissa are indicated only by the sign bit as the mantissa itself is in sign-magnitude form. But the negative exponents are in twos complement form.

If an addition (LADD) is wanted, place the pointer to one addend in the L-register, the pointer to the other addend in the B-register, and a pointer in the C-register. The C-register points to a four-word scratch area used during the addition process. The result is pointed to by the L-register (see Table 3).

Table 2. Program for using INPUT routine. The scratch area is 17 (octal) bytes long but the converted number is only 4 bytes long.

Program	Comments
MVI H, SCRPG	;Set H to match scratch page (RAM).
MVI L, STWD	;Store floating-point number starting
;	;at STWD.
MVI C, SCR	;Scratch area.
CALL INPUT	

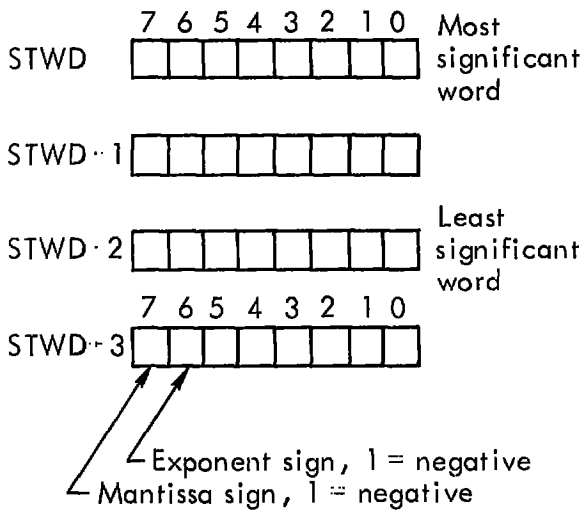


Fig. 1. Floating-point word format. This format allows representation of numbers from $\pm 6.46235 \times 10^{-27}$ to $\pm 4.61168 \times 10^{18}$.

The subtraction (LSUB) routine is very similar to the addition routine. The L-register holds the pointer to the minuend and the B-register holds the pointer to the subtrahend. The C-register once again is used as a four-word scratch area, and the result is placed in the area pointed to by the L-register, destroying the previous data residing there (see Table 4).

If a multiplication (LMUL) is wanted, again use the L-, B-, and C-registers. The pointer for the multiplicand resides in the L-register, the pointer for the multiplier in the B-register and the pointer to the result in the C-register (see Table 5).

Table 3. Assembly language setup for addition.

Program	Comments
MVI H, SCRPG	;Set H to scratch page (RAM).
MVI L, ADD1	;Pointer four-word addend and final
;	;result.
MVI B, ADD2	;Pointer 2nd four-word addend.
MVI C, SLR	;Four-word scratch area.
Call LADD	;Turn control over to addition
;	;routines.

Table 4. Assembly language setup for subtraction.

Program	Comments
MVI H, SCRPG	;Set H to match scratch page (RAM).
MVI L, SUB1	;Pointer to four-word minuend and
;	;final result.
MVI B, SUB2	;Pointer to four-word subtrahend.
MVI C, SCR	;Four-word scratch area.
Call LSUB	;Turn control over to subtraction
;	;routines.

Table 5. Assembly language setup for multiplication.

Program	Comments
MVI H, SCRPG	;Scratch page pointer (RAM).
MVI L, MLCAN	;Pointer to multiplicand.
MVI B, Mlplr	;Pointer to multiplier.
MVI C, Rslt	;Pointer to result.
CALL LMUL	;Turn control over to multiply
;	;routine.

Division (LDIV) like multiplication uses the C-register to hold the pointer to the result (quotient). The L-register pointer refers to dividend and the B-register pointer refers to the divisor (see Table 6).

The square root routine (DSQRT) uses the L-register to point to the number to be converted, the B-register to point to the final converted number, and the C-register to point to a 16 octal-word scratch area (see Table 7).

The final routine is the output routine (CVRT). This routine converts the binary floating-point

number pointed to in the L-register to its ASCII equivalent and types it out on the teletypewriter. This routine uses a 17 octal-word scratch area pointed to by the C-register (see Table 8). The final data is printed in scientific notation. The output routine like the INPUT routine is easily modified to output its data to an internal (memory) register for display on an LED display.

Table 9 gives a simple program that allows the user to check out the various routines and examine the various binary floating-point numbers.

Table 6. Assembly language setup for division.

Program	Comments
MVI H, SCRPG	;Scratch page pointer (RAM).
MVI L, dvdnd	;Pointer to dividend.
MVI B, dvsr	;Pointer to divisor.
CALL LDIV	;Turn control over to divide routine.

Table 7. Assembly language setup for square root.

Program	Comments
MVI H, SCRPG	;Scratch page pointer (RAM).
MVI L, NUM	;Number to be converted.
MVI B, CUTNM	;Converted number.
MVI C, SCR	;16 Octal-word scratch area.
CALL DSQRT	;Turn control over to square root
;	;routine.

Table 8. Assembly language to set up OUTPUT routine for its proper execution.

Program	Comments
MVI H, SCRPG	;Scratch page (RAM).
MVI L, OUTNM	;Number to be converted from floating
;	;to decimal and printed in scientific
;	;notation on teletypewriter.
MVI C, SCR	;17 octal-word scratch area.
CALL CVRT	;Turn control over to convert routine.

Acknowledgments

This package was based on a package purchased from David Mead of Recognition System. Major modifications were made by Hal Brand to allow ASCII I/O and a triple-precision

mantissa. Overflow-underflow problems were resolved by Frank Olken. A hardy thanks is given to Eugene Fisher for foreseeing the need for such a package.

Table 9. Sample program that takes two operands from the teletypewriter, divides them, and outputs the result to the teletypewriter. This routine can be useful in becoming familiar with the different routines in the floating-point package.

Program	Comments
ORG 4500Q	;Program starts at location 100
;	;(octal) page 1.
SCRPG EQU 11Q	;Scratch page is page 11 (octal).
OP1 EQU OQ	;Starting location of operand 1.
OP2 EQU OP1 + 4	;Starting location of operand 2.
RESULT EQU OP2 + 4	;Starting location of result.
SCR EQU RESULT + 4	;Starting location of scratch area.
MVI H, SCRPG	;Set H register to RAM scratch page.
MVI L, OP1	;Pointer to operand 1.
MVI C, SCR	;Scratch area.
CALL Input	;Input operand 1 from teletypewriter.
MVI L, OP2	;Pointer to operand 2.
MVI C, SCR	;Scratch.
CALL INPUT	;Input operand 2 from teletypewriter.
MVI L, OP1	;Operand-1 pointer in L-register.
MVI B, OP2	;Operand-2 pointer in B-register.
MVI C, RESULT	;Result to C-register pointer.
CALL LDIV	;Divide OP1 by OP2 and place the
;	;result in RESULT.
MVI L, RESULT	;L-pointer now RESULT.
MVI C, SLR	;Scratch area.
CALL CVRT	;Output number starting in location
;	;RESULT to teletypewriter.
HALT	;End.

Appendix. Source Listing of Floating-Point Package

00000000 MACRO ASSEMBLER, VER 2.2 ERRORS = 0 PAGE 1

```

:          ; // FLOATING POINT PACKAGE FOR THE MCS8
:          ; // BY DAVID MEAD
:          ; // MODIFIED BY HAL BRAND 9/6/74
:          ; // MODIFIED FOR 24 BIT MANTISSAS*****
:          ; // PLUS ADDED I/O CONVERSION ROUTINES
:          ; // NEW ROUTINE COMMENTS
:          ; // ARE PRECEDED BY /
:          ; // OTHER CHANGES ARE NOTED BY **
:          ; // MODIFIED BY FRANK OLKEN 6/28/75
:
004400          ORG 4400Q
:
000060          OUTR EQU 600          ;/SET TO ODT'S ITY ROUTINE
000333          INP  EQU 333Q        ;/SET READ TO ODT'S INPUT
000300          MINCH EQU 300Q       ;MINIMUM CHARACTERISTIC WITH SIGN EXTENDED
000077          MAXCH EQU 077Q       ;MAXIMUM CHARACTERISTIC WITH SIGN EXTENDED
:
:          ; *****
:          ; // DIVIDE SUBROUTINE
:          ; *****
:
004400          315 151 014 LDIV:    CALL  CSIGN          ;COMPUTE SIGN OF RESULT
004403          315 332 012          CALL  ZCHK           ;CHECK IF DIVIDEND = ZERO
004406          302 022 011          JNZ  DTST2          ;IF DIVIDEND .NE. 0 CHECK DIVISOR
004411          315 342 012          CALL  BCHK           ;CHECK FOR ZERO/ZERO
004414          312 250 013          JZ   INDFC           ;ZERO/ZERO = INDEFINITE
004417          303 257 013          JMP  WZERC           ;ZERO/NONZERO = ZERO
004422          315 342 012 DTST2:  CALL  BCHK           ;COME HERE IF DIVIDEND .NE. 0
004425          312 133 014          JZ   OFLWC           ;NONZERO/ZERO = OVERFLOW
:          ; IF WE GET HERE, THINGS LOOK OKAY
:          ; SAVE BASE IN E
004430          135                   MOV   E,L           ;SAVE BASE IN E
004431          151                   MOV  L,C           ;BASE 6 TO L
004432          315 035 013          CALL  DCLR          ;CLEAR QUOTIENT MANTISSA SLOT
004435          153                   MOV  L,E           ;RESTORE BASE IN L
004436          315 020 014          CALL  ENT1          ;DO FIRST CYCLE
004441          151                   MOV  L,C           ;BASE 6 TO L
004442          315 351 012          CALL  DLST          ;MOVE QUOTIENT OVER ONE PLACE
004445          026 027                   MVI  D,23          ;NUMBER OF ITERATIONS TO D
004447          153                   REP3:  MOV  L,E
004450          315 012 014          CALL  ENT2
004453          025                   DCR  D              ;DEC D
004454          312 073 011          JZ   GOON
004457          175                   MCV  A,L
004460          151                   MOV  L,C           ;BASE 6 TO L
004461          117                   MOV  C,A
004462          315 351 012          CALL  DLST          ;MOVE QUOTIENT MANT OVER
004465          175                   MOV  A,L          ;CPTR TO A

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004466 131          MOV E,C          ;LPTR TO E
004467 117          MOV C,A          ;CPTR TO C
004470 303 047 011  JMP REP3

004473 315 341 013  GOON:  CALL AORS          ;CHECK IF RESULT IS NORMALIZED
004476 372 115 011          JM CRIN
004501 175          MOV A,L          ;LPTR TO A
004502 151          MOV L,C          ;CPTR TO L
004503 117          MOV C,A          ;LPTR TO C
004504 315 351 012  CALL DLST          ;SHIFT QUOTIENT LEFT
004507 115          MOV C,L
004510 153          MOV L,E
004511 315 071 014  CALL LDCP          ;COMPUTE THE CHARACTERISTIC OF RESULT
004514 311          RET

004515 315 114 013  CRIN:  CALL CFCHE          ;GET A=CHAR(H,L), E=CHAR(H,B)
004520 223          SUB E          ;NEW CHAR = CHAR(DIVIDEND) - CHAR(DIVISOR)
004521 376 177          CPI 177Q          ;CHECK MAX POSITIVE NUMBER
004523 312 133 014  JZ OFLWC          ;JUMP ON OVERFLOW
004526 306 001          ADI 1          ;ADD 1 SINCE WE DID NOT LEFTSHIFT
004530 315 104 014  CALL CCHK          ;CHECK AND STORE CHARACTERISTIC
004533 311          RET

;
;.....
;   /// ADDITION SUBROUTINE
;.....
;
004534 257          LADD:  XRA A          ;***SET UP TO ADD
004535 303 142 011  JMP LADS          ;NOW DO IT

;
;.....
;   /// SUBTRACTION SUBROUTINE
;.....
;
004540 076 200          LSUB:  MVI A,200Q          ;****SET UP TO SUBTRACT
;          SUBROUTINE LADS
;          FLOATING POINT ADD OR SUB
;          A 128 ON ENTRY SUB
;          A 0 ON ENTRY ADD
;          F-S F,FIRST OPER DESTROYED
;          BASE 11 USED FOR SCRATCH
004542 315 357 013  LADS:  CALL ACPR          ;SAVE ENTRY PNT AT BASE 6
004545 315 342 012  CALL BCHK          ;CHECK ADDEND/SUBTRAHEND = ZERO
004550 310          RZ          ;IF SO, RESULT=ARG SO RETURN
;          ;THIS WILL PREVENT UNDERFLOW INDICATION ON
;          ;ZERO + OR - ZERO

```

```

004551 315 133 013      CALL COMP
004554 312 234 011      JZ  EQ02          ;IF EQUAL, GO ON
004557 127              MOV  D,A         ;SAVE LPTR CHAR IN D
004560 332 177 011      JC  LLTB
004563 223              SUB  C           ;L.GT.B IF HERE.
004564 346 177          ANI  127
004566 127              MOV  D,A         ;DIFFERENCE TO D
004567 135              MOV  E,L         ;SAVE BASF IN E
004570 151              MOV  L,C         ;C PTR TO I
004571 054              INR  L           ;C PTR I TO L
004572 163              MOV  M,E         ;SAVE BASF IN C PTR I
004573 150              MOV  L,B         ;B PTR TO L
004574 303 204 011      JMP  NCHK
004577 173              LLTB: MOV  A,E         ;L.LT.B IF HERE,BPTR TO A
004600 222              SUB  D           ;SUBTRACT L.PTR CHAR FROM BPTR CHAR
004601 346 177          ANI  127
004603 127              MOV  D,A         ;DIFFERENCE TO D
004604 076 030          NCHK: MVI  A,24
004606 272              CMP  D
004607 322 214 011      JNC  SH10
004612 026 030          SH10: MVI  D,24
004614 267              ORA  A
004615 315 370 012      CALL DRST
004620 025              DCR  D
004621 302 214 011      JNZ  SH10
004624 175              EQU:  MOV  A,L
004625 270              CMP  B
004626 302 234 011      JNZ  EQ02        ;F.GT.S IF L.NE.B
004631 151              MOV  L,C         ;C PTR TO L
004632 054              INR  L           ;C PTR I TO L
004633 156              MOV  L,M         ;RESTORE L
004634 315 002 012      EQ02: CALL  LASD    ;CHECK WHAT TO
004637 315 357 013      CALL  ACPR      ;SAVE ANSWER
004642 376 002          CPI  2           ;TEST FOR ZERO ANSWER
004644 302 252 011      JNZ  NOT0
004647 303 215 013      JMP  WZER        ;WRITE FLOATING ZERO AND RETURN

004652 026 001          ; NOT0: MVI  D,1        ;WILL TEST FOR SUB
004654 242              ANA  D
004655 312 326 011      JZ   ADD2        ;LSB 1 INPLIES SUB
004660 315 347 013      CALL TSTR       ;CHECK NORMAL/REVERSE
004663 312 271 011      JZ   SUBZ        ;IF NORMAL,GO SUBZ
004666 175              MOV  A,L         ;OTHERWISE REVERSE
004667 150              MOV  L,B         ;ROLES
004670 107              MOV  B,A         ;OF L AND B

004671 315 046 013      ; SUBZ: CALL  DSUB    ;SUBTRACT SMALLER FROM BIGGER
004674 315 357 011      CALL  MANT      ;SET UP SIGN OF RESULT
004677 315 347 013      CALL  TSTR       ;SEE IF WE NEED TO INTERCHANGE
004702 312 255 012      JZ   NORM        ;BPTR AND LPTR
                                ;NO INTERCHANGE NECESSARY, SO NORMALIZE

```



```

                                ;AND RETURN
004705 175                     MOV A,L           ;INTERCHANGE
004706 150                     MOV L,B           ;L
004707 107                     MOV B,A           ;AND B
004710 171                     MOV A,C           ;CPTR TO A
004711 110                     MOV C,B           ;BPTR TO C
004712 135                     MOV E,L           ;LPTR TO E
004713 107                     MOV B,A           ;CPTR TO B
004714 315 044 014             CALL LXFR          ;MOVE BPTR> TO LPTR>
004717 170                     MOV A,B
004720 101                     MOV B,C
004721 117                     MOV C,A
004722 153                     MOV L,E
004723 303 255 012           JMP NORM          ;NORMALIZE RESULT AND RETURN
                                ;
                                ; COPY THE LARGER CHARACTERISTIC TO THE RESULT
                                ;
004726 315 133 013 ADDZ:      CALL CCMP          ;COMPARE THE CHARACTERISTICS
004731 322 337 011           JNC ADDZ          ;IF CHAR(H,L) .GE. CHAR(H,B) CONTINUE
004734 315 215 014           CALL BCTI         ;IF CHAR(H,L) .LT. CHAR(H,B) THE COPY
                                ;CHAR(H,B) TO CHAR(H,L)
004737 315 357 011 ADD2:      CALL MANT          ;COMPUTE SIGN OF RESULT
004742 315 006 013           CALL DADD         ;ADD MANTISSAS
004745 322 322 013           JNC SCCFG        ;IF THERE IS NO OVFLW - DONE
004750 315 370 012           CALL DRST        ;IF OVERFLOW SHIFT RIGHT
004753 315 266 013           CALL INCR        ;AND INCREMENT CHARACTERISTIC
004756 311                     RET              ;ALL DONE, SO RETURN
                                ;
                                ; THIS ROUTINE STORES THE MANTISSA SIGN IN THE RESULT
                                ; THE SIGN HAS PREVIOUSLY BEEN COMPUTED BY LASD.
                                ;
004757 135 MANT:          MOV E,L           ;SAVE L PTR
004760 151                     MOV L,C           ;C PTR TO L
004761 176                     MOV A,M           ;LOAD INDEX WORD
004762 346 200                 ANI 128          ;SCARF SIGN
004764 153                     MOV L,E           ;RESTORE L PTR
004765 054                     INR L             ;L PTR 2
004766 054                     INR L
004767 054                     INR L           ;TO L
004770 137                     MOV E,A           ;SAVE S.GN IN E
004771 176                     MOV A,M
004772 346 177                 ANI 127          ;SCARF CHAR
004774 203                     ADD E           ;ADD SIGN
004775 167                     MOV M,A           ;STORE IT
004776 055                     DCR L             ;RESTORE
004777 055                     DCR L
005000 055                     DCR L           ;L PTR
005001 311                     RET

```

SUBROUTINE LASD

```

;
;
;
005002 315 171 014 LASD: CALL MSFH      ;UTILITY ROUTINE FOR LADS
005005 273                CMP E          ;CALCULATES TRUE OPER AND SGN
005006 332 064 012      JC ABCH          ;RETURNS ANSWER IN
005011 302 075 012      JNZ BBCH          ;FETCH MANT SIGNS, F IN A,D
005014 203                ADD E          ;COMPARE SIGNS
005015 332 042 012      JC BMIN          ;F,S- MEANS GO TO A BRANCH
005020 315 341 013      CALL AORS        ;F-S MEANS GO TO B BRANCH
005023 362 106 012      JP L000          ;SAME SIGN IF HERE, ADD SIGNS
005026 315 364 013 COM1: CALL DCMP        ;IF BOTH MINUS, WILL OVERFLOW
005031 332 124 012      JC L131          ;BOTH POS IF HERE
005034 302 110 012      JNZ L001          ;IF AN ADD, LOAD 0
005037 076 002          L002: MVI A,2      ;COMPARE F WITH S
005041 311                RET          ;S.GT.F,SO LOAD 131
005042 315 341 013 BMIN: CALL AORS        ;F.GT.S,SO LOAD 1
005045 362 116 012      JP L128          ;ERROR CONDITION, ZERO ANSWER
005050 315 364 013 COM2: CALL DCMP        ;CHECK FOR ADD OR SUB
005053 332 113 012      JC L003          ;ADD, SO LOAD 128
005056 302 121 012      JNZ L129         ;COMPARE F WITH S
005061 303 037 012      JMP L002          ;S.GT.F,SO LOAD 3
005064 315 341 013 ABCH: CALL AORS        ;F.GT.S,SO LOAD 129
005067 372 106 012      JM L000          ;ERROR
005072 303 026 012      JMP COM1         ;F,S- SO TEST FOR A/S
005075 315 341 013 BBCH: CALL AORS        ;SUBTRACT, SO LOAD 0
005100 372 116 012      JM L128          ;ADD, SO GO TO DCMP
005103 303 050 012      JMP COM2         ;F-S,SO TEST FOR A/S
005106 257                L000: XRA A          ;SUB
005107 311                RET          ;ADD
005110 076 001          L001: MVI A,1      ;
005112 311                RET          ;
005113 076 003          L003: MVI A,3      ;
005115 311                RET          ;
005116 076 200          L128: MVI A,128    ;
005120 311                RET          ;
005121 076 201          L129: MVI A,129    ;
005123 311                RET          ;
005124 076 203          L131: MVI A,131    ;
005126 311                RET          ;

;
;
;
SUBROUTINE LMCM
COMPARES THE MAGNITUDE OF
TWO FLOATING PNT NUMBERS
Z 1 IF ,C 1 IF F.LT.S.
;CHECK CHARS
;RETURN IF NOT EQUAL
;IF EQUAL, CHECK MANTS
005127 315 133 013 LMCM: CALL CCMP
005132 300                RNZ
005133 315 364 013      CALL DCMP
005136 311                RET
;
;

```

```

.....
:      **** MULTIPLY SUBROUTINE
.....
:
:      SUBROUTINE LMUL
:      FLOATING POINT MULTIPLY
:      L PTR X B PTR TO C PTR
:
005137 315 151 014 LMUL:  CALL    CSIGN      ;COMPUTE SIGN OF RESULT AND STORE IT
005142 315 332 012      CALL    ZCHK       ;CHECK FIRST OPERAND FOR ZERO
005145 312 257 013      JZ      WZERC      ;ZERO * ANYTHING = ZERO
005150 315 342 012      CALL    BCHK       ;CHECK SECOND OPERAND FOR ZERO
005153 312 257 013      JZ      WZERC      ;ANYTHING * ZERO = ZERO
005156 135              MOV    E,L         ;SAVE L PTR
005157 151              MOV    L,C         ;C PTR TO L
005160 315 035 013      CALL    DCLR      ;CLR PRODUCT MANT LOCS
005163 153              MOV    L,E         ;L PTR TO L
005164 026 030          MVI    D,24        ;LOAD NUMBER ITERATIONS
005166 315 370 012 KPGO:  CALL    DRST      ;SHIFT L PTR RIGHT
005171 332 244 012      JC      MADD      ;WILL ADD B PTR IF C :
005174 175              MOV    A,L         ;INTERCHANGE
005175 151              MOV    L,C         ;L AND
005176 117              MOV    C,A         ;C PTRS
005177 315 370 012 INTR:  CALL    DRST      ;SHIFT PRODUCT OVER
005202 175              MOV    A,L         ;INTERCHANGE
005203 151              MOV    L,C         ;L AND C PTRS BACK TO
005204 117              MOV    C,A         ;ORIGINAL
005205 025              DCR    D
005206 302 166 012      JNZ    KPGO      ;MORE CYCLES IF Z 0
005211 315 341 013      CALL    AORS      ;TEST IF RESULT IS NORMALIZED
005214 372 100 014      JM      LMCP      ;IF NORMALIZED GO COMPUTE CHAR
005217 135              MOV    E,L         ;SAVE LPTR IN E
005220 151              MOV    L,C         ;SET L=C PTR
005221 315 351 012      CALL    DLST      ;LEFT SHIFT RESULT TO NORMALIZE
005224 153              MOV    L,E         ;RESTORE LPTR
005225 315 114 013      CALL    CFCHE     ;OTHERWISE SET A=CHAR(H,L), E=CHAR(H,B)
005230 203              ADD    E           ;CHAR(RESULT) = CHAR(H,L) + CHAR(H,B)
005231 376 200          CPI    2000       ;CHECK FOR SMALLEST NEGATIVE NUMBER
005233 312 142 014      JZ      UFLWC     ;IF SO THEN UNDERFLOW
005236 326 001          SUI    !          ;SUBTRACT 1 TO COMPENSATE FOR NORMALIZE
005240 315 104 014      CALL    CCHK      ;CHECK CHARACTERISTIC AND STORE
005243 311              RET           ;RETURN

005244 175              MADD:  MOV    A,L         ;INTERCHANGE
005245 151              MOV    L,C         ;L AND
005246 117              MOV    C,A         ;C PTRS
005247 315 006 013      CALL    DADD      ;ACCUMULATE PRODUCT
005252 303 177 012      JMP    INTR

:      SUBROUTINE NORM

```

THIS SUBROUTINE WILL NORMALIZE A FLOATING POINT NUMBER, PRESERVING ITS ORIGINAL SIGN. WE CHECK FOR UNDERFLOW AND SET THE CONDITION FLAG APPROPRIATELY. (SEE ERROR RETURNS). THERE IS AN ENTRY POINT TO FLOAT A SIGNED INTEGER (FLOAT) AND AN ENTRY POINT TO FLOAT AN UNSIGNED INTEGER.

ENTRY POINTS:

NORM - NORMALIZE FLOATING PT NUMBER AT (H,L)
 FLOAT - FLOAT TRIPLE PRECISION INTEGER AT (H,L) PRESERVING SIGN BIT IN (H,L)+3
 OFXL - FLOAT UNSIGNED (POSITIVE) TRIPLE PRECISION AT (H,L)

REGISTERS ON EXIT:

A = CONDITION FLAG (SEE ERROR RETURNS)
 D,E = GARBAGE
 B,C,H,L = SAME AS ON ENTRY

```

005255 135      NORM:  MOV     E,L      ;SAVE L IN E
005256 315 101 013 NORM1: CALL    GCHAR    ;GET CHAR(H,L) IN A WITH SIGN EXTENDED
005261 127      MOV     D,A      ;SAVE CHAR IN D
005262 153      FXL1:  MOV     L,E      ;RESTORE L
005263 315 332 012 FXL2:  CALL    ZMCHK    ;CHECK FOR ZERO MANTISSA
005266 312 215 013 JZ      WZER      ;IF ZERO MANTISSA THEN ZERO RESULT
005271 176      REP6:  MOV     A,M      ;GET MOST SIGNIFICANT BYTE OF
                                ;MANTISSA
005272 267      ORA     A      ;SET FLAGS
005273 372 313 012 JM     SCHAR    ;IF MOST SIGNIFICANT BIT = 1 THEN
                                ;NUMBER IS NORMALIZED AND WE GO TO
                                ;STORE THE CHARACTERISTIC
                                ;OTHERWISE CHECK FOR UNDERFLOW
005276 172      MOV     A,D      ;COMPARE WITH MINIMUM CHAR
005277 376 300  CPI     MINCH    ;IF EQUAL THEN UNDERFLOW
005301 312 143 013 JZ      WUND      ;SHIFT MANTISSA LEFT
005304 315 351 012 CALL    DLST     ;DECREMENT CHARACTERISTIC
005307 025      DCR     D      ;LOOP AN TEST NEXT BIT
005310 303 271 012 JMP     REP6     ;STORE THE CHARACTERISTIC USING
005313 303 303 013 SCHAR: JMP     INCR3    ;THE SAME CODE AS THE INCREMENT

005316 135      OFXL:  MOV     E,L      ;ENTER HERE TO FLOAT UNSIGNED
                                ;INTEGER
                                ;FIRST SAVE L IN E
005317 054      INR     L      ;MAKE (H,L) POINT TO CHAR
005320 054      INR     L      ;MAKE (H,L) POINT TO CHAR
005321 054      INR     L      ;MAKE (H,L) POINT TO CHAR
005322 257      XRA     A      ;ZERO ACCUMULATOR
    
```

```

005323 167          MOV     M,A      ;STORE A PLUS (+) SIGN
005324 153          MOV     L,E      ;RESTORE L
005325 026 030     FLOAT:  MVI     D,24 ;ENTER HERE TO FLOAT INTEGER
                                           ;PRESERVING ORIGINAL SIGN IN (H,L)
                                           ;SET UP CHARACTERISTIC
005327 303 263 012     JMP     FXL2   ;GO FLOAT THE NUMBER
:
:
:
SUBROUTINE ZCHK
:
:   THIS ROUTINE SETS THE ZERO FLAG IF IT DETECTS
:   A FLOATING ZERO AT (H,L).
:
SUBROUTINE ZMCHK
:
:   THIS ROUTINE SETS THE ZERO FLAG IF IT DETECTS A
:   ZERO MANTISSA AT (H,L)
:
ZCHK:
005332 054     ZMCHK:  INR     L      ;SET L TO POINT LAST BYTE OF MANTISSA
005333 054     INR     L      ;SET L TO POINT TO LAST BYTE OF MANTISSA
005334 176     MOV     A,M      ;LOAD LEAST SIGNIFICANT BYTE
005335 055     DCR     L      ;L POINTS TO MIDDLE BYTE
005336 266     ORA     M      ;OR WITH LEAST SIGNIFICANT BYTE
005337 055     DCR     L      ;L POINTS TO MOST SIGNIFICANT BYTE
                                           ;OF MANTISSA (ORIGINAL VALUE)
005340 266     ORA     M      ;OR IN MOST SIGNIFICANT BYTE
005341 311     RET                    ;RETURNS WITH ZERO FLAG SET APPROPRIATELY
:
:
SUBROUTINE BCHK
:
:   THIS ROUTINE CHECKS (H,B) FOR FLOATING PT ZERO
:
005342 135     BCHK:  MOV     E,L      ;SAVE LPTR IN E
005343 150     MOV     L,B      ;SET L=BPTR
005344 315 332 012  CALL    ZCHK   ;CHECK FOR ZERO
005347 153     MOV     L,E      ;RESTORE L=LPTR
005350 311     RET                    ;RETURN
:
:
:
SUBROUTINE DLST
:   SHIFTS DBL WORD ONE PLACE LF
:
005351 054     DLST:  INR     L      ;/* TP
005352 054     INR     L      ;/* TP
005353 176     MOV     A,M      ;LOAD IT
005354 267     ORA     A      ;KILL CARRY
005355 027     RAL                    ;SHIFT IT LEFT
005356 167     MOV     M,A      ;STORE IT
005357 055     DCR     L

```

```

005360 176          MOV     A,M      ;LOAD IT

```

005361	027		RAL	;	SHIFT IT LEFT
					IF CARRY SET BY FIRST SHIFT
					IT WILL BE IN LSB OF SECOND
005362	167		MOV M,A		
005363	055		DCR L		;
005364	176		MOV A,M		****TP EXTENSION
005365	027		RAL		
005366	167		MOV M,A		;
005367	311		RET		****ALL DONE TP
					SUBROUTINE DRST
					SHIFTS DOUBLE WORD ONE PLACE
					TO THE RIGHT
					DOES NOT AFFECT 0
					;
					****TP MODIFIED RIGHT SHIFT TP
005370	135	DRST:	MOV E,L		;
005371	176		MOV A,M		LOAD FIRST WORD
005372	037		RAR		ROTATE IT RIGHT
005373	167		MOV M,A		STORE IT
005374	054		INR L		**** TP
005375	176		MOV A,M		LOAD SECOND WORD
005376	037		RAR		SHIFT IT RIGHT
005377	167		MOV M,A		STORE IT
005400	054		INR L		**** TP EXTENSION
005401	176		MOV A,M		
005402	037		RAR		
005403	167		MOV M,A		
005404	153		MOV L,F		;
005405	311		RET		****TP - ALL DONE TP
					SUBROUTINE DADD
					ADDS TWO DOUBLE PRECISION
					WORDS, C 1 IF THERE IS OVRFLW
					;
					SAVE BASE IN E
005406	135	DADD:	MOV E,L		
005407	150		MOV L,B		BASE 3 TO L
005410	054		INR L		BASE 4 TO L
005411	054		INR L		****TP
005412	176		MOV A,M		LOAD S MANTH
005413	153		MOV L,E		BASE TO L
005414	054		INR L		BASE 1 TO ..
005415	054		INR L		****TP
005416	206		ADD M		ADD TWO MANTH S
005417	167		MOV M,A		STORE ANSWER
005420	150		MOV L,B		****TP EXTENSION
005421	054		INR L		
005422	176		MOV A,M		
005423	153		MOV L,E		
005424	054		INR L		
005425	216		ADC M		
005426	167		MOV M,A		****TP - ALL DONE
005427	150		MOV L,B		BASE 3 TO L
005430	176		MOV A,M		MANTH OF S TO A
005431	153		MOV L,E		BASE TO L

```

005432 216          ADC M           ;ADD WITH CARRY
005433 167          MOV M,A         ;STORE ANSWER
005434 311          RET

:
:
:
SUBROUTINE DCLR
CLEARS TWO SUCCESSIVE
LOCATIONS OF MEMORY
DCLR:  XRA A
        MOV M,A
        INR L
        MOV M,A
        INR L           ;***TP EXTENSION
        MOV M,A         ;***TP ZERO 3
        DCR L           ;***TP - ALL DONE
        DCR L
        RET

:
:
:
/*****ALL NEW DSUB -- SHORTER***
SUBROUTINE DSUB
DOUBLE PRECISION SUBTRACT
DSUB:  MOV E,L         ;SAVE BASE IN E
        INR L
        INR L           ;***TP EXTENSION
        INR L           ;START WITH LOWS
        MOV A,M         ;GET ARG
        MOV L,B         ;NOW SET UP TO SUB
        INR L
        INR L
        SUB M           ;NOW DO IT
        MOV L,E         ;NOW MUST PUT IT BACK
        INR L
        INR L
        MOV M,A         ;PUT BACK
        DCR L           ;***TP - ALL DONE
        MOV A,M         ;GET LOW OF LOP
        MOV L,B         ;SET TO BOP
        INR L           ;SET TO BOP LOW
        SBB M           ;GET DIFF. OF LOWS
        MOV L,E         ;SAVE IN LOP LOW
        INR L           ;TO LOP LOW
        MOV M,A         ;INTO RAM
        DCR L           ;BACK UP TO LOP HIGH
        MOV A,M         ;GET LOP HIGH
        MOV L,B         ;SET TO BOP HIGH
        SBB M           ;SUB. WITH CARRY
        MOV L,E         ;SAVE IN LOP HIGH
        MOV M,A         ;INTO RAM
        RET           ;ALL DONE - MUCH SHORTER

:
:
SUBROUTINE GCHAR
:
:
:
THIS SUBROUTINE RETURNS THE CHARACTERISTIC OF
THE FLOATING POINT NUMBER POINTED TO BY (H,L)
IN THE A REGISTER WITH ITS SIGN EXTENDED INTO THE

```

```

:      LEFTMOST BIT.
:
:      REGISTERS ON EXIT:
:
:      A = CHARACTERISTIC OF (H,L) WITH SIGN EXTENDED
:      L = (ORIGINAL L) + 3
:      B,C,D,E,H = SAME AS ON ENTRY
:
005501 054      GCHAR:   INR     L           ;MAKE (H,L) POINT TO CHAR
005502 054      INR     L           ;MAKE (H,L) POINT TO CHAR
005503 054      INR     L           ;MAKE (H,L) POINT TO CHAR
005504 176      MOV     A,H         ;SET A=CHAR + MANTISSA SIGN
005505 346 177  ANI     177Q        ;GET RID OF MANTISSA SIGN BIT
005507 306 150  ADI     100Q       ;PROPAGATE CHAR SIGN INTO LEFTMOST BIT
005511 356 100  XRI     100Q       ;RESTORE ORIGINAL CHAR SIGN BIT
005513 311      RET              ;RETURN WITH (H,L) POINTING TO THE
:                                     ;CHAR = ORIGINAL (H,L)+3
:                                     ;SOMEONE ELSE WILL CLEAN UP

```

SUBROUTINE CFCHE

THIS SUBROUTINE RETURNS THE CHARACTERISTICS OF THE
 FLOATING POINT NUMBERS POINTED TO BY (H,L) AND
 (H,B) IN THE A AND E REGISTERS RESPECTIVELY,
 WITH THEIR SIGNS EXTENDED INTO THE LEFTMOST BIT.

REGISTERS ON EXIT:

A = CHARACTERISTIC OF (H,L) WITH SIGN EXTENDED
 E = CHARACTERISTIC OF (H,B) WITH SIGN EXTENDED
 B,C,H,L = SAME AS ON ENTRY
 D = A

```

005514 135      CFCHE:  MOV     E,L           ;SAVE LPTR IN E
005515 150      MOV     L,B           ;SET L = BPTR
005516 315 101 013  CALL    GCHAR        ;GET CHAR(H,B) WITH SIGN EXTENDED IN A
005521 153      MOV     L,E           ;RESTORE L = LPTR
005522 137      MOV     E,A         ;SET E=CHAR(H,B) WITH SIGN EXTENDED
005523 315 101 013  CALL    GCHAR        ;SET A=CHAR(H,L) WITH SIGN EXTENDED
005526 055      DCR     L           ;RESTORE L = LPTR
005527 055      DCR     L           ;RESTORE L = LPTR
005530 055      DCR     L           ;RESTORE L = LPTR
005531 127      MOV     D,A         ;SET D=A=CHAR(H,L) WITH SIGN EXTENDED
005532 311      RET

```

SUBROUTINE CCMP

THIS SUBROUTINE COMPARES THE CHARACTERISTICS OF
 FLOATING POINT NUMBERS POINTED TO BY (H,L) AND (H,B).


```

: THE ZERO FLIP-FLOP IS SET IF CHAR(H,L) EQUALS
: CHAR(H,B). IF CHAR(H,L) IS LESS THAN CHAR(H,B) THEN
: THE CARRY BIT WILL BE SET.
:
: REGISTERS ON EXIT:
:
: A = CHARACTERISTIC OF (H,L) WITH SIGN EXTENDED
: E = CHARACTERISTIC OF (H,B) WITH SIGN EXTENDED
: D = A
: B,C,H,L = SAME AS ON ENTRY
005533 315 114 013 CCMP: CALL CFCHE ;FETCH CHARACTERISTICS WITH SIGN EXTENDED
;INTO A (CHAR(H,L)) AND E (CHAR(H,B)) REGIS
005536 127 MOV D,A ;SAVE CHAR (H,L)
005537 223 SUB E ;SUBTRACT E (CHAR(H,B))
005540 027 RAL ;ROTATE SIGN BIT INTO CARRY BIT
005541 172 MOV A,D ;RESTORE A=CHAR(H,L)
005542 311 RET ;RETURN

```

ERROR RETURNS

THE FOLLOWING CODE IS USED TO RETURN VARIOUS
 ERROR CONDITIONS. IN EACH CASE A FLOATING POINT
 NUMBER IS STORED IN THE 4 WORDS POINTED TO BY (H,L)
 AND A FLAG IS STORED IN THE ACCUMULATOR.

CONDITION	FLAG	RESULT (+)	RESULT (-)
UNDERFLOW	377	000 000 000 100	000 000 000 300
OVERFLOW	177	377 377 377 077	377 377 377 277
INDEFINITE	077	377 377 377 077	377 377 377 277
NORMAL	000	XXX XXX XXX XXX	XXX XXX XXX XXX
NORMAL ZERO	000	000 000 000 100	(ALWAYS RETURNS +0)

ENTRY POINTS:

- WUND - WRITE UNDERFLOW
- WOVR - WRITE OVERFLOW
- WIND - WRITE INDEFINITE
- WZER - WRITE NORMAL ZERO

```

1 WFLT MACRO VMANT,VCHAR,VFLAG,LABEL ;WRITE FLOATING NUMBER
1
1 MVI D,VCHAR ;LOAD CHARACTERISTIC INTO D REGISTER
1 CALL WCHAR ;WRITE CHARACTERISTIC
1 LABEL:: MVI A,VMANT ;LOAD MANTISSA VALUE
;WE ASSUME HERE THAT ALL BYTES OF MANTISSA
;ARE THE SAME
1 CALL WMANT ;WRITE THE MANTISSA
1 MVI A,VFLAG ;SET ACCUMULATOR TO FLAG
1 ORA A ;SET FLAGS PROPERLY

```

```

;
; RETURN (WMANT RESTORED (H,L))
ENDM

;
; WUND: WFLT 0,00Q,377Q,UFLWI ;WRITE UNDERFLOW
005543 |          +
;
005543 | 026 100 + MVI D,00040H ;LOAD CHARACTERISTIC INTO D REGISTER
005545 | 315 237 013+ CALL WCHAR ;WRITE CHARACTERISTIC
005550 | 076 000 +UFLWI:: MVI A,00000H ;LOAD MANTISSA VALUE
; WE ASSUME HERE THAT ALL BYTES OF MANTISSA
; ARE THE SAME
005552 | 315 230 013+ CALL WMANT ;WRITE THE MANTISSA
005555 | 076 377 + MVI A,000FFH ;SET ACCUMULATOR TO FLAG
005557 | 267 + ORA A ;SET FLAGS PROPERLY
005560 | 311 + RET ;RETURN (WMANT RESTORED (H,L))
005561 |          +WOVR: WFLT 377Q,77Q,177Q,OFLWI ;WRITE OVERFLOW
;
005561 | 026 077 + MVI D,0003FH ;LOAD CHARACTERISTIC INTO D REGISTER
005563 | 315 237 013+ CALL WCHAR ;WRITE CHARACTERISTIC
005566 | 076 377 +OFLWI:: MVI A,000FFH ;LOAD MANTISSA VALUE
; WE ASSUME HERE THAT ALL BYTES OF MANTISSA
; ARE THE SAME
005570 | 315 230 013+ CALL WMANT ;WRITE THE MANTISSA
005573 | 076 177 + MVI A,0007FH ;SET ACCUMULATOR TO FLAG
005575 | 267 + ORA A ;SET FLAGS PROPERLY
005576 | 311 + RET ;RETURN (WMANT RESTORED (H,L))
005577 |          +WIND: WFLT 377Q,77Q,77Q,INDFI ;WRITE INDEFINITE
;
005577 | 026 077 + MVI D,0003FH ;LOAD CHARACTERISTIC INTO D REGISTER
005601 | 315 237 013+ CALL WCHAR ;WRITE CHARACTERISTIC
005604 | 076 377 +INDFI:: MVI A,000FFH ;LOAD MANTISSA VALUE
; WE ASSUME HERE THAT ALL BYTES OF MANTISSA
; ARE THE SAME
005606 | 315 230 013+ CALL WMANT ;WRITE THE MANTISSA
005611 | 076 077 + MVI A,0003FH ;SET ACCUMULATOR TO FLAG
005613 | 267 + ORA A ;SET FLAGS PROPERLY
005614 | 311 + RET ;RETURN (WMANT RESTORED (H,L))
;
; WZER: INR L ;WRITE NORMAL ZERO
005615 | 054 INR L ;
005616 | 054 INR L ;
005617 | 054 INR L ;
005620 | 066 100 MVI M,100Q ;STORE CHARACTERISTIC FOR ZERO
005622 | 257 XRA A ;ZERO ACCUMULATOR
005623 | 315 230 013 CALL WMANT ;STORE ZERO MANTISSA
005626 | 267 ORA A ;SET FLAGS PROPERLY
005627 | 311 RET ;RETURN
;
; ROUTINE TO WRITE MANTISSA FOR ERROR RETURNS
;
005630 | 055 WMANT: DCR L ;POINT LEAST SIGNIFICANT BYTE
; OF MANTISSA
005631 | 167 MOV M,A ;STORE LSBYTE OF MANTISSA

```

```

005632 055          DCR      L          ;POINT TO NEXT LEAST SIGNIFICANT BYTE
                                ;OF MANTISSA
005633 167          MOV      M,A       ;STORE NLSBYTE OF MANTISSA
005634 055          DCR      I          ;POINT TO MOST SIGNIFICANT BYTE
                                ;OF MANTISSA
005635 167          MOV      M,A       ;STORE MSBYTE OF MANTISSA
005636 311          RET                    ;RETURN (H,L) POINTS TO BEGINNING OF
                                ;FLOATING POINT RESULT
:
; ROUTINE TO WRITE CHARACTERISTIC FOR ERROR RETURNS
; NOTE: WE PRESERVE ORIGINAL MANTISSA SIGN
; ON ENTRY D CONTAINS NEW CHARACTERISTIC TO BE STORED.
:
005637 054          WCHAR:  INR      L          ;SET (H,L) TO POINT TO CHARACTERISTIC
005640 054          INR      L          ;PART OF ABOVE
005641 054          INR      L          ;PART OF ABOVE
005642 176          MOV      A,M       ;LOAD CHARACTERISTIC A
                                ;AND MANTISSA SIGN
005643 346 200      ANI      2000      ;JUST KEEP MANTISSA SIGN
005645 262          ORA      D          ;OR IN NEW CHARACTERISTIC
005646 167          MOV      M,A       ;STORE IT BACK
005647 311          RET                    ;RETURN WITH (H,L) POINT TO CHARACTERISTIC
                                ;OF RESULT
                                ;SOMEONE ELSE WILL FIX UP (H,L)
:
SUBROUTINE INDFC
:
THIS ROUTINE WRITES A FLOATING INDEFINITE, SETS
THIS WRITES WRITES A FLOATING POINT INDEFINITE
AT (H,C), SETS THE CONDITION FLAG AND RETURNS
:
005650 135          INDFC:  MOV      E,L     ;SAVE LPTR IN E
005651 151          MOV      E,C     ;SET L=CPTR SO (H,L)=ADDR OF RESULT
005652 315 177 013 CALL      WIND    ;WRITE INDEFINITE
005655 153          MOV      L,E     ;RESTORE L=LPTR
005656 311          RET                    ;RETURN
:
SUBROUTINE WZERC
:
THIS ROUTINE WRITES A NORMAL FLOATING POINT ZERO
AT (H,C), SETS THE CONDITION FLAG AND RETURNS
:
005657 135          WZERC:  MOV      E,L     ;SAVE LPTR IN E
005660 151          MOV      L,C     ;SET L=CPTR SO (H,L)=ADDR OF RESULT
005661 315 215 013 CALL      WZER    ;WRITE NORMAL ZERO
005664 153          MOV      L,E     ;RESTORE L=LPTR
005665 311          RET                    ;RETURN
:
SUBROUTINE INCR

```

```

:
:      THIS SUBROUTINE INCREMENTS THE CHARACTERISTIC
:      OF THE FLOATING POINT NUMBER POINTED TO BY (H,L).
:      WE TEST FOR OVERFLOW AND SET APPROPRIATE FLAG.
:      (SEE ERROR RETURNS).
:
:      REGISTERS ON EXIT:
:
:      A = CONDITION FLAG (SEE ERROR RETURNS)
:      D = CLOBBERED
:      B,C,H,L = SAME AS ON ENTRY
:
005666 315 101 013 INCR:  CALL    GCHAR    ;GET CHAR WITH SIGN EXTENDED
005671 376 077      CPI    MAXCH    ;COMPARE WITH MAX CHAR PERMITTED
005673 312 166 013      JZ     OFLWI    ;INCREMENT WOULD CAUSE OVERFLOW
005676 127      MOV    D,A      ;SAVE IT IN D
005677 024      INR    D      ;INCREMENT IT
005700 303 306 013      JMP    INCR2    ;JUMP AROUND ALTERNATE ENTRY POINT
005703 054      INCR3: INR    L      ;COME HERE TO STORE CHARACTERISTIC
005704 054      INR    L      ;POINT (H,L) TO CHAR
005705 054      INR    L      ;POINT (H,L) TO CHAR
005706 076 177      INCR2: MVI    A,177Q
005710 242      ANA    D      ;/KILL SIGN BIT
005711 127      MOV    D,A      ;/BACK TO D
005712 176      MOV    A,M      ;/NOW SIGN IT
005713 346 200      ANI    200Q    ;/GET MANTISSA SIGN
005715 262      ORA    D      ;/PUT TOGETHER
005716 167      MOV    M,A      ;/STORE IT BACK
005717 055      DCR    L      ;/NOW BACK TO BASE
005720 055      DCR    I      ;/***TP
005721 055      DCR    L
005722 257      SCCFG: XRA    A      ;SET SUCCESS FLAG
005723 311      RET

```

```

:
:      SUBROUTINE DECR
:
:      THIS SUBROUTINE DECREMENTS THE CHARACTERISTIC
:      OF THE FLOATING POINT NUMBER POINTED TO BY (H,L).
:      WE TEST FOR UNDERFLOW AND SET APPROPRIATE FLAG.
:      (SEE ERROR RETURNS).
:
:      REGISTERS ON EXIT:
:
:      A = CONDITION FLAG (SEE ERROR RETURNS)
:      D = CLOBBERED
:      B,C,H,L = SAME AS ON ENTRY
:
005724 315 101 013 DECR:  CALL    GCHAR    ;GET CHAR WITH SIGN EXTENDED
005727 376 300      CPI    MINCH    ;COMPARE WITH MIN CHAR PERMITTED
005731 312 150 013      JZ     UFLWI    ;DECREMENT WOULD CAUSE UNDERFLOW
005734 127      MOV    D,A      ;SAVE CHARACTERSTIC IN D

```

```

005735 025          DCR     D          ;DECREMENT CHARACTERISTIC
005736 303 306 013 JMP     INCR?       ;GO STORE IT BACK
;
;
;
;
005741 135          AORS:   MOV  E,L      ;SAVE BASE
005742 151          MOV  L,C      ;BASE 6 TO L
005743 176          MOV  A,M      ;LOAD IT
005744 267          ORA  A        ;SET FLAGS
005745 153          MOV  L,E      ;RESTORE BASE
005746 311          RET

;
;
;
;
005747 135          TSTR:   MOV  E,L      ;SAVE BASE
005750 151          MOV  L,C      ;C PTR TO L
005751 026 002     MVI  D,?      ;MASK TO D
005753 176          MOV  A,M      ;LOAD VALUE
005754 153          MOV  L,E      ;RESTORE BASE
005755 242          ANA  D        ;AND VALUE WITH MASK
005756 311          RET

;
;
;
;
005757 135          ACPR:   MOV  E,L      ;SAVE LPTR
005760 151          MOV  L,C      ;C PTR TO L
005761 167          MOV  M,A      ;STORE A
005762 153          MOV  L,E      ;RESTORE BASE
005763 311          RET

;
;
;
;
005764 176          DCMP:   MOV  A,M      ;NUM MANTA TO A
005765 135          MOV  E,L      ;SAVE BASE IN F
005766 150          MOV  L,B      ;BASE 3 TO L
005767 276          CMP  M        ;COMPARE WITH DEN MANTA
005770 153          MOV  L,E      ;RETURN BASE TO L
005771 300          RNZ         ;RETURN IF NOT THE SAME
005772 054          INR  L        ;L TO NUM MANTB
005773 176          MOV  A,M      ;LOAD IT
005774 150          MOV  L,B      ;DEN MANTB ADD TO L
005775 054          INR  L        ;BASE 4 TO L
005776 276          CMP  M
005777 153          MOV  L,E
006000 300          RNZ         ;***IP EXTENSION
006001 054          INR  L        ;NOW CHECK BYTE 3
006002 054          INR  L
006003 176          MOV  A,M      ;GET FOR COMPARE

```



```

:   REGISTERS ON EXIT:
:
:   A = CONDITION FLAG (SEE ERROR RETURNS)
:   D,E = GARBAGE
:   B,C,H,L = SAME AS ON ENTRY
:
:   REGISTERS ON ENTRY:
:
:   (H,B) = ADDRESS OF DIVISOR
:   (H,C) = ADDRESS OF QUOTIENT
:   (H,L) = ADDRESS OF DIVIDEND
006071 315 114 013 LDCP:  CALL  CFCH  ;SET E=CHAR(H,B), A=CHAR(H,L)
006074 223          SUB   E    ;SUBTRACT TO GET NEW CHARACTERISTIC
006075 303 104 014      JMP   CCHK ;GO CHECK FOR OVER/UNDERFLOW
:                                     ;AND STORE CHARACTERISTIC
:
:   SUBROUTINE LMCP
:
:   THIS SUBROUTINE COMPUTES THE CHARACTERISTIC
:   FOR THE FLOATING MULTIPLY ROUTINE.
:
:   REGISTERS ON EXIT:
:
:   A = CONDITION FLAG (SEE ERROR RETURNS)
:   D,F = GARBAGE
:   B,C,H,L = SAME AS ON ENTRY
:
:   REGISTERS ON ENTRY:
:
:   (H,B) = ADDRESS OF MULTIPLICAND
:   (H,C) = ADDRESS OF PRODUCT
:   (H,L) = ADDRESS OF MULTIPLIER
006100 315 114 013 LMCP:  CALL  CFCH  ;SET E=CHAR(H,B), A=CHAR(H,L)
006103 203          ADD   E    ;ADD TO GET NEW CHARACTERISTIC
:                                     ;NOW FALL INTO THE ROUTINE
:                                     ;WHICH CHECKS FOR OVER/UNDERFLOW
:                                     ;AND STORE CHARACTERISTIC
:
:   SUBROUTINE CCHK
:
:   THIS SUBROUTINE CHECKS A CHARACTERISTIC IN
:   THE ACCUMULATOR FOR OVERFLOW OR UNDERFLOW.
:   IT THEN STORES THE CHARACTERISTIC, PRESERVING
:   THE PREVIOUSLY COMPUTED MANTISSA SIGN.
:
:   REGISTERS ON ENTRY:

```

```

;      (H,L) = ADDRESS OF ONE OPERAND
;      (H,B) = ADDRESS OF OTHER OPERAND
;      (H,C) = ADDRESS OF RESULT
;      A     = NEW CHARACTERISTIC OF RESULT
;
; REGISTERS ON EXIT:
;
;      A = CONDITION FLAG (SEE ERROR RETURNS)
;      D,E = GARBAGE
;      B,C,H,L = SAME AS ON ENTRY
;
006104      CCHK:      ;ENTER HERE TO CHECK CHARACTERISTIC
006104      376 100      CPI      100Q      ;CHECK FOR 0 TO +63
006106      332 123 014  JC      STORC      ;JUMP IF OKAY
006111      376 200      CPI      200Q      ;CHECK FOR +64 TO +127
006113      332 133 014  JC      OFLWC      ;JUMP IF OVERFLOW
006116      376 300      CPI      300Q      ;CHECK FOR -128 TO -65
006120      332 142 014  JC      UFLWC      ;JUMP IF UNDERFLOW
006123      135          STORC:  MOV      E,L      ;SAVE L IN E
006124      151          MOV      L,C      ;LET L POINT TO RESULT
006126      127          MOV      D,A      ;SAVE CHARACTERISTIC IN D
006126      315 303 013  CALL     INCR3     ;STORE CHARACTERISTIC
006131      153          MOV      L,E      ;RESTORE L
006132      311          RET              ;RETURN
;
; SUBROUTINE OFLWC
;
; THIS ROUTINE WRITES A FLOATING POINT OVERFLOW AT (H,C)
; SETS THE CONDITION FLAG, AND RETURNS.
;
006133      135          OFLWC:  MOV      E,L      ;SAVE L IN E
006134      151          MOV      L,C      ;SET L=CPTR, SO (H,L)=ADDR OF RESULT
006135      315 161 013  CALL     WOVR      ;WRITE OUT OVERFLOW
006140      153          MOV      L,E      ;RESTORE L
006141      311          RET              ;RETURN
;
; SUBROUTINE UFLWC
;
; THIS ROUTINE WRITES A FLOATING POINT UNDERFLOW AT (H,C)
; SETS THE CONDITION FLAG, AND RETURNS.
;
006142      135          UFLWC:  MOV      E,L      ;SAVE L IN E
006143      151          MOV      L,C      ;SET L=CPTR, SO (H,L)=ADDR OF RESULT
006144      315 143 013  CALL     WUND      ;WRITE OUT UNDEFLOW
006147      153          MOV      L,E      ;RESTORE L
006150      311          RET              ;RETURN
;
; SUBROUTINE CSIGN
;
; THIS SUBROUTINE COMPUTES AND STORE THE MANTISSA
;

```


SIGN FOR THE FLOATING MULTIPLY AND DIVIDE ROUTINES

REGISTERS ON ENTRY:

(H,L) = ADDRESS OF ONE OPERAND
 (H,B) = ADDRESS OF OTHER OPERAND
 (H,C) = ADDRESS OF RESULT

REGISTERS ON EXIT:

A,D,E = GARBAGE
 B,C,H,L = SAME AS ON ENTRY

```

006151 315 171 014 CSIGN: CALL MSFH ;SET A-SIGN(H,L), E=SIGN(H,B)
006154 253 XRA E ;EXCLUSIVE OR SIGNS TO GET NEW SIGN
006155 315 161 014 CALL CSTR ;STORE SIGN INTO RESULT
006160 311 RET ;RETURN
    
```

SUBROUTINE CSTR
 STORES VALUE IN A IN
 CPTR 2
 PUTS LPTR IN E

```

006161 135 CSTR: MOV E,L ;SAVE LPTR IN E
006162 151 MOV I,C ;CPTR TO L
006163 054 INR I ;CPTR 2
006164 054 INR L ;TO L
006165 054 INR I ;***TP
006166 167 MOV M,A ;STORE ANSWER
006167 153 MOV L,E ;LPTR BACK TO L
006170 311 RET
    
```

SUBROUTINE MSFH

THIS SUBROUTINE FETCHES THE SIGNS OF THE MANTISSAS
 OF THE FLOATING POINT NUMBERS POINTED TO BY (H,L)
 AND (H,B) INTO THE A AND E REGISTERS RESPECTIVELY.

REGISTERS ON EXIT:

A = SIGN OF MANTISSA OF (H,L)
 E = SIGN OF MANTISSA OF (H,B)
 B,C,D,H,L = SAME AS ON ENTRY

```

006171 135 MSFH: MOV E,L ;SAVE LPTR
006172 150 MOV L,B ;BPTR TO L
006173 054 INR L ;BPTR 2
006174 054 INR L ;***TP
006175 054 INR L ;TO L
006176 176 MOV A,M ;BPTR 2->TO A
    
```

```

006177 346 200 ANI 128 ;SAVE MANT SIGN
    
```


006246	315 210 016	CALL COPY	;CPY TC INTRL REG1
006251	315 046 016	CALL GCHR	;PUT CHR IN A
006254	107	MOV B,A	;MAKE COPY
006255	346 200	ANI 200Q	;CK NEG
006257	302 031 015	JNZ ERSQ	
006262	170	MOV A,B	
006263	346 100	ANI 100Q	;CK NEG EXP
006265	170	MOV A,B	
006266	312 302 014	JZ EPOS	
006271	037	RAR	;DIV BY 2
006272	346 177	ANI 177Q	
006274	366 100	ORI 100Q	;SET SIGN BIT
006276	167	MOV M,A	;SAVE 1ST APPROX
006277	303 306 014	JMP AGN4	
006302	037	RAR	;DIV BY 2
006303	346 177	ANI 177Q	
006305	167	MOV M,A	;SAVE 1ST APPROX
006306	151	MOV L,C	;SET REGS
006307	171	MOV A,C	;TO COPY 1ST
006310	306 004	ADI 4	;APPROX
006312	117	MOV C,A	;INTO INTRL REG 2
006313	174	MOV A,H	;FRM INTRL REG1
006314	315 210 016	CALL COPY	
006317	171	MOV A,C	
006320	326 004	SUI 4	;MULTIPLY INTRL REG 1
006322	157	MOV C,A	
006323	101	MOV B,C	;TIMES INTRL REG2
006324	306 010	ADI 10Q	;PLACE RESULT IN
006326	117	MOV C,A	;INTRL REG 3
006327	315 137 012	CALL LMUL	
006332	171	MOV A,C	
006333	326 010	SUI 10Q	;COPY ORG INTO
006335	117	MOV C,A	;INTRL REG 1
006336	326 002	SUI 2	
006340	157	MOV L,A	
006341	156	MOV L,M	
006342	174	MOV A,H	
006343	315 210 016	CALL COPY	
006346	171	MOV A,C	
006347	306 010	ADI 10Q	;ADD INTRL
006351	157	MOV L,A	;REG3 TO
006352	101	MOV B,C	;INTRL REG1
006353	306 004	ADI 4	;ANS TO INTRL
006355	117	MOV C,A	;REG3
006356	315 134 011	CALL LADD	


```

006451 315 215 013          CALL WZER          ;WRITE ZERO
006454 315 031 016          CALL SIGN          ;SEND SPACE ON POS ZERO
;
;
006457 054                INR L                ;PNT TO DECIMAL EXPONENT
006460 054                INR L
006461 054                INR L
006462 054                INR L
006463 257                XRA A                ;SET IT TO ZERO
006464 167                MOV M,A
006465 303 227 015        JMP MDSKP          ;OUTPUT IT
006470 126                MOV D,M            ;/GET THE NUMBER TO CCNVERT
NNZRO:
006471 054                INR L
006472 106                MOV B,M
006473 054                INR L
006474 136                MOV E,M
006475 054                INR L            ;/4 WORD***TP
006476 176                MOV A,M            ;/***TP
006477 014                INR C            ;/OFFSET SCRATCH POINIER BY 2
006500 014                INR C
006501 151                MOV L,C            ;/L NOT NEEDED ANY MORE
006502 162                MOV M,D            ;/SAVE NUMBER IN SCRATCH
006503 054                INR L
006504 160                MOV M,B
006505 054                INR L
006506 163                MOV M,E            ;/***TP
006507 054                INR L            ;/***TP
006510 107                MOV B,A            ;/SAVE COPY OF CHAR & SIGN
006511 346 177            ANI 177Q          ;GET ONLY CHAR.
006513 167                MOV M,A            ;/SAVE ABS(NUMBER)
006514 376 100            CPI 100Q         ;CK FOR ZERO
006516 312 125 015        JZ NZRO
006521 326 001            SUI 1            ;/GET SIGN OF DEC. EXP
006523 346 100            ANI 100Q         ;/GET SIGN OF CHAR.
006525 007                NZRO: RLC          ;MOVE IT TO SIGN POSITION
006526 054                INR L            ;/MOVE TO DECIMAL EXP.
006527 167                MOV M,A            ;/SAVE SIGN OF EXP.
006530 170                MOV A,B            ;/GET MANT. SIGH BACK
006531 315 031 016        CALL SIGN          ;/OUTPUT SIGN
006534 056 235            MVI L,(TENS AND 377Q) ;/TRY MULT. OR DIV. BY 100000 FIRST
006536 315 172 016        CALL COPT          ;/MAKE A COPY IN RAM
006541 315 046 016        TSTB: CALL GCHR          ;/GET CHAR. OF NUMBER
006544 107                MOV B,A            ;/SAVE A COPY
006545 346 100            ANI 100Q         ;/GET ABSOLUTE VALUE OF CHAR
006547 170                MOV A,B            ;/INCASE PLUS
006550 312 156 015        JZ GOTV          ;/ALREADY PLUS
006553 076 200            MVI A,200Q        ;/MAKE MINUS INTO PLUS
006555 220                SUB B            ;/PLUS=200B-CHAR
006556 376 022            GOTV: CPI 22Q          ;/TEST FOR USE OF 100000
006560 372 174 015        JM TRY1          ;/WONT GO
006563 315 054 016        CALL MORD          ;/WILL GO SO DO IT

```

```

00656E 306 005          ADI 5           ;/INCREMENT DEC. EXPONENT BY 5
006570 167           MOV M,A        ;/UPDATE MEM
006571 303 141 015   JMP TSTB      ;/GO TRY AGAIN
006574 056 241       TRY1: MVI L,(TEN AND 3770) ;/NOW USE JUST TEN
006576 315 172 016   CALL COPT    ;/PUT IT IN RAM
006601 315 046 016   TS'1: CALL GCHR   ;/GET CHARACTERISTIC
006604 376 001       CPI 1         ;/MUST GET IN RANGE 1 TO 6
006606 362 222 015   JP OK!      ;/ATLEAST ITS 1 OR BIGGER
006611 315 054 016   MDGN: CALL MORD  ;/MUST MUL OF DIV BY 10
006614 306 001       ADI 1         ;/INCREMENT DECIMAL EXP.
006616 167           MOV M,A        ;/UPDATE MEM
006617 303 201 015   JMP TSTI    ;/NOW TRY AGAIN
006622 376 007       OK1:  CPI 7         ;/TEST FOR LESS THAN 7
006624 362 211 015   JP MDGN     ;/NOPE - 7 OR GREATER
006627 151           MDSKP:  MOV L,C   ;/SET UP DIGIT COUNT
006630 055           DCR L
006631 055           DCR L        ;/IN 1ST WORD OF SCRATCH
006632 066 005       MVI M,5      ;/5 DIGITS
006634 137           MOV E,A      ;/SAVE CHAR. AS LEFT SHIFT COUNT
006635 315 377 015   CALL LSFT   ;/SHIFT LEFT PROPER NUMBER
006640 376 012       CPI 120     ;/TEST FOR 2 DIGITS HERE
006642 362 122 016   JP TWOD    ;/JMP IF 2 DIGITS TO OUTPUT
006645 315 303 015   CALL DIGO   ;/OUTPUT FIRST DIGIT
006650 315 327 015   POPD:  CALL MULTT ;/MULTIPLY THE NUMBER BY 10
006653 315 303 015   INPOF:  CALL DIGO  ;/PRINT DIGIT IN A
006656 302 250 015   JNZ POPD   ;/MORE DIGITS?
006661 076 305       MVI A,305Q  ;/NO SO PRINT E
006663 315 060 000   CALL OTR   ;/BASIC CALL TO OUTPUT
006666 315 107 016   CALL GETEX ;/GET DECIMAL EXP
006671 107           MOV B,A      ;/SAVE A COPY
006672 315 031 016   CALL SIGN  ;/OUTPUT SIGN
006675 170           MOV A,B      ;/GET EXP BACK
006676 346 077       ANI 77Q    ;/GET GOOD BITS
006700 315 151 016   CALL CTWO  ;/GO CONVERT 2 DIGITS
006703 306 260       DIGO:  ADI 260Q   ;/MAKE A INTO ASCII
006705 315 050 000   CALL OTR   ;/OUTPUT DIGIT
006710 151           MOV L,C     ;/GET DIGIT COUNT
006711 055           DCR L      ;/BACK UP TO DIGIT COUNT
006712 055           DCR L
006713 176           MOV A,M     ;/TEST FOR DECIMAL PT
006714 376 005       CPI 5        ;/PRINT . AFTER 1ST DIGIT
006716 076 256       MVI A,256Q  ;/JUST IN CASE
006720 315 060 000   CZ OTR     ;/OUTPUT . IF 1ST DIGIT
006723 126           MOV D,M     ;/NOW DECREMENT DIGIT COUNT
006724 025           DCR D
006725 162           MOV M,D     ;/UPDATE MEM AND LEAVE FLOPS SET
006726 311           RET        ;/SERVES AS TERM FOR DIGO & CVRT
006727 036 001       MULTT: MVI E,1    ;/MULT. BY 10 (START WITH X2)
006731 315 377 015   CALL LSFT  ;/LEFT SHIFT 1 = X2
006734 151           MOV L,C     ;/SAVE X2 IN RESULT
006735 055           DCR L      ;/SET TO TOP OF NUMBER

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006736 171          MOV A,C          ;/SET C TO RESULT
006737 306 011     ADI 11Q
006741 117          MOV C,A          ;/NOW C SET RIGHT
006742 174          MOV A,H          ;/SHOW RAM TO RAM TRANSFER
006743 315 210 016 CALL COPY       ;/SAVE X2 FINALLY
006746 171          MOV A,C          ;/MUST RESET C
006747 326 011     SUI 11Q          ;/BACK TO NORMAL
006751 117          MOV C,A
006752 036 002     MVI E,2          ;/NOW GET (X2)X4=X8
006754 151          MOV L,C          ;/BUT MUST SAVE OVERFLOW
006755 055          DCR L
006756 315 003 016 CALL TLP2       ;/GET X8
006761 151          MOV L,C          ;/SET UP TO CALL DADD
006762 171          MOV A,C          ;/SET B TO X2
006763 306 012     ADI 12Q          ;/TO X2
006765 107          MOV B,A
006766 315 006 013 CALL DADD       ;/ADD TWO LOW WORDS
006771 055          DCR L          ;/BACK UP TO OVERFLOW
006772 176          MOV A,M          ;/GET IT
006773 150          MOV L,B          ;/NOW SET TO X2 OVERFLOW
006774 055          DCR L          ;/ITS AT B-1
006775 216          ADC M          ;/ADD WITH CARRY - CARRY WAS PRESERVED
006776 311          RET            ;/ALL DONE, RETURN OVERFLOW IN A
006777 151          MOV L,C          ;/SET PTR FOR LEFT SHIFT OF NUMBER
007000 055          DCR L          ;/BACK UP TO OVERFLOW
007001 257          XRA A          ;/OVERFLOW=0 1ST TIME
007002 167          MOV M,A          ;/SAVE OVERFLOW
007003 035          TLP2: DCR E       ;/TEST FOR DONE
007004 370          RM            ;/DONE WHEN E MINUS
007005 054          INR L          ;/MOVE TO LOW
007006 054          INR L
007007 054          INR L          ;/***TP EXTENSION
007010 176          MOV A,M          ;/SHIFT LEFT 4 BYTES
007011 027          RAL
007012 167          MOV M,A          ;/PUT BACK
007013 055          DCR L          ;/***TP - ALL DONE
007014 176          MOV A,M          ;/GET LOW
007015 027          RAL          ;/SHIFT LEFT 1
007016 167          MOV M,A          ;/RESTORE IT
007017 055          DCR L          ;/BACK UP TO HIGH
007020 176          MOV A,M          ;/GET HIGH
007021 027          RAL          ;/SHIFT IT LEFT WITH CARRY
007022 167          MOV M,A          ;/PUT IT BACK
007023 055          DCR L          ;/BACK UP TO OVERFLOW
007024 176          MOV A,M          ;/GET OVERFLOW
007025 027          RAL          ;/SHIFT IT LEFT
007026 303 002 016 JMP TLOOP       ;/GO FOR MORE
007031 346 200     SIGN: ANI 200Q    ;/GET SIGN BIT
007033 076 240     MVI A,240Q      ;/SPACE INSTEAD OF PLUS
007035 312 042 016 JZ PLSV        ;/TEST FOR +
007040 076 255     MVI A,255Q      ;/NEGATIVE

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007042 315 060 000 PLSV: CALL OUTH ;/OUTPUT SIGN
007045 311 RET
007046 151 GCHR: MOV L,C ;/GET CHARACTERISTIC
007047 054 GETA: INR I ;/MOVE TO IT
007050 054 INR I
007051 054 INR L ;/****P
007052 176 MOV A,M ;/FETCH INTO A
007053 311 RET ;/DONE
007054 315 107 016 MORD: CALL GETEX ;/MUL OR DIV DEPENDING ON EXP
007057 137 MOV E,A ;/SAVE DECIMAL EXP
007060 105 MOV B,L ;/SET UP TO MULT OR DIV
007061 004 INR B ;/NOW BOP POINTER SET
007062 151 MOV L,C ;/L POINTS TO NUMBER TO CONVERT
007063 171 MOV A,C ;/POINT C AT #RESULT# AREA
007064 306 011 ADI 11Q ;/IN SCRATCH
007066 117 MOV C,A ;/NOW C SET RIGHT
007067 173 MOV A,E ;/NOW TEST FOR MUL
007070 346 200 ANI 200Q ;/TEST NEGATIVE DEC. EXP.
007072 312 114 016 JZ DIVIT ;/IF EXP IS + THEN DIVIDE
007075 315 137 012 CALL LMUL ;/MULT.
007100 171 FINUP: MOV A,C ;/SAVE LOC. OF RESULT
007101 115 MOV C,L ;/C=LOC OF NUMBER (IT WAS DESTROYED)
007102 157 MOV L,A ;/SET L TO LOC. OF RESULT
007103 174 MOV A,H ;/SHOW RAM TO RAM TRANSFER
007104 315 210 016 CALL COPY ;/MOVE RESULT TO NUMBER
007107 151 GETEX: MOV L,C ;/NOW GET DECIMAL EXP
007110 054 INR L
007111 303 047 016 JMP GETA ;/USE PART OF GCHR
007114 315 000 011 DIVIT: CALL LDIV ;/DIVIDE
007117 303 100 016 JMP FINUP
007122 315 151 016 TWOD: CALL CTWO ;/CONVERT TO 2 DIGITS
007125 107 MOV B,A ;/SAVE ONES DIGIT
007126 315 107 016 CALL GETEX ;/GET DECIMAL EXP
007131 137 MOV E,A ;/SAVE A COPY
007132 346 200 ANI 200Q ;/TEST FOR NEGATIVE
007134 312 145 016 JZ ADDI ;/BUMP EXP BY 1 SINCE 2 DIGITS
007137 035 DCR E ;/DECREMENT NEGATIVE EXP SINCE 2 DIGITS
007140 163 FINIT: MOV M,E ;/RESTORE EXP WITH NEW VALUE
007141 170 MOV A,B ;/NOW DO 2ND DIGIT
007142 303 253 015 JMP INPOP ;/GO OUT 2ND AND REST FO DIGITS
007145 034 ADDI: INR E ;/COMPENSATE FOR 2 DIGITS
007146 303 140 016 JMP FINIT
007151 036 377 CTWO: MVI E,377Q ;/CONVERT 2 DIGIT BIN TO BCD
007153 034 LOOP: INR E ;/ADD UP TENS DIGIT
007154 326 012 SUI 12Q ;/SUBTRACT 10
007156 362 153 016 JP LOOP ;/TILL NEGATIVE RESULT
007161 306 012 ADI 12Q ;/RESTORE ONES DIGIT
007163 107 MOV B,A ;/SAVE ONES DIGIT
007164 173 MOV A,E ;/GET TENS DIGIT
007165 315 303 015 CALL DIGO ;/OUTPUT IT
007170 170 MOV A,B ;/SET A TO 2ND DIGIT

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007171 311          RET
007172 171          COPT:  MOV A,C          ;/COPY FROM IO N TO RAM
007173 306 005      ADI 5
007175 117          MOV C,A          ;/SET C TO PLACE TO PUT
007176 076 016      MVI A,(TEN5/256)
007200 315 210 016  CALL COPY          ;/COPY IT
007203 171          MOV A,C          ;/NOW RESET C
007204 326 005      SUI 5
007206 117          MOV C,A          ;/ITS RESET
007207 311          COPY:  PRT
007210 104          MOV B,H          ;/SAVE RAM H
007211 147          MOV H,A          ;/SET TO SOURCE H
007212 176          MOV A,M          ;/GET 4 WORDS INTO THE REGS.
007213 054          INR L
007214 126          MOV D,M
007215 054          INR L
007216 136          MOV E,M
007217 054          INR L
007220 156          MOV L,M          ;/LAST ONE ERASES L
007221 140          MOV H,B          ;/SET TO DESTINATION RAM
007222 105          MOV B,L          ;/SAVE 4TH WORD IN B
007223 151          MOV L,C          ;/SET TO DESTINATION
007224 167          MOV M,A          ;/SAVE FIRST WORD
007225 054          INR L
007226 176          MOV A,M          ;/SAVE THIS WORD IN A (INPUT SAVES C HERE)
007227 162          MOV M,D          ;/NOW PUT 2ND WORD
007230 054          INR L
007231 163          MOV M,L
007232 054          INR L
007233 160          MOV M,B          ;/ALL 4 COPIED NOW
007234 311          RET          ;/ALL DONE

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```

007235 303 120 000  TEN5:  DB 303Q,120Q,0Q,21Q ;/303240(8) = 100000.
007241 240 000 000  TEN:   DB 240Q,0Q,0Q,4Q  ;/12(8) = 10

```

SCRATCH MAP FOR I/O CONVERSION ROUTINES

RELATIVE TO (C+2)USE

```

: C-2          DIGIT COUNT
: C-1          OVERFLOW
: C           HIGH NUMBER - MANTISSA
: C+1         LOW NUMBER
: C+2         CHARACTERISTIC
: C+3         DECIMAL EXPONEXT (SIGN & MAG.)
: C+4         TEN**N
: C+5         TEN**N
: C+6         TEN**N
: C+7         RESULT OF MULT & DIV
: C+8         AND TEMP FOR X2
: C+9         □      □

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```

:          C+13          L FOR NUMBER TO GO INTO (INPUT ONLY)
:          C+11          DIGIT JUST INPUT (INPUT ONLY)
:
:          *****BEGIN INPUT*****
:
007245 076 277   ERR:   MVI A,277Q          ;ERROR IN INPUT
007247 315 060 000   CALL OTR          ;/SEND A ?(SPACE)
007252 076 240          MVI A,240Q
007254 315 060 000   CALL OTR          ;/OUTPUT SPACE
007257 303 272 016   JMP PRMT         ;/GO PROMPT USER AND RESTART
:
:          .....
:          /// 4 1/2 DIGIT INPUT ROUTINE
:          .....
:
:          ;L POINTS TO WHERE TO PUT INPUT NUMBER
:          ;C POINTS TO 13(10) WORDS OF SCRATCH
:
007262 105          INPUT:  MOV B,L          ;/SAVE ADDRESS WHERE DATA IS TO GO
007263 171          MOV A,C          ;/IN SCRATCH
007264 306 017     ADI 17Q          ;/COMPUTE LOC. IN SCRATCH
007266 157          MOV L,A
007267 160          MOV M,B          ;/PUT IT
007270 014          INR C          ;/OFFSET SCRATCH POINTER
007271 014          INR C          ;/BY 2
007272 076 272     PRMT:   MVI A,272Q      ;/PROMPT USER WITH :
007274 315 060 000   CALL OTR          ;/OUTPUT :
007277 315 305 017   CALL ZROIT        ;/ZERO NUMBER
007302 054          INR L          ;/AND ZERO
007303 167          MOV M,A          ;/DECIMAL EXPONENT
007304 315 142 017   CALL GNLM        ;/GET INTEGER PART OF NUM
007307 376 376     CPI 376Q        ;/TERM=.?
007311 312 034 017   JZ DECPT        ;/YES
007314 376 025     TSTEX:  CPI 25Q        ;/TEST FOR E
007316 312 061 017   JZ INEXP        ;/YES - HANDLE EXP
007321 376 360     CPI 360Q        ;/TEST FOR SPACE TERM (240B-260B)
007323 302 245 016   JNZ ERR        ;/NOT LEGAL TERM
007326 315 253 017   CALL FLTSGN      ;/FLOAT AND SIGN IT
007331 315 107 016   SCALE:  CALL GETEX      ;/GET DECIMAL EXP
007334 346 177     ANI 177Q        ;/GET GOOD BITS
007336 137          MOV E,A          ;/SAVE COPY
007337 346 100     ANI 100Q        ;/GET SIGN OF EXP
007341 007          RLC          ;/INTO SIGN BIT
007342 267          ORA A          ;/SET FLOPS
007343 107          MOV B,A          ;/SAVE SIGN
007344 173          MOV A,E          ;/GET EXP BACK
007345 312 353 016   JZ APLS        ;/JMP IS +
007350 076 200     MVI A,200Q      ;/MAKE MINUS +

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007352 223          SUB E           ;/NOW ITS +
007353 200          APLS:  ADD B           ;/SIGN NUMBER
007354 167          MOV M,A          ;/SAVE EXP (SIGN & MAG.)
007355 056 235     MVI L,(TENS AND 377Q) ;/TRY MORD WITH 10**5 FIRST
007357 315 172 016 CALL COPT        ;/TRANSFER TO RAM
007362 315 107 016 CALL GETEX       ;/GET DECIMAL EXP
007365 346 077     INT5: ANI 77Q       ;/GET MAG. OF EXP
007367 376 005     CPI 5Q          ;/TEST FOR USE OF 10**5
007371 372 005 017 JM TRYTN         ;/WONT GO - TRY !O
007374 315 054 016 CALL MORD        ;/WILL GO SO DO IT
007377 326 005     SUI 5Q          ;/MAG = MAG -5
007401 167          MOV M,A          ;/UPDATE DEC. EXP IN MEM
007402 303 365 016 JMP INT5         ;/GO TRY AGAIN
007405 056 241     TRYTN: MVI L,(TEN AND 377Q) ;/PUT TFN IN RAM
007407 315 172 016 CALL COPT
007412 315 107 016 CALL GETEX       ;/SET UP FOR LOOP
007415 346 077     INT1: ANI 77Q       ;/GET MAGNITUDE
007417 267          ORA A           ;/TEST FOR 0
007420 312 257 017 JZ SAVEN        ;/DONE, MOVE NUM OUT AND GET OUT
007423 315 054 016 CALL MORD        ;/NOT DONE - DO !O
007426 326 001     SUI !Q          ;/EXP = EXP - !
007430 167          MOV M,A          ;/UPDATE MEM
007431 303 015 017 JMP INT1         ;/TRY AGAIN
007434 151          DECP:  MOV L,C       ;/ZERO DIGIT COUNT
007435 055          DCR L           ;/SINCE ITS NECESSARY
007436 055          DCR L           ;/TO COMPUTE EXP.
007437 066 000     MVI M,0         ;/ZEROED
007441 315 245 017 CALL EPI        ;/GNUM IN MIDDLE
007444 137          MOV E,A          ;/SAVE TERMINATOR
007445 151          MOV L,C         ;/MOVE DIGIT COUNT TO EXP
007446 055          DCR L           ;/BACK UP TO DIGIT COUNT
007447 055          DCR ..
007450 106          MOV B,M         ;/GOT DIGIT COUNT
007451 315 107 016 CALL GETEX       ;/SET L TO DEC. EXP
007454 160          MOV M,B         ;/PUT EXP
007455 173          MOV A,E         ;/TERM BACK TO A
007456 303 314 016 JMP TSTEX       ;/TEST FOR E+OR-XX
007461 315 253 017 INEXP: CALL FLTSGN    ;/FLOAT AND SIGN NUMBER
007464 315 257 017 CALL SAVEN      ;/SAVE NUMBER IN (L) TEMP
007467 315 305 017 CALL ZROIT     ;/ZERO OUT NUM. FOR INPUTTING EXP
007472 315 142 017 CALL GNUM      ;/NOW INPUT EXPONENT
007475 376 360     CPI 360Q       ;/TEST FOR SPACE TERM.
007477 302 245 016 JNZ ERR         ;/NOT LEGAL - TRY AGAIN
007502 151          MOV L,C         ;/GET EXP OUT OF MEM
007503 054          INR L           ;/***TP
007504 054          INR L           ;/EXP LIMITED TO 5 BITS
007505 176          MOV A,M         ;/GET LOWEST 8 BITS
007506 346 037     ANI 37Q        ;/GET GOOD BITS
007510 107          MOV B,A         ;/SAVE THEM
007511 054          INR L           ;/GET SIGN OF EXP
007512 176          MOV A,M         ;/INTO A

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007513	267		ORA A	;/SET FLOPS
007514	170		MOV A,B	;/INCASE NOTHING TO DO
007515	372 123 017		JM USEIT	;/IF NEG. USE AS +
007520	076 000		MVI A,00	;/IF + MAKE -
007522	220		SUB B	;/0-X = -X
007523	054	USEIT:	INR L	;/POINT AT EXP
007524	206		ADD M	;/GET REAL DEC. EXP
007525	167		MOV M,A	;/PUT IN MEM
007526	171		MOV A,C	;/NOW GET NUMBER BACK
007527	306 015		ADI 15Q	;/GET ADD OF L
007531	157		MOV L,A	;/L POINTS TO L OF NUMBER
007532	156		MOV L,M	;/NOW L POINTS TO NUMBER
007533	174		MOV A,H	;/RAM TO RAM COPY
007534	315 210 016		CALL COPY	;/COPY IT BACK
007537	303 331 016		JMP SCALE	;/NOW ADJUST FOR EXP
007542	315 333 000	GNUM:	CALL INP	;/GET A CHAR
007545	376 240		CPI 240Q	;/IGNORE LEADING SPACES
007547	312 142 017		JZ GNUM	
007552	376 255		CPI 255Q	;/TEST FOR -
007554	302 170 017		JNZ TRYP	;/NOT MINUS
007557	151		MOV L,C	;/MINUS SO SET SIGN
007560	054		INR L	;/IN CHAR LOC.
007561	054		INR L	;/***TP
007562	054		INR L	
007563	066 200		MVI M,200Q	;/SET - SIGN
007565	303 142 017		JMP GNUM	
007570	376 253	TRYP:	CPI 253Q	;/IGNORE +
007572	312 142 017		JZ GNUM	
007575	326 260	TSTN:	SUI 260Q	;/STRIP ASCII
007577	370		RM	;/RETURN IF TERM
007600	376 012		CPI 12Q	;/TEST FOR NUMBER
007602	360		RP	;/ILLEGAL
007603	137		MOV E,A	;/SAVE DIGIT
007604	315 277 017		CALL GETN	;/LOC. OF DIGIT STORAGE TO L
007607	163		MOV M,E	;/SAVE DIGIT
007610	315 327 015		CALL MULTT	;/MULT NUMBER BY 10
007613	267		ORA A	;/TEST FOR TOO MANY DIGITS
007614	300		RNZ	;/TOO MANY DIGITS
007615	315 277 017		CALL GETN	;/GET DIGIT
007620	151		MOV L,C	;/SET L TO NUMBER
007621	054		INR L	
007622	054		INR L	;/***TP
007623	206		ADD M	;/ADD IN THE DIGIT
007624	167		MOV M,A	;/PUT RESULT BACK
007625	055		DCR L	;/NOW DO HIGH
007626	176		MOV A,M	;/GET HIGH TO ADD IN CARRY
007627	316 000		ACI 0Q	;/ADD IN CARRY
007631	167		MOV M,A	;/UPDATE HIGH
007632	055		DCR L	;/***TP EXTENSION
007633	176		MOV A,M	
007634	316 000		ACI 0Q	;/ADD IN CARRY

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007636 167          MOV M,A          ;/***TP ALL DONE
007637 330          RC              ;/OVERFLOW ERROR
007640 055          DCR L           ;/BUMP DIGIT COUNT NOW
007641 055          DCR L
007642 106          MOV B,M         ;/GET DIGIT COUNT
007643 004          INR B           ;/BUMP DIGIT COUNT
007644 160          MOV M,B         ;/UPDATE DIGIT COUNT
007645 315 333 000 EP1: CALL INP      ;/GET NEXT CHAR
007650 303 175 017 JMP TSTN       ;/MUST BE NUM. OR TERM
007653 151          FLTSGN: MOV L,C   ;/POINT L AT NUMBER TO FLOAT
007654 303 325 012 JMP          ;/GO FLOAT IT
007657 171          SAVEN: MOV A,C   ;/PUT NUMBER IN (L)
007660 306 015     ADI 15Q         ;/GET ADD OF L
007662 157          MOV L,A
007663 136          MOV E,M         ;/GET L OF RESULT
007664 153          MOV L,E         ;/POINT L AT (L)
007665 054          INR L           ;/SET TO 2ND WORD TO SAVE C
007666 161          MOV M,C         ;/SAVE C IN (L) +1 SINCE IT WILL BE DESTROYED
007667 151          MOV L,C         ;/SET UP TO CALL COPY
007670 113          MOV C,E         ;/NOW L&C SET
007671 174          MOV A,H         ;/RAM TO RAM COPY
007672 315 210 016 CALL COPY      ;/COPY TO L
007675 117          MOV C,A         ;/(L)+1 RETURNED HERE SO SET AS C
007676 311          RET            ;/NOW EVERYTHING HUNKY-DORRY
007677 171          GETIN: MOV A,C   ;/GET DIGIT
007700 306 016     ADI 16Q         ;/LAST LOC. IN SCRATCH
007702 157          MOV L,A         ;/PUT IN L
007703 176          MOV A,M         ;/GET DIGIT
007704 311          RET
007705 151          ZROIT: MOV L,C   ;/ZERO NUMBER
007706 257          XRA A
007707 167          MOV M,A         ;/***TP
007710 054          INR L           ;/***TP
007711 167          MOV M,A
007712 054          INR L
007713 167          MOV M,A
007714 054          INR L         ;/NOW SET SIGN TO +
007715 167          MOV M,A
007716 311          RET            ;/DONE
          END

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NO PROGRAM ERRORS

SYMBOL TABLE

* 01

A	000007	ABCH	005064	ACPR	005757	ADD1	007145
ADDP	004737	ADDZ	00472E	AGN4	006306	ALDN	006421
AORS	005741	APLS	007353	B	000000	BBCB	005075
BCHK	005342	BCTL	006215	BMIN	005042	C	000001
CCHK	006104	CCMP	005533	CFCH	005514	COM1	005026
COM2	005050	COPT	007172	COPY	007210	CPIN	004515
CSIGN	006151	CSTR	006161	CTWQ	007151	CVRT	006440 *
D	000002	DADD	005406	DCLR	005435	DCMP	005764
DECP	007434	DECR	005724 *	DFXL	005316 *	DIGO	006703
DIVIT	007114	DLST	005351	DRST	005370	DSQRT	006232 *
DSUB	005446	DTST2	004422	E	000003	ENT1	006020
ENT2	006012	EPI	007645	EPOS	006302	EQ02	004634
EQUL	004624 *	ERR	007245	ERSQ	006431	FINIT	007140
FINUP	007100	FLOAT	005325	FLTSG	007653	FXL1	005262 *
FXL2	005263	GCHAR	005501	GCHR	007046	GETA	007047
GETEX	007107	GETN	007677	GNUM	007542	GOON	004473
GOTV	006556	H	000004	INCR	005666	INCR2	005706
INCR3	005703	INDF1	005604 *	INDFC	005650	INEXP	007461
INP	000333	INPOP	006653	INPUT	007262 *	INT1	007415
INT5	007365	INTR	005177	KPGO	005166	L	000005
L000	005106	L001	005110	L002	005037	L003	005113
L128	005116	L129	005121	L131	005124	LADD	004534
LADS	004542	LASD	005002	LDCP	006071	LDIV	004400
LLTB	004577	LMCM	005127 *	LMCP	006100	LMUL	005137
LOOP	007153	LSFT	006777	LSUB	004540 *	LXFR	006044
M	000006	MADD	005244	MANT	004757	MAXCH	000077
MDGN	006611	MDSKP	006627	M!NCH	000300	MORD	007054
MSFH	006171	MULTI	006727	NCHK	004604	NNZRO	006470
NORM	005255	NORM1	005256 *	NOT0	004652	NZRO	006525
OFLW1	005566	OFLWC	006133	OK1	006622	OUTR	000060
OVER	006027	PLSV	007042	POPD	006650	PRMT	007272
PSW	000006	REP3	004447	REP5	006046	REP6	005271
SAVEN	007657	SCALE	007331	SCCFG	005722	SCHAR	005313
SH10	004614	SIGN	007031	SP	000006	STORC	006123
SUBZ	004671	TEN	007241	TEN5	007235	TLOOP	007002
TLP2	007003	TRY1	006574	TRYP	007570	TRYTN	007405
TST1	006601	TST8	006541	TSTEX	007314	TSTN	007575
TSTR	005747	TWOD	007122	UFLW1	005550	UFLWC	006142
USEJT	007523	WCHAR	005637	WFLT	001607	WIND	005577
WMANT	005630	WOVR	005561	WUND	005543	WZER	005615
WZERC	005657	ZCHK	005332	ZMCHK	005332	ZROIT	007705

* 02

* 03

* 04

RAC/gw