

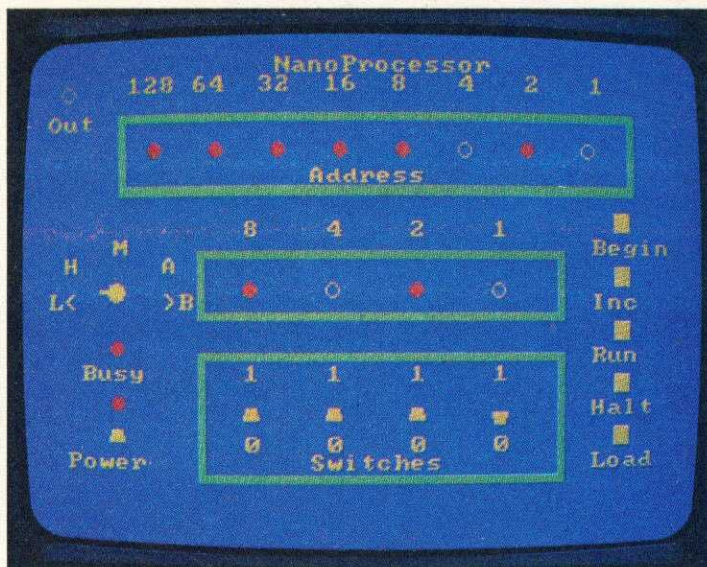


The NanoAssembler

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This companion to NanoProcessor shows you how an assembler can provide easy access to machine language—by translating simple instructions into the computer's native tongue.

In the last issue (*HCM* Vol. 5, No. 5), we presented *NanoProcessor*, a program that introduced the concepts of machine-language programming. This program demonstrated how a microprocessor works at its most fundamental level. Although entering and running simple programs on the *NanoProcessor* can be fun, longer and more complicated machine-language routines are another story. Even with short programs, you probably discovered what a time-consuming and error-prone process it can be to enter machine language one bit at a time.



Our *NanoAssembler* package consists of two BASIC programs: the *NanoEditor* and the *NanoAssembler*. The *NanoEditor* is a simple text editor that lets you enter your program as source code and save it to disk (or alternatively tape on the Atari, Commodore, and TI computers). *NanoAssembler* can then read and translate that file into a corresponding file of object code, which you can save to disk or tape. You can then load the object code into the *NanoProcessor* and run it.

Creating A Program

We will use Sample Program 1 to demonstrate how the *NanoEditor* and the *NanoAssembler* work. To start, Load and RUN The *NanoEditor*. You begin with this menu:

- 1) EDIT
- 2) FILES
- 3) PRINT
- 4) EXIT

Choose the Edit option, which allows you to create and modify files. The *Editor* now displays the command prompt: CMD. You may enter one of 5 single-letter commands:

Command	Function
A	Add a line of text
E	Edit a line of text
D	Delete a line of text
I	Insert a line of text
L	List

To begin creating a new file—in this case Sample Program 1—press A. In response, the *Editor* displays line 001, with a flashing cursor waiting for your input. For each line of source code, the *Editor* provides a line number ranging from 001 to 200. When you enter the Add-a-line mode, the program always displays the cursor on a new line of source code—one line past the last line in memory. You can automatically advance to the next line by pressing [ENTER] or [RETURN]. To exit the Add-a-line mode, press the [ESCAPE] key (see your computer's Control Capsule if your machine does not have an Escape key).

To alleviate the difficulties involved in working with machine language, early computer users created programs called "assemblers." An assembler is a human-to-machine translator. It operates from a "dictionary" of mnemonics (a combination of letters that humans can understand), translating these mnemonics into the numbers of machine code. Using assemblers, you can write a program with the more easily remembered mnemonics, and let the computer create the actual machine language (the ones and zeros).

Thus, we present the *NanoAssembler*; a program that will teach you how to use assemblers. With the *NanoAssembler*, you will be able to write long, complicated programs for the *NanoProcessor* much more easily than you would using machine language.

Source Code To Object Code

You may find that many people refer to "assembly-language programs" and "machine-language programs" interchangeably, as though they were the same thing. Actually, an assembly-language program is a text file—known as a "source file"—that the computer cannot execute directly. It is simply a series of text lines comprising mnemonics, numbers, and labels. Before the computer can run such a program, the source file must be "assembled" or translated into a machine-language file—also known as an "object file."

Take a look at Sample Program 1, which you can load and run on the *NanoProcessor*. You may recognize this program, as it is identical to Sample Program 1 in the last issue. The two left-most columns, entitled Addr and Code, contain the machine language, (object code), which makes up the program. You can enter this object code bit by bit, or you can enter the more easily read and (with some training) understood assembly language (source code), contained in the Line, Label, Mnemonic, and Remark columns. The Remark column is like a REM statement in BASIC. It makes the program much easier to read and understand.

the Print option, just select it from the main menu (3). After you save (and print) the source file, select the Exit option from the main menu. The program gives you a chance to change your mind before ending, so you don't need to worry about losing the program in memory due to an erroneous keypress.

Now it is time to load and RUN the *NanoAssembler*. The program prompts you to load your source file for assembly. As the program translates your source code into machine code, it lists the source file, the addresses, and object code to either the screen or a printer (if you have one).

Passing Through

The actual assembly of the program occurs in two steps, or "passes." Thus, the *NanoAssembler* is a "two-pass" assembler. The first pass does most of the work, determining the correct machine-language instructions and the instruction addresses. However, sorting out labels requires a second pass because, until it identifies all address labels, the program may not know the exact address of each instruction.

Try assembling Sample Program 1. If you have entered it correctly, the *NanoAssembler* should output the assembled version, as shown in Figure 1, to the screen or printer. If you have made an error in entering the program into the *NanoEditor*, the *NanoAssembler* informs you of the line number in the source code that contains the error, and states the type of error. For example, if in line 1 you enter LDA #3 instead of LDA# 3, when you try to assemble the program the computer displays the error: ILLEGAL USE OF LABEL IN LINE 1. Here, the computer interprets the code as a Load A *addr* instruction (object code=2), instead of a Load A immediate instruction (object code = 1). Then, when the computer evaluates the "label" #3, it finds that the label is illegal because it does not begin with a letter.

Figure 1: Instruction Set

Dec.	Binary	Nibbles per Instr.	Mnemonic	Flags* affected C Z	Function
0	%0000	1	ADD	Y Y	Add the contents of B register to the contents of A register—result in A.
1	%0001	2	LDA#	N Y	Load A with number following instruction.
2	%0010	3	LDA <i>addr</i>	N Y	Load A with number at location specified by <i>addr</i> .
3	%0011	3	STA <i>addr</i>	N N	Store the contents of A at location specified by <i>addr</i> .
4	%0100	1	TAB	N N	Transfer contents of A to B.
5	%0101	1	TBA	N Y	Transfer contents of B to A.
6	%0110	1	RRC	Y Y	Rotate A right one bit through carry.
7	%0111	1	RLC	Y Y	Rotate A left one bit through carry.
8	%1000	1	AND	Y Y	Logically AND A and B—Result in A.
9	%1001	1	OR	Y Y	Logically OR A and B—Result in A.
10	%1010	1	XOR	Y Y	Logically XOR A and B—Result in A.
11	%1011	3	BZ <i>addr</i>	N N	Branch to <i>addr</i> if Zero flag is set.
12	%1100	3	BNZ <i>addr</i>	N N	Branch to <i>addr</i> if Zero flag is not set.
13	%1101	3	BCS <i>addr</i>	N N	Branch to <i>addr</i> if Carry flag is set.
14	%1110	3	BCC <i>addr</i>	N N	Branch to <i>addr</i> if Carry flag is not set.
15	%1111	3	JMP <i>addr</i>	N N	Branch to <i>addr</i> unconditionally.
Assembler Directives:					
n/a	n/a	0	ORG	n/a	Use to specify a particular address (e.g., specify starting address of program).
n/a	n/a	0	EQU	n/a	Equate label with value—assigns the value to the right of the EQU statement to the label to the left.
n/a	n/a	1	DN	n/a	Define Nibble—assigns the value to the right of the DN statement to the label at the left.

*Flags affected refers to whether or not the instruction has any effect on the flags in the status register. The C column stands for the Carry flag (did the operation result in a carry being generated?), and the Z stands for the Zero flag (did the operation result in a zero?). A Y appears in the column if the flag is affected by the instruction. An N indicates the flag is not changed by the instruction.

After displaying the program, *NanoAssembler* prompts you to save the object file. The saved file is identical in format to the ones you loaded and saved with the *NanoProcessor* last issue; that is, the file contains the contents of all addresses from 0 through 255. To see that your program works properly, load and RUN the *NanoProcessor*. You can then load and run the program you've just created according to the instructions detailed in Vol. 5, No. 5.

For a short program such as Sample Program 1, this process may seem a bit time consuming. For longer and more complex programs, however, the ease of writing and debugging provided by an assembler more than makes up for the added steps.

Assembler Directives

Figure 1 displays the 16 instructions that we detailed in the *NanoProcessor*. You may specify any of these instructions when writing an assembly-language program with the *NanoEditor*. The *NanoAssembler*, in turn, converts these instructions into their machine codes. There are three additional commands, known as assembler directives, that the *Assembler* understands:

Directive	Purpose
ORG	Start object code here
DN	Define a nibble
EQU	Define a label

The ORG command directs the *NanoAssembler* to assemble the program at a specified address between 0 and 255. For an example of this instruction, see line 1 of Sample Program 2. This program is a slightly modified version of Sample Program 2 that we presented in last issue's *NanoProcessor*. It performs a two nibble addition of numbers located at addresses 240 and 241, placing the answer in addresses 248 and 249. The ORG statement makes the starting address %1010.

The DN instruction allows you to include a particular value at any address. Just specify the address using the ORG directive, and then define the value to be placed at that address with the DN directive. Lines 22 through 24 of Sample Program 2 define the two nibbles that the program adds.

Figure 2

Decimal	Binary	Hexadecimal
0	%0000	\$0
1	%0001	\$1
2	%0010	\$2
3	%0011	\$3
4	%0100	\$4
5	%0101	\$5
6	%0110	\$6
7	%0111	\$7
8	%1000	\$8
9	%1001	\$9
10	%1010	\$A
11	%1011	\$B
12	%1100	\$C
13	%1101	\$D
14	%1110	\$E
15	%1111	\$F

Sample Program 1

Addr	Code	Line	Label	Mnemonic	Remark
0	%0001	001		LDA# 3	:Get first number
1	%0011				
2	%0100	002		TAB	:Move to B
3	%0001	003		LDA# 7	:Get second number
4	%0111				
5	%0000	004		ADD	:Figure sum
6	%1111	005	HERE	JMP HERE	:Jump self to stop
7	%0110				
8	%0000				

The EQU command lets you identify any address with a particular label. Lines 2 through 6 of Sample Program 2 use this directive. These statements make Sample Program 2 more readable by assigning descriptive labels to the 5 data addresses: NIB1 and NIB2 for the two numbers to be added; LONIB and HINIB for the low and high nibbles of the answer; and OUT for the OUT light. (See last issue's *NanoProcessor* for a complete explanation of how Program 2 uses these 4 locations.)

The other change to Program 2 in this issue is in the use of the OUT light located at the upper-left of the *NanoProcessor* screen. When you assemble Sample Program 2 and run it, you will find that the OUT light is off when the program begins, but it turns on when the program is complete. Thus, you do not need to know what address the program will end on. Instead, the OUT light signals that the program is finished.

Sample Program 3 accesses the *NanoProcessor's* "sound chip." Any time you store a number at either location 254 or 255, the *NanoProcessor* responds with a tone. With 16 different values possible at each of these locations, you can make a total of 32 different tones. Sample Program 3 plays a C scale.

We hope that you have found these *Nano* programs instructive and enjoyable. With what you have learned, you should be able to create your own "machine-language" routines. Feel free to let us know in "Letters to the Editor" of any programs you create, so we may share them with our readers.

HCM Glossary Terms: assembler, label, object code, op-code, operand, pass, source code.

For your type-in listings, see HCM PROGRAM LISTING CONTENTS.

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Three Number Systems Supported

Machine language on the *NanoProcessor* can be entered only in binary. The *NanoAssembler*, however, understands decimal and hexadecimal in addition to binary. Last issue we explained how to convert between decimal and binary—this issue we introduce you to hexadecimal.

As we explained in the previous issue, decimal is a base 10 system. It uses ten digits (0 through 9) to represent numbers. Similarly, binary is a base 2 system and uses two digits (0 and 1). Hexadecimal is a base 16 number system and uses 16 different digits—0 through 9 plus the letters A through F. (See Figure 2 for a conversion chart.) As the conversion chart shows, we can express the number 11 decimal as either the binary number %1010 or the hexadecimal number \$B. (Note that the % symbol denotes a binary number, and the \$ symbol a hexadecimal number.)

To convert a two-digit hexadecimal number (say \$C8) to decimal you simply find the decimal equivalent of the left-most digit (i.e., \$C = 12), and multiply it by 16. Then simply add the decimal equivalent of the right-most digit ($12 \times 16 + 8 = 200$). Hexadecimal is a particularly useful system in assembly language because it can express any nibble as a single character or any byte as two characters.

Sample Program 2

Addr	Code	Line	Label	Mnemonic	Remark
		001		ORG 10	
		002	NIB1	EQU \$F0	
		003	NIB2	EQU \$F1	
		004	LONIB	EQU \$F8	
		005	HINIB	EQU \$F9	
		006	OUT	EQU \$FD	
		007		LDA# 0	;Turn OUT light off
10	%0001				
11	%0000				
		008		STA OUT	
12	%0011				
13	%1101				
14	%1111				
		009		LDA NIB1	;Get first number
15	%0010				
16	%0000				
17	%1111				
		010		TAB	;Move to B
18	%0100				
		011		LDA NIB2	;Get second number
19	%0010				
20	%0001				
21	%1111				
		012		ADD	;Figure sum
22	%0000				
		013		STA LONIB	;Low to memory
23	%0011				
24	%1000				
25	%1111				
		014		BCC NIB	;One nibble answer
26	%1110				
27	%0010				
28	%0010				
		015		LDA# 1	
29	%0001				
30	%0001				
		016		JMP STHI	;All done
31	%1111				
32	%0100				
33	%0010				
		017	NIB	LDA# 0	;Zero A
34	%0001				
35	%0000				
		018	STHI	STA HINIB	;High to memory
36	%0011				
37	%1001				
38	%1111				
		019		LDA# ON	;Set OUT light
39	%0001				
40	%0001				
		020		STA OUT	
41	%0011				
42	%1101				
43	%1111				
		021	HERE	JMP HERE	;Jump self to end
44	%1111				
45	%1100				
46	%0010				
		022		ORG \$F0	
		023		DN \$A	
		024		DN \$C	

Sample Program 3

Addr	Code	Line	Label	Mnemonic	Remark
		001		EQU 254	
		002	SOUND	LDA# 2	
0	%0001				
1	%0010				
		003		TAB	
2	%0100				
		004		AND	
3	%1000				
		005		RRC	
4	%0110				
		006		STA SOUND	
5	%0011				
6	%1110				
7	%1111				
		007		ADD	
8	%0000				
		008		STA SOUND	
9	%0011				
10	%1110				
11	%1111				
		009		ADD	
12	%0000				
		010		STA SOUND	
13	%0011				
14	%1110				
15	%1111				
		011		LDA# 6	
16	%0001				
17	%0110				
		012		STA SOUND	
18	%0011				
19	%1110				
20	%1111				
		013		ADD	
21	%0000				
		014		STA SOUND	
22	%0011				
23	%1110				
24	%1111				
		015		ADD	
25	%0000				
		016		STA SOUND	
26	%0011				
27	%1110				
28	%1111				
		017		ADD	
29	%0000				
		018		STA SOUND	
30	%0011				
31	%1110				
32	%1111				
		019		LDA# \$D	
33	%0001				
34	%1101				
		020		STA SOUND	
35	%1101				
36	%1110				
37	%1111				
		021	HERE	JMP HERE	
38	%1111				
39	%0110				
40	%0010				

```

A 900 GOSUB 580:IF K$=CHR$(27) THEN RETURN
N ELSE IF LN$=" " THEN 900
T X1=X1+2:LN=LN+1:GOTO 890
V "DELETE LINE"
N IF LN>NL THEN COLOR 2:PRINT:PRINT "N
O SUCH LINE":COLOR 15:GOSUB 740:RET
M URN
E 940 COLOR 11:PRINT:PRINT " DELETING LI
N ":LN$:COLOR 15
E 950 FOR IT=LN TO NL:LI$(IT)=LI$(IT+1):N
EXT:LI$(NL)=SP$+SP$:NL=NL-1:GOSUB 7
40
H RETURN
E Z "INSERT
I IF LN>NL OR NL=199 THEN COLOR 2:LOC
ATE 10,5:PRINT "LAST LINE IS "NL:"CAN
'T INSERT":COLOR 15:GOSUB 740:RETUR
N:ELSE X1=5 TO LN STEP -1:LI$(IT+1)=L
I$(IT):NEXT IT:NL=NL+1:LI$(LN)=SP$+
SP$
K 1000 GOSUB 580:IF K$=CHR$(27) THEN 950 E
LSE IF LI$(LN)=" " THEN 1000
U RETURN
W 1010 COLOR 5,0:CLS:LOCATE 5,5:PRINT "SOUR
CE CODE IS A MAXIMUM":LOCATE 6,5:PR
INT "200 LINES!":GOSUB 740:RETURN
G 1030 COLOR 12,1:CLS:X=3:Y=10:W=20:H=13:G
O 1040
T OSUB 1190
L 1050 LOCATE 5,12:COLOR 5:PRINT " LOAD/SAV
E MENU"
R 1060 COLOR 15:LOCATE 8,15:PRINT "1) SAVE
":LOCATE 10,15:PRINT "2) LOAD":
L 1070 LOCATE 13,13:COLOR 14:PRINT "YOUR
CHOICE":LOCATE ,26:K$=INPUT$(1)
G 1080 PRINT K$:IF K$=CHR$(27) THEN RETURN
N ELSE IF K$ > "2" OR K$ < "1" THEN
1070
U ON ASC(K$)-48 GOTO 1770,1680
A 1100 'PRINT
A 1110 FOR LN=1 TO NL:GOSUB 520:GOSUB 73
0:LPRINT LN$,TAB(5) A$:TAB(15) B$:T
AB(42) CC$:NEXT:RETURN
Y 'END PROGRAM
Q 1120 LOCATE 20,1:COLOR 8,7:PRINT "ARE YOU
SURE YOU WANT TO END THIS":PRINT "S
ESSION?(Y/N)"
L 1140 K$=INKEY$:IF K$=";" THEN 1140 ELSE C
OLOR 14,1:PRINT K$:
F 1150 IF NOT(K$="Y" OR K$="N") THEN RETUR
N 290
B CLS:ON ERROR GOTO 0:END
F 1170 UL=222:UR=221:LL=222:LR=221:H1=223:
H2=222:V2=221:V1=222:GOTO 1220
R 'DISPLAY A SINGLE-SIDED BOX
E 1180 UL=218:UR=191:LL=192:LR=217:H1=196:
H2=H1:V1=179:V2=V1:GOTO 1220
X 1200 'DISPLAY A DOUBLE-SIDED BOX
G 1210 UL=201:UR=187:LL=200:LR=188:H1=205:
H2=H1:V1=186:V2=V1:GOTO 1220
T 'DISPLAYS A BOX
C 1220 LOCATE X,Y:PRINT CHR$(UL);STRING$(
W-2,H1);CHR$(UR);
J 1240 LOCATE X+H-1,Y:PRINT CHR$(LL);S
TRINGS$(W-2,H2);CHR$(LR);
T 1250 FOR I=X+1 TO X+H-2:LOCATE I,Y:PRINT
CHR$(V1);
S 1260 LOCATE I,Y+W-1:PRINT CHR$(V2);:NEXT
I:RETURN
J 'INPUT ROUTINE
O 1280 SP=1:INS=0:RT=0:IF SE=1 AND LEN(S$)
>V THEN SP=LEN(S$):SE=0:ELSE SE=0
Y LOCATE X,Y+SP-1,1
P 1300 K$=INKEY$:IF K$=" " THEN GOTO 13
00
C 1310 IF MC$<=K$ AND XC$>=K$ THEN GOSUB 1
410:IF RT=1 THEN K$=CHR$(9):RETURN
H ELSE GOTO 1290
T 1320 IF K$=CHR$(0)+CHR$(77) THEN GOSUB
1430:IF RT=1 THEN RETURN ELSE 1290
T 1330 IF K$=CHR$(0)+CHR$(75) THEN GOSUB
1490:IF RT=1 THEN RETURN ELSE 1290
Q 1340 IF K$=CHR$(0)+CHR$(82) THEN GOS
UB 1500:GOTO 1290
H 1350 IF K$=CHR$(18) THEN GOSUB 1500:GO
TO 1300
    
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N 1360 IF K$=CHR$(8) THEN GOSUB 1510:IF
RT=1 THEN RETURN ELSE GOTO 1300
S 1370 IF K$=CHR$(0)+CHR$(83) THEN GOS
UB 1540:GOTO 1290
J 1380 IF K$=CHR$(127) THEN GOSUB 1540:G
OTO 1290
D 1390 IF K$=CHR$(13) OR K$=CHR$(9) OR K
$=CHR$(27) THEN RETURN
K 1400 GOTO 1290
Y 1410 CS=LEN(S$):IF INS=0 THEN GOTO 1
450
G 1420 IF CS>=L THEN RETURN
T 1430 S$=LEFT$(S$,SP-1)+K$+RIGHT
$(S$,CS-SP+1):LOCATE X,Y:PRINT
S$:
N SP=SP+1:IF SP=L+1 THEN SP=SP-1:LOCA
TE X,Y+SP-1:RETURN:ELSE RETURN
E 1450 IF CS=L AND SP=L+1 THEN RETURN ELSE
PRINT K$:
V 1460 IF SP<CS+1 THEN S$=LEFT$(S$,SP-1)
+K$+RIGHT$(S$,CS-SP):ELSE S$=S$+K$
Y 1470 SP=SP+1:IF SP=L+1 THEN SP=SP-1:LOCA
TE X,Y+SP-1:RT=1:RETURN:ELSE RETURN
V 1480 IF SP<LEN(S$)+1 AND SP<L THEN SP=SP
+1:LOCATE X,Y+SP-1,1:RETURN:ELSE RT
=1:RETURN
Y 1490 IF SP>1 THEN SP=SP-1:LOCATE X,Y+SP-
1,1:RETURN:ELSE RT=1:RETURN
M 1500 IF INS=1 THEN INS=0:RETURN:ELSE INS
=1:RETURN
U 1510 CS=LEN(S$):IF CS>0 AND SP<=CS+1 AND
SP>1 THEN S$=LEFT$(S$,SP-2)+RIGHT$(
S$,CS-SP+1):LOCATE X,Y:PRINT S$:
R ":SP=SP-1:LOCATE X,Y+SP-1
J 1520 IF CS<1 THEN RT=1
N 1530 RETURN
N 1540 CS=LEN(S$):IF CS>0 AND SP<=CS THEN
S$=LEFT$(S$,SP-1)+RIGHT$(S$,CS-SP):
LOCATE X,Y:PRINT S$:":LOCATE X,Y
+SP-1:IF SP>CS+1 THEN SP=CS+1
RETURN
N 1550 'TRAP FILE NAME ERROR
R 1560 GOSUB 1590:RESUME 1580
T 1570 RETURN 280
C 1580 'DISPLAY FILE ERROR MESSAGE
N 1590 COLOR 8,1:CLS:X=7:Y=5:W=30:H=5:GOSU
B 1210
A 1610 LOCATE 0,5:LOCATE 9,9,0:PRINT " INV
ALID FILE NAME":
S 1620 FOR J=1 TO 4000:NEXT:LOCATE ,1:C
OLOR 15,0
M RETURN
H 1630 'GET FILE NAME
D 1640 CLS:WIDTH 40:X=5:Y=5:W=30:H=5:COLOR
4,1:GOSUB 1210:COLOR 15:LOCATE X+2
,(40-LEN(P$))/2:PRINT P$:
G 1660 X=11:Y=1:W=39:H=5:COLOR 15:GOSUB 11
80:LOCATE 13,5:PRINT "FILE NAME:"
F 1670 X=13:Y=14:MC$="1":XC$="Z":COLOR 14:
S$="":L=20:GOSUB 1270:F$=S$:RETURN
K 'LOAD FILE
Y 1690 P$="LOAD SOURCE FILE":GOSUB 1650:
ON ERROR GOTO 1560
C 1700 OPEN "I",1,F$+".S"
Q 1710 INPUT #1,NL:FOR I=1 TO NL
E 1720 INPUT #1,S$:QT=1
I 1730 WHILE (QT>0):QT=INSTR(QT,S$,CHR$(2)
):IF QT>0 THEN MIDS$(S$,QT,1)=CHR$(3
4)
N 1740 WEND 'REPLACE QUOTATION MAR
KS.()
J 1750 LI$(I)=S$:NEXT:CLOSE:LN=1:FOR I=N
L+1 TO 200:LI$(I)=SP$+SP$:NEXT
W 1760 RETURN
H 1770 'SAVE FILE
F 1780 CLS:WIDTH 40:P$="SAVE SOURCE FILE"
GOSUB 1640:ON ERROR GOTO 1560
E 1790 OPEN "O",1,F$+".S"
N 1800 WRITE #1,NL
N 1810 FOR I=1 TO NL:S$=LI$(I):QT=1
I 1820 WHILE (QT>0):QT=INSTR(QT,S$,CHR$(3
4)):IF QT>0 THEN MIDS$(S$,QT,1)=CHR$(
2)
Z 1830 WEND 'REPLACE QUOTATION MARK
S WITH NON-VOLATILE CHARACTERS
O 1840 WRITE #1,S$:NEXT:CLOSE
R 1850 RETURN
V 1860
    
```

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NANOASSEMBLER

```

P 100 REM *****
Q 110 REM ***** NANOASSEMBLER *****
P 120 REM *****
P 130 REM ***** COPYRIGHT 1985 *****
M 140 REM ***** EMERALD VALLEY PUBLISHING CO *****
H 150 REM ***** BY ROGER WOOD *****
A 160 REM ***** HOME COMPUTER MAGAZINE *****
R 170 REM ***** VERSION 5.6.1 *****
G 180 REM ***** TI BASIC AND EXTENDED BASIC *****
T 190 REM *****
M 200 CALL CLEAR
F 210 PRINT TAB(7);"The NanoAssembler":
W "":TAB(6);"PLACE ALPHA LOCK DOWN":
" ":TAB(6);"PLEASE WAIT WHILE I SET UP":
J DIM OP$(18)
P 220 DIM NN(18)
P 230
    
```

```

Q 240 DIM LI$(200)
Z 250 DIM LB$(25)
W 260 DIM AD(255)
Z 270 GOSUB 2990
A 280 RESTORE 2820
M 290 GOSUB 2740
B 300 GOSUB 2910
Q 310 IF (K<49)+(K>50) THEN 300
X 320 GOSUB 1360
L 330 IF FL$=" " THEN 280
X 340 GOSUB 1630
L 350 GOSUB 1860
L 360 GOSUB 470
I 370 RESTORE 2840
O 380 GOSUB 2740
E 390 GOSUB 2910
    
```

Continued

TYPE-IN LISTINGS


```

2740 CALL CLEAR
2750 READ NI
2760 FOR IT=1 TO NI
2770 READ A,AS
2780 PRINT TAB(A);AS
2790 NEXT IT
2800 PRINT : : : :
2810 RETURN
2820 DATA 7,5,The NanoAssembler,1,"",1,
LOAD SOURCE FILE FROM:
2830 DATA 8,(1),DISK (DSK1),8,(2) CASSET
TE (CS1),1,"",5,YOUR CHOICE:
2840 DATA 7,5,The NanoAssembler,1,"",7,
SAVE OBJECT FILE TO:
2850 DATA 8,(1),DISK (DSK1),8,(2) CASSET
TE (CS1),1,"",5,YOUR CHOICE:
2860 CALL KEY(0,K,S)
2870 IF S=0 THEN 2860
2880 IF (K<49)+(K>50) THEN 2870
2890 PRINT CHR$(K)
2900 RETURN
2910 CALL KEY(0,K,S)
2920 IF S=0 THEN 2910
2930 CALL HCHAR(18,20,K)
2940 RETURN
2950 FOR IT=1 TO 1000
2960 NEXT IT
2970 RETURN
2980 REM PROGRAM INIT
2990 RESTORE 3060
3000 FOR IT=0 TO 18
3010 READ OPS(IT),NN(IT)
3020 NEXT IT
3030 HX$="0123456789ABCDEF"
3040 NMS$="%0123456789"
3050 RETURN
3060 DATA ADD,1,LDA#,2,LDA,3,STA,3,TAB,1
TBA,1,RR,1,RR,1,AND,1,OR,1,XOR,1,
3070 DATA BZ,3,BNZ,3,BCS,3,BCC,3,JMP,3,D
N,1,EQU,0,ORG,0
    
```

HCM

NANOEDITOR

```

100 REM *****
110 REM ***** NANOEDITOR *****
120 REM *****
130 REM COPYRIGHT 1985
140 REM EMERALD VALLEY PUBLISHING CO
150 REM BY ROGER WOOD
160 REM HOME COMPUTER MAGAZINE
170 REM VERSION 5.6.1
180 REM TI BASIC AND EXTENDED BASIC
190 REM
200 CALL CLEAR
210 PRINT TAB(9);"The NanoEditor": : :
: TAB(6);"PLACE ALPHA LOCK DOWN": :
PLEASE WAIT WHILE I SET UP"
220 DIM LIS(200)
230 GOSUB 2250
240 RESTORE 3320
250 GOSUB 3120
260 GOSUB 3370
270 IF (K<49)+(K>52) THEN 260
280 ON K-48 GOSUB 310,1590,2030,2160
290 GOTO 240
300 REM EDIT
310 CALL CLEAR
320 LN$="CMD"
330 L=1
340 RW=1
350 B=ASC(SEG$(CMD$,1,1))
360 T=ASC(SEG$(CMD$,LEN(CMD$),1))
370 CN$="SEG$(C$,1,3)
380 S$=""
390 E=0
400 GOSUB 2250
410 IF ESC=0 THEN 430
420 RETURN
430 OP=POS(CMD$,S$,1)
440 IF (S$="")+ (OP=0) THEN 380
450 IF OP=1 THEN 610
460 CN$=SEG$(C$,1,6)
470 LN$="L#?"
480 L=3
490 RW=2
500 B=ASC("0")
510 T=ASC("9")
520 S$=""
530 GOSUB 2250
540 IF ESC=0 THEN 560
550 RETURN
560 IF LEN(S$)=0 THEN 520
570 LN=VAL(S$)
580 IF (LN>0)*(LN<201) THEN 600
590 GOTO 520
600 LN$=SEG$("000",1,3-LEN(S$))&S$
610 ON OP GOSUB 640,850,970,1160,1360
620 GOTO 310
630 REM ADD
640 IF NL=200 THEN 790
650 LN=NL+1
660 GOSUB 3230
670 FOR RW=3 TO 21 STEP 2
680 GOSUB 3200
690 S$=""
700 GOSUB 2250
    
```

```

710 IF ESC=0 THEN 730
720 RETURN
730 IF LEN(S$)=0 THEN 690
740 LI$(LN)=S$
750 NL=LN
760 LN=LN+1
770 IF NL=200 THEN 810
780 NEXT RW
790 CALL CLEAR
800 GOTO 670
810 PRINT "SOURCE CODE IS A MAXIMUM OF
200 LINES!"
820 GOSUB 3410
830 RETURN
840 REM DELETE
850 IF LN<=NL THEN 890
860 PRINT "NO SUCH LINE"
870 GOSUB 3410
880 RETURN
890 PRINT "DELETING LINE";LN
900 FOR IT=LN TO NL
910 LI$(IT)=LI$(IT+1)
920 NEXT IT
930 NL=NL-1
940 LI$(NL+1)=""
950 RETURN
960 REM EDIT
970 IF LN<=NL THEN 1010
980 PRINT "THERE IS NO LINE ";LNS
990 GOSUB 3410
1000 RETURN
1010 GOSUB 3230
1020 FOR RW=3 TO 21 STEP 2
1030 GOSUB 3200
1040 S$=LI$(LN)
1050 GOSUB 2250
1060 IF ESC=0 THEN 1080
1070 RETURN
1080 IF LEN(S$)=0 THEN 890
1090 LI$(LN)=S$
1100 IF NL=LN THEN 950
1110 LN=LN+1
1120 NEXT RW
1130 CALL CLEAR
1140 GOTO 1020
1150 REM INSERT
1160 IF (LN<=NL)*(NL<200) THEN 1200
1170 PRINT "LAST LINE IS";NL;"CAN'T INSE
RT"
1180 GOSUB 3410
1190 RETURN
1200 RW=3
1210 GOSUB 3230
1220 GOSUB 3200
1230 GOSUB 3280
1240 S$=""
1250 GOSUB 2250
1260 IF ESC=0 THEN 1280
1270 RETURN
1280 IF LEN(S$)=0 THEN 1250
1290 FOR IT=NL TO LN STEP -1
1300 LI$(IT+1)=LI$(IT)
1310 NEXT IT
    
```

Continued

TYPE-IN LISTINGS

