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NSC Tiny BASIC

User's Manual

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Section 1



CHAPTER 1

1.1 Bringing Up The INS8073 System

All the examples are based around the example system shown in Section 3, Figure 1-4.

For those of you who have designed your own system, with help from Section 3 of this manual, it is assumed that you have the experience to interpret the following instructions to suit your own system. The sequence below tells how to hook the standard NSC Tiny BASIC card shown in Section 3, Figure 1-4, to a power supply and TTY or CRT to get it running.

Things needed:

Power Supply: +5,
-12V (For serial communications)
Optionally +25 (For PROM programmer)

A power supply cable can be connected directly to the board at the P1 mounting, or stake pins can be inserted and the power supply can be connected through a suitable connector, i.e., MOLEX MXI-9 6471. A cable or connector is attached to Power Supply in the following order:

CONDUCTOR PIN#	1	2	3	4
VOLTAGE	+5	-12	+25	GND

If you're using a TTY, it must be connected for 20mA current loop, as described in its own manual, and will connect to the edge connector fingers in the following manner:

PIN#	1	2	3	4	5	6
SIGNAL	XNT+	XNT-	RCV+	RCV-	RD RLY+	RD RLY-

Pin numbers are etched onto the board, remember that Pin 6 is the one closest to the edge of the card on the side with the components.

If you're using a CRT terminal, you should hook it up with a standard MALE-MALE cable, (National's 601305491-001 will do just fine), to the RS-232 (D-type) connector on the board. Make sure your terminal is set to RS-232 (if that's a switch selectable option, if not, just assume it is an RS-232 terminal); and make certain upper case and full duplex are selected.

1.2 Baud Rates

Generally, the higher the Baud Rate, the better, as it means less waiting time for you; however, if you are using a TTY you have no choice. The Baud Rate must be set to 110.

The way you set the Baud Rate is with the two jumpers E18-E19, E16-E17. We can call E18-E19 D0, and E16-E17 D1. Set the Baud Rate on a terminal to the highest rate, or 4800, which- ever is lower, set the jumpers to match it as shown in the diagram below. A "1" signifies that the jumper is missing, a "0" means that it is installed.

	E16-E17 D2	E18-E19 D1
110	0	0
300	0	1
1200	1	0
4800	1	1

After you have done all of this, and double checked it, connect the board to the CRT terminal or TTY, warm up the terminal, hook up the power supply, then turn on the power.

If all went well, you should get a right pointing caret (>) prompt. Push the RESET button and the prompt (>) should appear again. You are now ready to begin using your 8073 system.

CHAPTER 2

2.1 Introduction

The INS8073 is a single-chip computer that directly executes NSC Tiny BASIC, a high-level language. Writing programs in NSC Tiny BASIC offers the following advantages over writing programs in assembly language:

- Programs written in NSC Tiny BASIC eliminate the need for memory consuming Editor, Assembler Monitor/Debug programs. All of these functions are built in.
- Programs may be written and debugged using a small, inexpensive system. Purchase of an expensive development system is not required.
- Program debugging is fast and simple. Program execution may be suspended, variables and other parameters examined/alterd, errors corrected, and execution resumed at the point where it was suspended - all without the need to reassemble or reload the program. (NSC Tiny BASIC programs do not have to be assembled.)
- Programs can be written in one tenth the time of equivalent assembly language programs due to the power of the NSC Tiny BASIC language, its English-like simplicity and built in edit/debug capability. Programs are also easy to maintain because they are self documenting.
- Programs are relocatable; they may be loaded and executed anywhere in memory without modification.
- Program memory can be quickly checked for valid code because NSC Tiny BASIC programs are stored as a sequence of ASCII characters. (Executable assembly language programs are considerably more difficult to check because they are stored in memory as a sequence of binary numbers).

NSC Tiny BASIC was designed for use on the INS8073 single-chip micro-interpretter, a product of National Semiconductor Corporation. NSC Tiny BASIC is a simplified version of the computer language, BASIC, "Beginners All-purpose Symbolic Instruction Code", developed by Dr. John Kemeny and Dr. Thomas Kurtz at Dartmouth College in 1963. BASIC has become the "People's Computer Language" because it is easy-to-learn and easy-to-use by people who are not computer scientists or professional programmers. The users of BASIC are engineers, technicians, scientists, statisticians, business people, hobbyists, teachers, college students, and a vast multitude of young people in elementary and secondary schools.

The original NSC Tiny BASIC was designed for applications such as integer arithmetic problems, computer games and teaching beginners how to program computers. NSC Tiny BASIC has extended capabilities that make it a powerful design tool for developing control applications.

Information on NIBL upon which NSC Tiny BASIC was first published in People's Computer Company, Volume 3, Number 4 (March 1975) and Volume 4, Number 1 (July 1975). The best source of information on Tiny BASIC is Dr. Dobb's Journal of Computer Calisthenics and Orthodontia, beginning with Volume 1, Number 1 (January 1976) and continuing through several issues.

This book is designed to help you teach yourself how to use NSC Tiny BASIC and the INS8073; it consists of three major sections:

SECTION 1: A primer designed for self study. This self teaching primer presents the elements of NSC Tiny BASIC in a step-by-step manner. It is assumed that the reader has access to an INS8073-based system and will try out the examples and exercises as they are presented in the primer. It is also assumed that the reader has no previous computer programming training or experience, but is experienced in electronic hardware design using non-computerized techniques.

SECTION 2: A guide that provides quick reference to information for people who have worked through the primer, or, who already know how to program in some form of BASIC.

SECTION 3: A description of a typical INS8073 system; details on setting up the computer system and getting NSC Tiny BASIC running. Section 3 assumes that the reader has a prior knowledge of digital electronics; and, this section gives schematics and a description of an example 8073 NIBL-II demonstrator card.

CHAPTER 3

3.1 Introduction

The INS8073 is a "task-oriented" microinterpreter, NSC Tiny BASIC is the language that instructs the system to perform various and sundry functions.

The use of microcomputers to control electronic, electrical and electromechanical devices is very much an engineer's dream come true. A computer works from a written out specification of what the completed device is supposed to do. This specification, written in a very exact and unambiguous style, is called a program. As with specifications and schematics there are conventions about exactly how a program is to appear. This set of conventions is called a language. The language used on this computer is a version of BASIC called NSC Tiny BASIC.

When setting out a schematic for someone who is not up to your background in electronics, you have to spell everything out in more detail than you would for a colleague who is right with you. Until a computer knows as much as you want it to know, everything must be spelled out in a meticulous and precise manner. Once these instructions are spelled out - that's it; the computer will henceforth do it right every time.

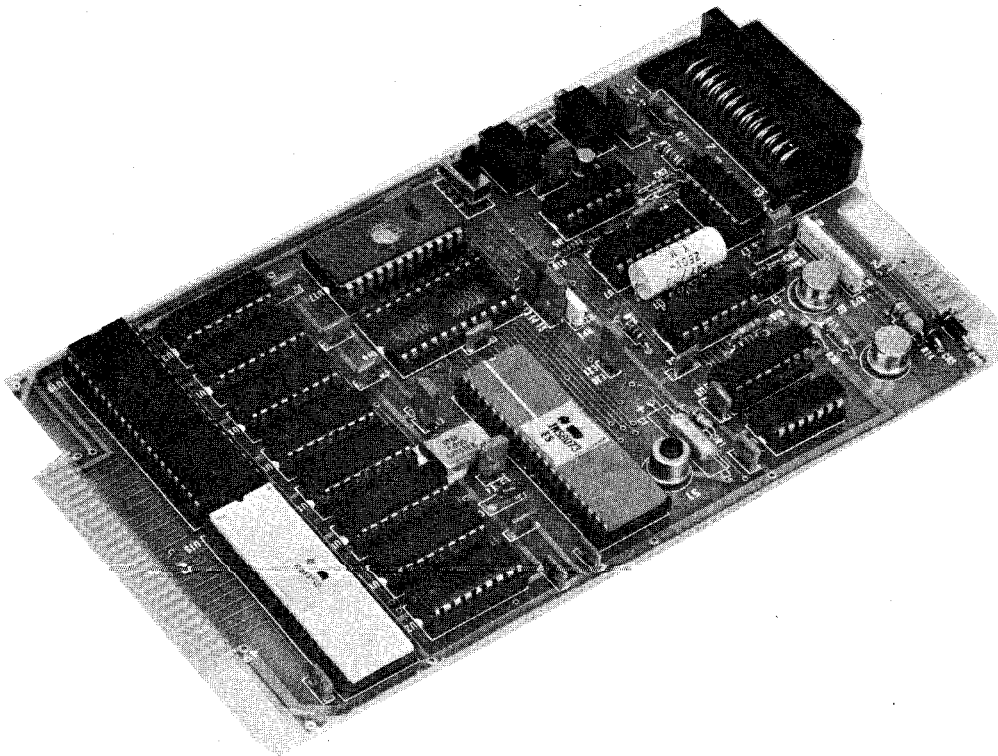


Figure 3.1. INS8073 Based System

3.2 TTY/CRT Terminal

You will probably be using a Model 33 Teletype or a CRT (Cathode-Ray-Tube) terminal to communicate with your INS8073. In the following text, TTY (Teletype) and CRT (Cathode-Ray-Tube) are used interchangeably.

The letters of the Roman alphabet and Arabic numerals were invented long before computers when nobody cared that the letter "0" looked just like a zero. It is, however, very important for the computer to tell them apart; therefore, the numeral zero is written as an "0" with a slash through it (Ø). The letter "O" is left alone. Most Teletypes will print the zero character with a slash and an "0" without a slash; check your teletype to make sure it observes this convention.

When programming, sometimes you will type to the computer, sometimes the computer will type to you. When it is the computer's turn, it just goes ahead and types. When the computer is "thinking" it acts as if you were not there. When it is your turn to type the computer prompts you by typing the character ">" on the left margin of the paper/screen. The right pointing caret (>) is called the "prompt" character. After typing the prompt, the computer will wait patiently until you type something.

NSC Tiny BASIC recognizes only CAPITAL LETTERS; lower case letters are not used at all. (The Model 33 Teletype doesn't have any lower case letters.) Your CRT may or may not have lower case; if it does, switch the upper/lowercase switch to upper case.

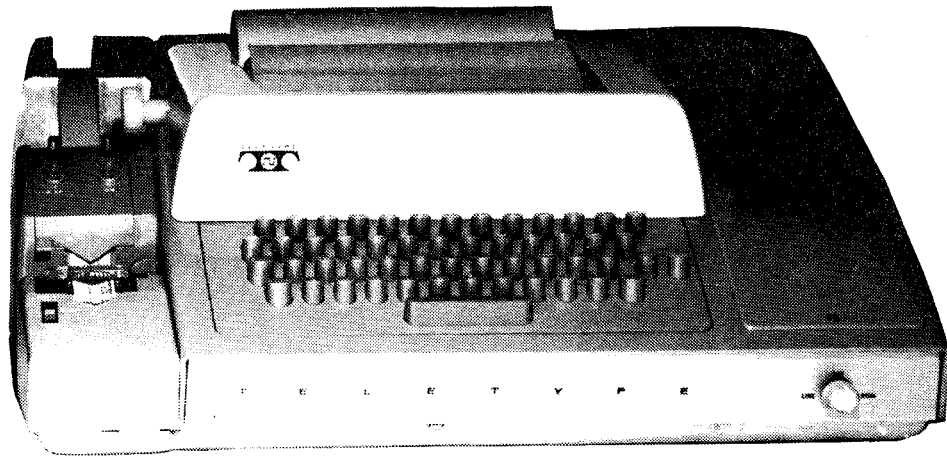


Figure 3.3 A Typical TTY

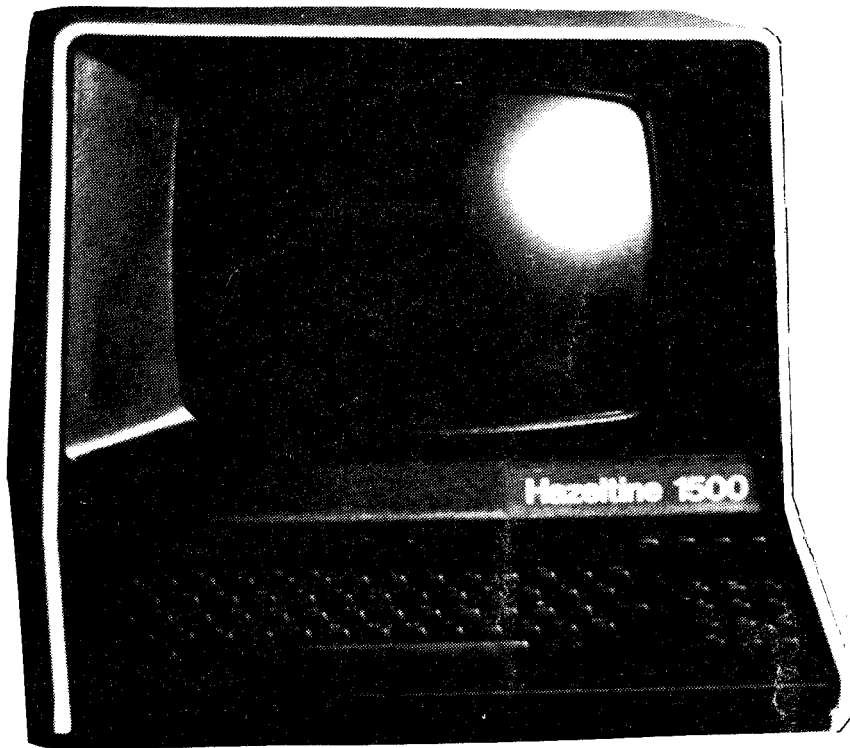


Figure 3.2. A Typical CRT

3.3 Beginning Instructions

Think of something you know how to do like bicycling, skiing, playing piano or designing circuitry. One thing is certain: there are no books in the world that can teach someone how to do any of these things. Books can help, but without getting on a bike, putting on skis, practicing scales, or designing hundreds of circuits and trying them out, a novice can't do any of these things. Same way with programming.

The only way to learn programming is by doing it. With bicycling or skiing you may end up with skinned shins; with programming you may experience a dented ego. People don't like to be told they're wrong; unfortunately for the novice programmer, error messages are what he/she will get most frequently from the computer.

For your reference, the NSC Tiny BASIC ERROR CODE SUMMARY is listed below; what it means is that if NSC Tiny BASIC encounters an error condition in RUN command mode, it will print out ERROR followed by an error number. Error numbers are:

Table 3-1. NSC Tiny BASIC Error Code Summary

<u>ERROR NBR.</u>	<u>EXPLANATION</u>
1	Out of memory
2	Statement used improperly
3	Unexpected character (after legal statement)
4	Syntax error
5	Value (format) error
6	Ending quote missing from string
7	GO target line does not exist
8	RETURN without previous GOSUB
9	Expression or FOR-NEXT or DO-UNTIL nested too deeply
10	NEXT without previous matching FOR
11	UNTIL without previous DO
12	Division by zero

3.4 Start Up

Before you power-up, be certain that your system is properly connected and that the Baud Rate Selector is set. Once you have turned on your INS8073 system, the TTY or CRT will type a prompt character (>) to indicate that it is ready to begin. When you are ready to enter a program with line numbers, type the following:

```
>NEW #address (hexadecimal address location)
NEW
```

The above command (NEW #address, NEW) is used:

1. To prepare the computer for a new program with line numbers.
2. For initial power-up.

3. If you RESET your system in the middle of a programming session you may have to use this command. Try to avoid this because you can easily lose all programs in your system's memory.

4. If you wish to store several programs in memory. Each program will have a different hexadecimal address location, for example:

Program 1	-	NEW #1000	RAM starts @ #8000
		NEW	
Program 2	-	NEW #4850	USER'S Ram @ #8100 → #9FFF
		NEW	

The NEW (carriage return) command erases an old program; the LIST command lists your program and the RUN command runs your program.

Important: when you are finished typing/talking to the computer, you signal by pressing the RETURN key. This indicates that you are finished with your turn.

Type your name and then press the RETURN key; the following is what should happen:

ERROR 4 The computer responds with ERROR 4. ERROR 4 is listed in this chapter and in Appendix C under the Error Code Summary and is a "Syntax Error". This is because NSC Tiny BASIC does not recognize your name as a command.

> NSC Tiny BASIC then types a prompt (>) to let you know it is still listening and that it is still your turn to communicate.

This is the first example of an error message. It is the one you will see most often, and it means only that you have typed something that NSC Tiny BASIC doesn't understand. NSC Tiny BASIC does not understand your name simply because it is not in its repertory of commands. Examine the following legal commands.

3.5 The Print Instruction

The computer gets jobs done by following instructions. If an instruction is correctly typed, the computer will execute it immediately. (When a computer follows an instruction it is said to obey, or execute that instruction.) One of the most useful instructions is the one that tells the computer to PRINT a desired result or message.

In English we say that antelopes have four legs, but we say that "antelopes" has nine letters. One of the things we do by putting words into quotes is to indicate that we are referring to the words themselves and not their meanings. The computer uses quotes the same way.

For example, suppose, in a boiler installation that the computer is monitoring the water level. If the level begins to get low (but not low enough to warrant automatic shut down) you might want the computer to print: "Warning, the water level is low.". The instruction you desire to give the computer is:

```
>PRINT "WARNING, THE WATER LEVEL IS LOW"
```

Don't forget to press the RETURN button to make the computer execute the instruction.

You type: PRINT "WARNING, THE WATER LEVEL IS LOW"

The microinterpreter types: WARNING, THE WATER LEVEL IS LOW

NSC Tiny BASIC typed what you told it to type; note that the message was enclosed in quotation marks, but they were not printed.

Suppose that the operator in the boiler installation was away from the terminal, or taking a nap, or having a coffee break. In any of these instances he may not see the warning message. The TTY has a bell which may be used as an alarm. (Other terminals may have different audible alarms - a click, beep, buzz etc.) To sound the bell, hold down the key marked CTRL, CNTRL or CONTROL and, while holding it down, press the G key. On most TTYs, the G key has the word BELL on it as a reminder.

```
*****  
* * * * *  
* To ring the bell, hold CTRL down and *  
* * * * *  
* * * * *  
* * * * *  
* * * * *  
* * * * *  
*****
```



Hold the CTRL key down and press the G key several times; this will allow you to ring the bell several times. You will note that the bells are heard yet nothing is printed on the TTY. (Appendix shows other non-printing characters which may be useful.)

Bells (CONTROL/G) can be included in a PRINT instruction. Let's use the example of the boiler installation again and print the same warning message, only this time add the bell to be certain that the operator knows there's an important message:

You type:

```
PRINT "WARNING, WATER LEVEL IS LOW (CTRL GGGGG)"
```

Don't forget to press the RETURN key so that NSC Tiny BASIC knows you are through with your instruction.

NSC Tiny BASIC types:

WARNING, WATER LEVEL IS LOW and then rings the bell six times.

3.6 Using The Computer As A Calculator

NSC Tiny BASIC can do integer arithmetic. Try the following example on your INS8073. Remember to press the RETURN to finish a line of typing.

ADDITION

You type: PRINT 2+3
NSC Tiny BASIC types: 5

Use "+" to add.

SUBTRACTION

You type: PRINT 7-4
NSC Tiny BASIC types: 3

Use "-" to subtract.

MULTIPLICATION

You type: PRINT 4*7
NSC Tiny BASIC types: 28

Use "*" to multiply.

DIVISION

You type: PRINT 48/6
NSC Tiny BASIC types: 8

Use "/" to divide.

If you made no typing errors, the above four examples should actually appear on your TTY page as follows:

```
>PRINT 2+3      The prompts (>) were typed by NSC Tiny BASIC
5

>PRINT 7-4
3

>PRINT 4*7
28

>PRINT 48/6
8

>
```

Now try the following divisions.

```
>PRINT 23/4
5

>PRINT 3/2
1

>PRINT 4/5
0
```

Is NSC Tiny BASIC giving wrong answers? No. It is simply doing integer arithmetic. In division, NSC Tiny BASIC produces the integer part of the quotient.

Using the first example above, >PRINT 23/4, this is what happens:

$$4 \overline{) 23} \begin{array}{r} 5 \\ 20 \\ \hline 3 \end{array}$$

Quotient. This is what you get when you tell NSC Tiny BASIC: PRINT 23/4

Remainder. You will be instructed later on in this manual how to compute the remainder.

Most industrial control applications, as well as tasks such as word processing and even the programs that make this language work, need only integers. A valve in a refinery may need to be set to one of a hundred positions (many applications only require resolution of two positions - opened and closed). These hundred positions can be represented by the integers 0 to 100 with 0 being closed, 50 being half opened, and 100 allowing full flow.

In NSC Tiny BASIC, integers can range between the limits of -32768 and +32767, inclusive. This allows any measurement or control to be accurate to one part in over 65,000. Few electrical or mechanical devices in control systems require more accuracy. Yet, by appropriate programming, greater accuracy can be obtained if it is necessary.

A good way to learn more about how NSC Tiny BASIC does arithmetic is to use it as an integer desk calculator. As with any desk calculator, it is possible to overflow if you calculate a number too large or small.

NSC Tiny BASIC handles the problem in two ways:

1. If you try to type, not calculate but type, a number greater than 32767 or less than -32767, NSC Tiny BASIC will print an error message. For example:

```
>PRINT 32768
ERROR 5          Error 5 = Value (format) error
```

```
>PRINT -32768
ERROR 5          Error 5 = Value (format) error
```

2. If you calculate a number outside of this range, no error message will be generated: the numbers just "wrap around". This method of handling overflow is handy on some occasions, but distressing at other times. For example:

```
>PRINT 32766+1
32767           This is the expected answer
```

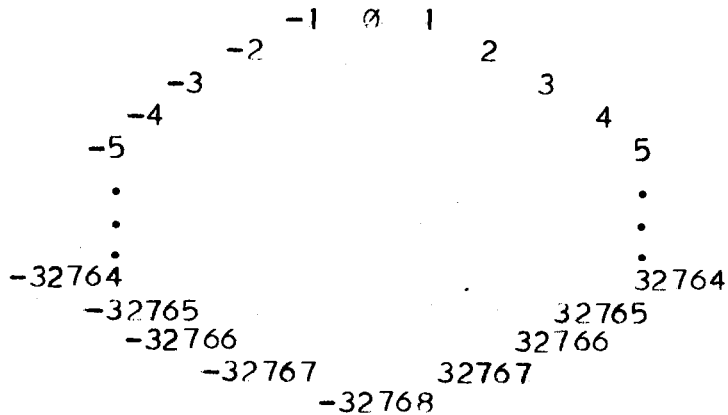
```
>PRINT 32767+1
-32768          This is NOT the expected answer
```

```
>PRINT -32767-1
-32768          This is the expected answer
```

```
>PRINT -32767-2
32767           This is NOT the expected answer
```

```
>PRINT -32768-1
ERROR 5          Remember, you can't type -32768
```

Think of NSC Tiny BASIC numbers being arranged in a circle:



From the circle you can see that $32765+7 = -32764$. (Moving in a clockwise direction start at 32765 and count off seven places; you should end up at -32764.) Try it on your system.

```
>PRINT 32765+7
-32764
Correct
```

To subtract, move in a counter-clockwise direction. For example, $-32766-5 = 32765$. Again, verify this on your system.

```
>PRINT -32766-5
32765
```

NOTE: NSC Tiny BASIC didn't print the "correct" answer (-32771) because -32771 is less than -32768. Calculated values will be correct only if the correct value is in the range of -32768 to 32767, inclusive.

Up to this point you have been shown simple problems with one operation. The following examples are a bit more complicated. The formal rules for how expressions are evaluated are in this chapter in section 3.7; you will understand them better if you experiment on these examples first.

```
>PRINT 2*3+4
10
```

```
>PRINT 2*3-4
2
```

```
>PRINT (2*3+4)*5
26
```

```
>PRINT 2*3-4*5
-14
```

```
>PRINT 2*3*4*5*6
720
```

>PRINT 2*3*4*5*6*7
5040

>PRINT 2*3*4*5*6*7*8
-25216

-----The correct answer is 40320, too big
for NSC Tiny BASIC. NSC Tiny BASIC
does not tell you that an incorrect
answer has occurred.

If you use only +, - and *, NSC Tiny BASIC will give correct results unless the true result is less than -32768 or greater than 32767.

Try some division problems:

>PRINT 720/2/3/4/5/6
1

Correct. $720/2 = 360$, $360/3 = 120$,
 $120/4 = 30$, $30/5 = 6$, and $6/6 = 1$.

>PRINT 1/2+1/3+1/4
0

The integer quotients are all zero.
 $0+0+0 = 0$.

>PRINT 2/3*1000
0

Incorrect. Two thirds of 1000 does
not give zero. Try it a different
way.

>PRINT 1000*2/3
666

Correct.

3.7 The Use of Parentheses

The following examples illustrate the use of parentheses in numerical expressions. Verify them on your INS8073.

>PRINT 2*(3+4)
14

>PRINT (2+3)*(4+5)
45

>PRINT (2*3+3)*8+7
79

>PRINT (47-23)/6
4

>PRINT (2+3)/(4+5)
0

NSC Tiny BASIC does not tell you that a computed answer is incorrect because the true result is outside the range, -32768 to 32767. For example:

```
>PRINT 1000*(39-72)
-32536
```

The correct answer is 33000

An incorrect result can occur even if the true result is in NSC Tiny BASIC's range. This will happen if an intermediate calculation lies outside the range -32768 to 32767. For example:

```
>PRINT 201*200/2
-12668
```

The correct answer is 20100.

In the above example you got an incorrect result because NSC Tiny BASIC first computed $201*200$ which has a true result of 40200 and this is outside its range. NSC Tiny BASIC obtained -25336 for this result, then divided by 2.

```
>PRINT 201*(200/2)
20100
```

Correct.

Parentheses were used to cause NSC Tiny BASIC to first compute $200/2$, then to multiply by 201.

3.7 Rules For Evaluating Expressions

Division by zero (0) stops everything and gives the message:

ERROR 12

Expressions are evaluated (in the absence of parentheses) by doing all multiplications and divisions from left to right. After they are completed all additions and subtractions are done, again, from left to right. Any fractional results from a division are simply ignored (truncated). The results are not rounded. For example:

```
2/3*1000
```

is evaluated to zero, since the integer part of $2/3$ is zero, and zero times 1000 is zero. But:

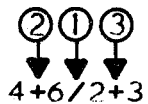
```
1000*2/3
```

evaluates to 666 because $1000*2$ is 2000 and $2000/3$ is 666.66666, (the fractional sixes to the right of the decimal point are dropped).

The expression $4+6/2+3$ evaluates to 10 because the division is done first yielding $4+3+3$, and then the additions are done from left to right. In other words, $4+6/3+3$ is evaluated:

```
4+6/2+3 = 4+3+3 = 7+3 = 10
```

The order in which operations are done is shown below in still another way. The numbers in the circles show the order:



Parentheses override the normal rules. Anything inside a pair of parentheses gets evaluated before that which is outside. This is the normal algebraic convention. Thus:

$$(4+6)/(2+3)$$

evaluates to 2, thusly: $(4+6)/(2+3) = 10/(2+3) = 10/5 = 2$

Shown below is the order in which operations are done by the use of numbers in circles.



Parentheses may be nested as needed. This means you can have parentheses within parentheses.

$$12/2*12/2*3 = 6*12/2*3 = 72/2*3 = 36*3 = 108$$

$$12/(2*(12/(2*3))) = 12/(2*(12/6)) = 12/(2*2) = 12/4 = 3$$

Or, using the circles:



Check these in your head, and then on the computer.

Good programming practice avoids expressions like $12/2*12/2*3$ as they are hard to read. It is clearer (and thus less error prone) to write $((12/2*12)/2*3)$ using spacing and parentheses for clarity even if they are not technically necessary.

Algebraic notation is used in NIBL, modified as necessary to fit on a single line and, of course, to use proper NSC Tiny BASIC arithmetic symbols.

ALGEBRAIC EXPRESSION

NSC TINY BASIC EXPRESSION

$$\frac{36}{9 + 3}$$

$$36/(9+3)$$

$$\frac{12 \times 58}{7 \times 25}$$

$$(12*58)/(7*25)$$

$$\frac{120 \times 60}{120 + 60}$$

$$(120*60)/(120+60)$$

There are limits to the orders of precedence allowed in any one line. These, however, are hard to explain, or even find. The rule of thumb is that if you get an "ERROR 9" occurring after a particularly long expression, try to break that expression into two or more parts.

3.8 Mistakes

Perhaps the deadliest assumption in engineering design is that anybody using the equipment will use it correctly. NSC Tiny BASIC provides error messages after it is too late. If you are working on a TTY and are lucky enough to catch yourself in the middle of a statement, having just typed an incorrect character, you do not have to throw away the good part and retype the whole thing.

The first mistake correcting facility is a sort of backspace. Say that you typed "PRINR" instead of "PRINT". If, after the "R" you held down the SHIFT key and pressed the letter "O" you would get a left pointing arrow or underline. This means that the last letter you typed (the "R") is deleted and you can now type the correct letter ("T"). Try it a few times.

```
>PRINR 2+3
  ERROR 4          PRINT misspelled
```

```
>PRINR_T 2+3      After typing R, type __ (SHIFT O), which
                  erases the R. Then type the rest of the
                  line. Everything is OK to NSC Tiny BASIC,
                  although it looks wrong on your TTY.
```

The backspace feature can be used repeatedly. It is up to you to keep track of just how many letters have been obliterated.

```
>PRINT 3+2__5*98__5
  25
```

A true backspace feature is provided for use with CRT terminals. Pressing the backspace key (or Control H) will erase the last character from the screen and memory.

If you want to cancel an incorrect line entry without having to wait for the error message, hold the CTRL button and strike the letter "U". NSC Tiny BASIC will type ^U, do a carriage return line feed, then it will type the prompt (>).

```
>TYPE AN INCORRECT LINE ENTRY AND PRESS "RETURN" and get
  ERROR 4
```

```
>
>TYPE AN INCORRECT LINE ENTRY AND PRESS CONTROL U^U
```

```
> ← No syntax error.
```

If you are lucky enough to be using a CRT, just backspace and retype the offending character.

3.9 Exercises

Complete the followings:

1. In NSC Tiny BASIC, numbers are integers in the range _____ to _____, inclusive.
2. If you type: PRINT "TURN SWITCH NO 3 ON"
NSC Tiny BASIC will type: _____
3. If you type: PRINT 7*7
NSC Tiny BASIC will type: _____
4. If you type: COME ON NSC TINY BASIC. GET WITH IT!
NSC Tiny BASIC will type: _____

Do the following in your head or with paper and pencil, as you think NSC Tiny BASIC would do them. Then, verify your answers.

5. $2*3+4*5+6*7 =$ _____
6. $123*(42/127) =$ _____
7. $1000*1000 =$ _____
8. $22/7*1000 =$ _____
9. $1000*22/7 =$ _____

You will find the answers to these exercise questions in Appendix A.



CHAPTER 4

4.1 Variables

If, instead of typing:

```
PRINT 120/4/5
```

you typed:

```
A=120/4/5
```

the result (which is 6, as the expression is evaluated from left to right) would be given the name A, A is called a variable. The instruction:

```
PRINT A
```

would result in the value 6 being printed. The following is the entire sequence of instructions as they might appear on your TTY page or CRT screen.

```
>PRINT 120/4/5
```

```
6
```

```
>A=120/4/5
```

```
>PRINT A
```

```
6
```

Try another one.

```
>A=7
```

The value 7 was assigned to the variable A and the value 5 to the variable B.

```
>B=5
```

Since A=7 and B=5, A+B will be 12.

```
>PRINT A+B
```

```
12
```

NSC Tiny BASIC now is instructed to know A=7 and B=5.

```
>PRINT A*B
```

```
35
```

A=7 times B=5 = 35

In NSC Tiny BASIC there are 26 variables, the letters of the alphabet A through Z. Each variable may be best considered as a pigeonhole in which exactly one number can be stored. When it is stated that K=4325, it means to replace any prior value that K may have had with the new value 4325. The old value is lost. The instruction G=T tells the computer to make a copy of whatever value is in T and to place that copy in pigeonhole G. In computer jargon the pigeonholes are called "memory locations" because they can "remember" values.

Later you will see that many more locations are available to store data in, but for now there are only 26 variables in NSC Tiny BASIC:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Before a variable has been assigned a value (jargon for putting a number into a pigeonhole), NSC Tiny BASIC gives it the value 0. It is as if just before you sat down to use the computer someone had typed:

A=0 B=0 C=0 etc.

When you first start NSC Tiny BASIC all the variables will contain the value of zero (0).

Skeptical? Try it out on your system.

>PRINT A
0

>PRINT B
0

>PRINT C
0

and so on, if you wish, up to PRINT Z.

Up to now you have used PRINT statements that print only one thing.

>PRINT 7
7 One thing (7).
 One thing (7).

>PRINT 2+3
5 One thing (2+3).
 One thing (value of 2+3).

>A=13

>PRINT A
13 One thing (A).
 One thing (value of A).

The PRINT statement can print more than one thing:

>PRINT 7,5
7 5 Two things (7 and 5).
 Two things (7 and 5).

>PRINT 7+5,7-5
12 2 Two things (7+5 and 7-5).
 Two things (values of 7+5 and 7-5).

>A=7

>B=5

```
>PRINT A,B
7 5
```

Two things (A and B).
Two things (values of A and B).

```
>PRINT 7+5,7-5,7*5,7/5
12 2 35 1
```

Four things.
Four things.

>

NOTE: PRINT 7+7,7-5,7*5,7/5

↑ ↑ ↑
COMMAS

You can print two or more things provided you separate each thing to be printed with a comma in the PRINT statement.

4.2 Exercises

Pretend for a few minutes that you are the INS8073 and that NSC Tiny BASIC is the language you understand. Show what would happen if your user typed the following:

ONE

```
>A=7
>B=5
>PRINT A+B,A-B,A*B,A/B
```

TWO

```
>M=47
>N=9
>Q=M/N
>R=M-N*Q
>PRINT M,N,Q,R
```

THREE

```
>A=2
>B=3
>C=4
>D=5
>PRINT A*B+C*D,(A+B)*(C+D)
```

FOUR

```
>A=37
>Q=A/10
>R=A-10*Q
>B=10*R+Q
>PRINT A,B
```

FIVE

>R=32

>PRINT R*22/7,(R*R)*22/7

You will find the answers in Appendix A

4.3 The Stored Program

Compute the squares of 23, 37, 53 and 88. That is, compute:

23^2 , 37^2 , 53^2 and 88^2 .

>PRINT 23*23
529

$23^2 = 23 * 23$

>PRINT 37*37
1369

$37^2 = 37 * 37$

>PRINT 53*53
2809

$53^2 = 53 * 53$

>PRINT 88*88
7744

$88^2 = 88 * 88$

>

You can give more of the work to NSC Tiny BASIC; do this by storing a program to compute the square of a number...don't do it yet.

10 X=23

20 PRINT X*X

If you did type this is and got an ERROR 1 message here, it's because your RAM is not at the default location. To remedy this situation, you must tell NSC Tiny BASIC where your RAM is with a NEW statement. If your RAM is at hexadecimal 1000, then you would enter NEW #1000 then NEW again. For example:

>NEW #1000
NEW

Notice that the above program consists of two statements and that each statement begins with a line number.

```
10 X=23
```



Line Number. A line number can be an integer from 0 to 32767.

When statements with line numbers are typed, the statements are not executed immediately. Instead, the statements are stored in memory for later execution.

Before you store the above program, clear out - or erase - any old program that might be in memory. To do this type:

```
NEW #1000  
NEW
```

NOTE: NEW #1000 sets the start of program pointer at location #1000 hexadecimal. The number symbol (#) is important, this will be fully discussed in Chapter 5.

It is important that the start of program pointer is set to the beginning of available RAM. This allows the program lines to be stored as they are typed in. If your 8073 system differs from the one described at length in Section 3; determine the start address of the RAM in your system; then, use that address in your "NEW" command.

NSC Tiny BASIC will erase any old program in its memory and get ready to accept your new program.

```
>NEW
```

```
>
```

NSC Tiny BASIC is ready for a new program.

Store the program to compute the square of a number. Type the following (except for the prompts - NSC Tiny BASIC does that for you.).

```
>NEW  
>10 X=23  
>20 PRINT X*X  
>
```

The program is now stored in memory. To verify this:

Type LIST and press the RETURN key.

```
>LIST ←————— When you type LIST, NSC Tiny BASIC  
10 X=23 lists the program.  
20 PRINT X*X  
>
```

To get a copy of the program currently stored in the INS8073's memory, type LIST and press the RETURN key. RUN the program.

```
>RUN
529
>
```

```
First NSC Tiny BASIC did this → 10 X=23
Then → 20 PRINT X*X
```

That's all, so the INS8073 stopped.

Look over the last few inches of TTY paper; you may find it looks something like the following. (Line spaces have been added to make it easier to read.)

```
>NEW                                First you erased any old program in the
                                     system.

>10 X=23
>20 PRINT X*X                        Then you typed in this two line program.

>LIST                                Then you asked NSC Tiny BASIC to type
                                     the program out.

10 X=23
20 PRINT X*X                          NSC Tiny BASIC obliged. (Note: No
                                     prompts.)

>RUN                                  Then you gave the RUN command.

529                                    NSC Tiny BASIC ran the program; this
                                     was the result.

>                                     Having done its appointed task, NSC
                                     Tiny BASIC typed a prompt...ready for
                                     more work.
```

Change the value of X. To do this, type in a new Line 10. This will replace the old Line 10 with the new Line 10. After making this change, LIST the modified program. Don't type NEW.

```
>10 X=37
>LIST
10 X=37                                This is the new Line 10,
20 PRINT X*X                          and the old Line 20.
>
```

You can replace any line in the program by typing a new line with the same line number. To delete any line from a program, simply type in that line's number followed by a carriage return. When the program is listed, that line will no longer remain. RUN the modified program.

```
>RUN
1369
```

```
>
```

4.4 Exercises

1. Change Line 10 to 10 X=53 then LIST the modified program and RUN it.
2. Change Line 10 to 10 X=88 then LIST the modified program and RUN it.

If you did everything on the previous two pages without making any typing errors, the TTY page will look like the following. (Again, line spaces have been added for readability.)

REMEMBER

```
NEW
```

```
>10 X=23
>20 PRINT X*X
```

```
>LIST
>10 X=23
20 PRINT X*X
```

```
>RUN
529
```

```
>10 X=37
>LIST
```

```
10 X=37
20 PRINT X*X
```

```
>RUN
1369
```

```
>10 X=53
```

```
>LIST
```

```
10 X=53
20 PRINT X*X
```

1. To erase any old program and get NSC Tiny BASIC ready for a new program, type NEW and press RETURN.
2. To get a typed copy of the program currently in the INS8073's memory, type LIST and press RETURN.
3. To tell NSC Tiny BASIC to execute the program in its memory, type RUN and press RETURN.
4. To replace any single line of a program in memory, type a statement with the same line number.

```
>RUN  
2809
```

```
>10 X=88
```

```
>LIST
```

```
10 X=88  
20 PRINT X*X
```

```
>RUN  
7744
```

```
>
```

4.5 The - GO TO - Statement

If you typed the instruction:

```
>PRINT "THE BOAT IS SINKING. MAN THE PUMPS!"
```

and pressed the RETURN key, the computer would print:

```
THE BOAT IS SINKING. MAN THE PUMPS!
```

and then stop. In a situation where a boat was actually sinking, the computer should be more insistent and repeat the message (complete with bells) until somebody pays attention. There is a way to do this. Type in the following program. First type NEW. (Don't RUN the program yet.)

```
>NEW
```

```
>10 PRINT "THE BOAT IS SINKING. MAN THE PUMPS! (CTRL GGGGGG)"
```

```
>20 GO TO 10
```

```
>
```

Before you RUN this program - you must know how to stop it. When you type RUN and press the RETURN key, the TTY will begin running the program and ringing bells. To stop a runaway computer, press BREAK (or any other key) until the computer stops.

Type RUN and press RETURN.

```
>RUN
```

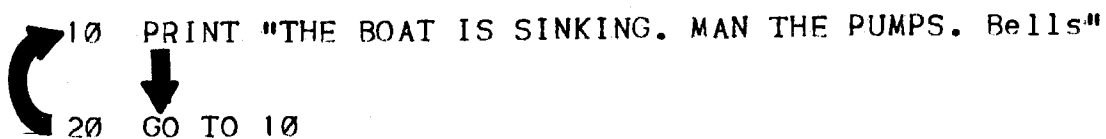
```
THE BOAT IS SINKING. MAN THE PUMPS! Bells  
THE BOAT IS SINKING. MAN THE PUMPS! Bells  
THE BOAT IS SINKING. MAN THE PUMPS! Bells  
THE BOAT IS SINKING. MAN THE PUMPS! Bells  
THE BOAT IS SINKING. MAN THE PUMPS! Bells
```

To STOP the program, press BREAK.

The following is a short analysis of the above program. Each line has a number. The first line is numbered ten, the second twenty. When you say "RUN" the computer starts to execute lines beginning with the lowest numbered line. In this case that is Line 10; the computer prints "THE BOAT IS SINKING. MAN THE PUMPS! Bells" When it is done with Line 10, it then executes the next higher numbered line. In this case it is Line 20. Line 20 has a new instruction, the GO TO instruction, it does the obvious thing and tells the computer what line to go to, i.e., what line to execute next. The computer executes Line 10 again, then looks for the next higher numbered line, and so forth. The computer will not stop until it is either turned off, or you stop it by pressing the BREAK button.

If you are still unsure about how the GO TO program works, follow the arrows:

>RUN



This program is in the form of a loop. The computer goes around the loop until you press the BREAK key.

After you've stopped the program by pressing the BREAK key, you can start it again by typing:

CONT (for continue) then press RETURN

The program starts where it left off and continues to print the message over and over again until the BREAK key is again pressed.

The implications of this little program are important: It is a little program, yet it produces a lot of output! Tell a computer to write, "I will do my homework" a thousand times and it will do it uncomplainingly. In an automobile, a microcomputer can be programmed to check the air pressure in the tires, the manifold pressure, fuel flow, battery voltage, the timing and so forth, a hundred times a minute, every minute the car is in operation. Repetitive jobs, however many times they must be done, are usually no more difficult to program than jobs that must be done only once or twice.

4.6 The - INPUT - Statement

Revert back to the problem of computing the value of X^2 for various values of X. The INPUT statement is a handy method for feeding values into variables. Follow along with the program to compute:

X^2 , then use it to compute 23^2 , 37^2 , 53^2 , and 88^2 .

>NEW

```
>10 INPUT X      (This is the INPUT statement)
>20 PRINT X*X
>30 GO TO 10
```

The above is a three statement program, including a new type of statement called INPUT. RUN the program:

```
>RUN
?                (A new kind of prompt.)
```

NSC Tiny BASIC is now doing the INPUT statement. It types a question mark, then waits. You must type a number and press RETURN.

```
>RUN
```

```
? 23            (Type 23 and press RETURN.)
529
```

```
?              (NSC Tiny BASIC typed another question mark to
show it's ready for more values of X. Continue
with 37, then 53, then 88.)
```

```
>RUN
```

```
? 23
529
```

```
? 37
1369
```

```
? 53
2809
```

```
? 88
7744
```

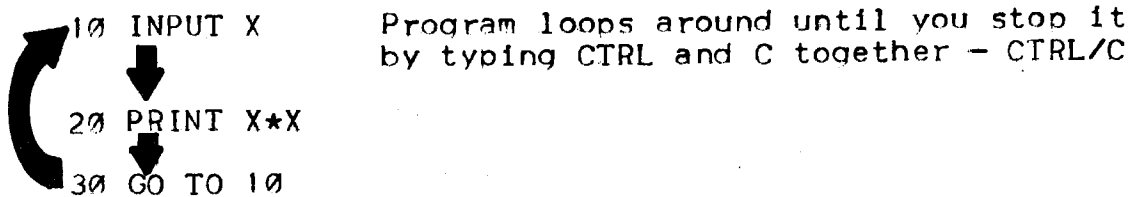
```
?              NSC Tiny BASIC will keep prompting with ? until
you let it know that you are finished. To do
this:
```

Press and hold CTRL and, while holding CTRL down, press C.

```
? CTRL/C      NSC Tiny BASIC has stopped running the program
STOP at 10    and waits for the next command.
>
```

Remember, NSC Tiny BASIC statements are done in line order number, unless a GO TO breaks that order. In the preceding program, the statements are done in the order shown below. Again, follow the arrows:

```
>RUN
```



The following program computes the value of AX+B for INPUT values of A, X, and B.

```
>NEW
>10 INPUT A
>20 INPUT B
>30 INPUT X
>40 PRINT A*X+B
>50 PRINT ""
>60 GO TO 10
>RUN
```

This prints an "empty line". You could also use the expression without the quotes. They only serve to make the output prettier.

```
? 2  -----A
? 3  -----B
? 5  -----X
?13  -----A*X+B
-----Line space printed by Line 50.

? 2
? 3
? 8
19
? CTRL (^)/C
STOP AT 10
>
```

4.7 Exercise

How would you modify the program so that, after typing RUN, you could supply one set of values for A and B, followed by several values of X?

See Appendix A for the answers.

4.8 Informative Printing

A program to print squares of numbers could print answers thusly:

```
>RUN
```

```
? 23  
529
```

```
? 37  
1369
```

```
? 53  
2809
```

```
? 88  
7744
```

```
? and so forth
```

The following would be more preferable:

```
>RUN
```

```
COMPUTE X SQUARED
```

```
WHAT IS X? 23  
X SQUARED = 529
```

```
WHAT IS X? 37  
X SQUARED = 1369
```

```
WHAT IS X? 53  
X SQUARED = 2809
```

```
WHAT IS X? 88  
X SQUARED = 7744
```

```
WHAT IS X?
```

...and so on until someone types CTRL/C.

This program identifies the desired input and the computed and printed output.

The following are the first two statements:

```
10 PRINT "COMPUTE X SQUARED"  
20 PRINT ""
```

Line 10 causes NSC Tiny BASIC to print the message COMPUTE X SQUARED.
Line 20 prints a Line Feed.

The two statements:

```
30 PRINT "WHAT IS X?"; -----Note the semicolon.  
40 INPUT X
```

Cause NSC Tiny BASIC to type:

```
WHAT IS X?
```

and wait for a value of X. The question mark is the prompt from the INPUT statement. Did you observe the semicolon at the end of the PRINT statement? It prevents a carriage return and line feed from occurring. If you don't use a semicolon the following would happen:

```
30 PRINT "WHAT IS X"-----No semicolon.  
40 INPUT X
```

Without the semicolon, NSC Tiny BASIC types:

```
WHAT IS X  
?
```

For this program, remember to use the semicolon at the right end of the PRINT statement.

```
50 PRINT X SQUARED ="; -----Semicolon.  
60 PRINT X*X
```

Together these two statements cause NSC Tiny BASIC to print the message "X SQUARED =" followed by the value of X*X. For example, if X = 23, NSC Tiny BASIC will type:

```
X SQUARED = 529
```

Remember to note the semicolon on the right end of Line 50. Had it been omitted the following is what would happen:

```
50 PRINT "X SQUARED =" -----No semicolon.  
60 PRINT X*X
```

If X = 23, NIBL will type

```
X SQUARED =  
529
```

One more statement:

```
70 GO TO 20
```

The following is everything put together in a complete program:

```
10 PRINT "COMPUTE X SQUARED"  
20 PRINT ""  
30 PRINT "WHAT IS X";  
40 INPUT X  
50 PRINT "X SQUARED=";  
60 PRINT X*X  
70 GO TO 20
```

Load the above program into your INS8073 and RUN it. Try it for X = 23, 37, 53 and 88.

4.9 Multiple Statements Per Line

The following instructions explain how to put two or more statements on one line.

Instead of: 30 PRINT "WHAT IS X";
 40 INPUT X

You can put both statements on one line:

```
30 PRINT "WHAT IS X" : INPUT X  
  (first statement)   ↑   (second statement)  
                    (The statements are separated by a colon)
```

To put more than two statements on a single line, follow the same format as above and be certain to separate each statement with a colon (:).

Instead of:

```
20 PRINT ""  
30 PRINT "WHAT IS X";  
40 INPUT X
```

Put all three statements on one line:

```
20 PRINT "" : PRINT "WHAT IS X"; : INPUT X  
  1st      2nd      3rd  
statement statement statement  
  ↑       ↑  
colon   colon
```

The following is an example of four statements on one line.

```
40 INPUT X : PRINT "X SQUARED="; : INPUT X : PRINT X*X : GO TO 20
```

Instead of:

```
40 INPUT X
50 PRINT "X SQUARED=";
65 PRINT X*X
70 GO TO 20
```

the following is a "compact" program to compute X^2 , featuring the use of multiple statements per line:

```
10 PRINT "COMPUTE X SQUARED"
20 PRINT "" : PRINT "WHAT IS X" : INPUT X
50 PRINT "X SQUARED =" : PRINT X*X : GO TO 20
```

Try it on your INS8073.

Follow the arrows to see how the program works.

RUN

```
10 PRINT "COMPUTE X SQUARED"
  ↓
20 PRINT "" : PRINT "WHAT IS X" : INPUT X
  ↓
50 PRINT "X SQUARED =" : PRINT X*X : GO TO 20
  ↺
```

As per standard, NSC Tiny BASIC does lines in line number order, first Line 10, then to Line 20, then Line 50. NSC Tiny BASIC does all statements on a line in left to right order before moving on to the next line. Since Line 50 ends with a GO TO 20 statement, NSC Tiny BASIC, indeed, goes to Line 20 and continues, after finishing Line 50.

In order to emphasize that multiple statements per line are separated by colons (:), a space on each side of the colon has been added; this is optional and Line 20 could have been typed:

```
20 PRINT "" : PRINT "WHAT IS X" : INPUT X
```

Some statements such as PRINT and INPUT can take multiple arguments. This allows several statements to be added together into one. For example:

```
10PRINT X;:PRINT 4;:PRINT "DOMINO":INPUT A:INPUT B
```

can be shrunk to:

```
10 PRINT X,Y, "DOMINO":INPUT A,B
```

4.10 Exercises

1. Write two programs to compute the value of $AX+B$ for input values of A, X and B, as illustrated by the following RUN of our program.

```
>RUN
```

```
PROGRAM TO COMPUTE  $A \cdot X + B$ 
```

```
A=? 2
```

```
B=? 3
```

```
X=? 5
```

```
 $A \cdot X + B = 13$ 
```

```
X=? 8
```

```
 $A \cdot X + B = 19$ 
```

```
X=? 12
```

```
 $A \cdot X + B = 27$ 
```

```
X=? ...and so on...press (CTRL) and (C) to abort program.
```

A. Program No. 1. Do not use multiple statements per line.

B. Program No. 2. Use multiple statements per line.

Answers are in Appendix A

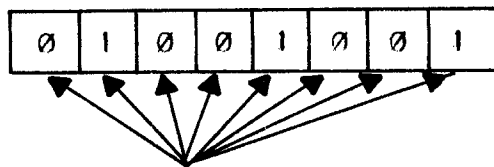
CHAPTER 5

5.1 Bits and Bytes

We assume that you are using an INS8073 with at least 256 memory locations; this is the minimum configuration to run NSC Tiny BASIC.

- o Each memory location holds, or stores, one byte of information.
- o One byte consists of eight binary digits commonly called bits. BIT = BINARY DIGIT
- o One byte = 8 bits.
- o A binary digit (bit) is either 0 or 1.

You can think of a memory location as shown in the following diagram:



The number, 73, is stored in binary.

1 BYTE = 8 BITS = 1 MEMORY LOCATION

Each bit must be 0 or 1. Below are some numbers shown stored in bytes:

NUMBER (DECIMAL)	STORED AS A BYTE (BINARY)
0	0 0 0 0 0 0 0 0
1	0 0 0 0 0 0 0 1
2	0 0 0 0 0 0 1 0
4	0 0 0 0 0 1 0 0
8	0 0 0 0 1 0 0 0
16	0 0 0 1 0 0 0 0
32	0 0 1 0 0 0 0 0
64	0 1 0 0 0 0 0 0
128	1 0 0 0 0 0 0 0

5.2 Exercises

Figure out how 3, 6, 7 and 29 would be stored. What is the largest that can be stored in one byte?

Answers are in Appendix A

5.3 Memory Address

Each memory location has a unique numeric address. The NSC Tiny BASIC program in the INS8073 system occupies locations with addresses 0 to 2559.

An expanded INS8073 system might have more memory locations. For example, your system may have 8192 locations, or 12288 locations... and so on, up to a maximum of 65535 locations, which includes "locations" that are really ports for peripheral devices.

Memory addresses might run from 0 to 4095 or 0 to 8191, or 0 to 12287, and so on.

- o Memory locations 0 to 2559 hold NSC Tiny BASIC in the on-chip ROM (Read Only Memory) of the INS8073.
- o Addresses 2560 through 65471 are yours to use. When you type in an NSC Tiny BASIC program, you use some of these. The longer your program, the more you use. If you wire up some interesting electronic gadgets to the system, you will most likely use some of these addresses. Not all of these memory locations will actually be there in a typical system.

5.4 Hexadecimal Number System

To understand the literature, you are going to have to learn hexadecimal. The hexadecimal (base sixteen) number system is a handy shorthand for talking about bits and bytes and memory addresses.

In hexadecimal, addresses range from #0000 to #FFFF.

The number sign (#) is used to tell you that the number is hexadecimal instead of decimal. This is the notation used in NSC Tiny BASIC; other notations exist in other literature.

This is a decimal number: 28673

This is a hexadecimal number: #7001

The hexadecimal system has more digits than the decimal system.

Decimal digits: 0 1 2 3 4 5 6 7 8 9

Hexadecimal digits: 0 1 2 3 4 5 6 7 8 9 A B C D E F

Just as in the decimal system, each hexadecimal digit has a positional (or place) value. The digit occupying any position is multiplied by the value of that particular position. These products are then added together to obtain the value of the number.

Hexadecimal position values are expressed as powers of sixteen (rather than 10 as in the decimal system). Positions are numbered from right to left according to the increasing powers:

POSITION 3	POSITION 2	POSITION 1	POSITION 0
16^3	16^2	16^1	16^0

The decimal values of the powers of sixteen are:

$$16^0 = 1 \quad 16^1 = 16 \quad 16^2 = 256 \quad 16^3 = 4096$$

Check the decimal equivalents of the the following hexadecimal numbers.

$$\begin{aligned} \#7001 &= (7 \times 16^3) + (0 \times 16^2) + (0 \times 16^1) + (1 \times 16^0) \\ &= (7 \times 4096) + 0 + 0 + 1 \end{aligned}$$

$$= 28672 + 0 + 0 + 1 = 28673$$

$$\#7002 = 28672 + 0 + 0 + 2 = 28674$$

$$\#7004 = 28672 + 0 + 0 + 4 = 28676$$

$$\#7010 = 28672 + 0 + 16 + 0 = 28688$$

$$\#7020 = 28672 + 0 + 32 + 0 = 28704$$

(Remember, # in front of a number means it is hexadecimal.)

You will notice that in Section 3 a hexadecimal number is referred to by preceding the number with an "X" instead of the "#" sign, for example:

X'8000

This is a more standard notation for hexadecimal numbers, but NSC Tiny BASIC does not like it.

If we ask the INS8073 in NSC Tiny BASIC to print a hexadecimal number, NSC Tiny BASIC prints the decimal equivalent.

```
>PRINT #7001
```

```
28673
```

```
>PRINT #A
```

```
10
```

```
>PRINT #B
```

```
11
```

```
>PRINT #C
```

```
12
```

```
>PRINT #D
```

```
13
```

```
>PRINT #E
```

```
14
```

```
>PRINT #F
```

```
15
```

```
>PRINT #10
```

```
16
```

And so on...

The following is a table of hexadecimal digits vs. decimal values.

HEXADECIMAL DIGIT	DECIMAL VALUE
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
A	10
B	11
C	12
D	13
E	14
F	15

You may wish to use the following small program for further experimentation:

>NEW

```
>100 REMARK HEXADECIMAL TO DECIMAL
>110 PRINT ""
>120 PRINT "HEXADECIMAL NUMBER";:INPUT H
>130 PRINT "DECIMAL EQUIVALENT IS",H - This is a multiple PRINT
>140 GO TO 110 statement, see section 4.8.
```

>RUN

```
HEXADECIMAL NUMBER? #7001
DECIMAL EQUIVALENT IS 28673
```

HEXADECIMAL NUMBER?...And so on. If you type a decimal number (without #), you will get the decimal equivalent of your decimal number.

You may have noticed something new in Line 100. Any line that begins with the word "REMARK" is ignored by NSC Tiny BASIC, even if it contains another statement preceded by a colon. These REMARKS are used to help document the program; and, REMARK statements will be found in great abundance in the programs that follow in this primer.

5.5 More About Hexadecimal

The hexadecimal numbers #0 to #7FFF, inclusive, are equivalent to the decimal numbers, 0 to 32767, inclusive. You can obtain the decimal equivalent of any hexadecimal number in the above range by using the program on this page.

To find out about the hexadecimal numbers from #8000 to #FFFF, use the program on this page. Enter that program and type RUN.

>RUN

```
HEXADECIMAL NUMBER? #8000
DECIMAL EQUIVALENT IS -32768
```

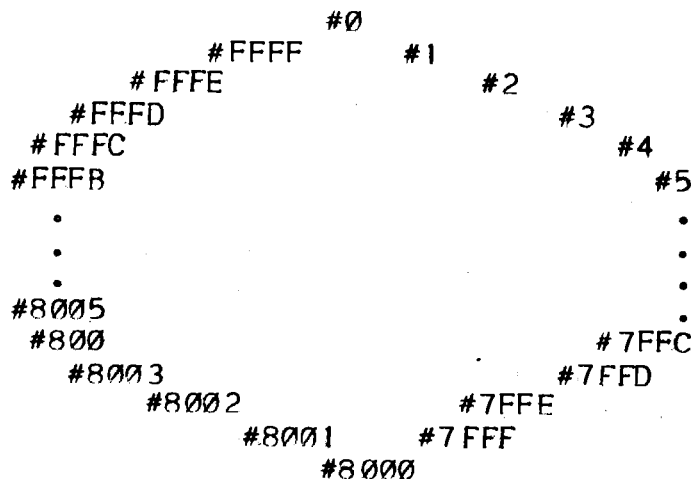
```
HEXADECIMAL NUMBER? #8001
DECIMAL EQUIVALENT IS -32767
```

```
HEXADECIMAL NUMBER? #FFFF
DECIMAL EQUIVALENT IS -1
```

```
HEXADECIMAL NUMBER? #FFFE
DECIMAL EQUIVALENT IS -2
```

And so on...

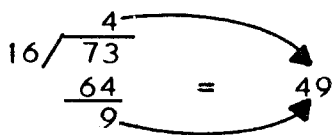
Remember the number circle in Chapter 3? It works in hexadecimal too:



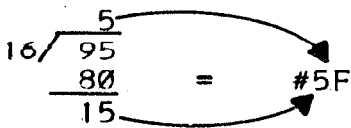
Compare the hexadecimal number circle with the decimal circle in Chapter 3. Below is a table showing some of the equivalences between decimal and hexadecimal NSC Tiny BASIC numbers:

POSITIVE NUMBERS		NEGATIVE NUMBERS	
Hexadecimal	Decimal	Hexadecimal	Decimal
#1	1	#8000	-32768
#2	2	#8001	-32767
#3	3	#8002	-32766
#4	4	#8003	-32765
.	.	.	.
.	.	.	.
#7FFD	32765	#FFFD	-3
#7FFE	32766	#FFFE	-2
#7FFF	32767	#FFFF	-1

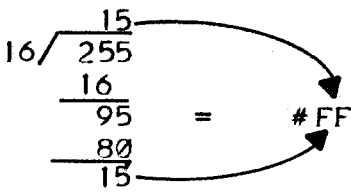
NSC Tiny BASIC automatically converts numbers from hexadecimal to decimal during print out; however, there is no built-in method for printing numbers directly in hexadecimal. The following examples illustrate the method used to convert decimal numbers 0 to 255 to hexadecimal:



Check: $4 \times 16 + 9 = 73$



Check: $5 \times 16 + 15 = 95$



Check: $15 \times 16 + 15 = 255$
 $\#F = 15$ $\#F = 15$

You can convert any decimal number, 0 to 255, to hexadecimal as follows:

1. Divide the decimal number by 16, obtaining the quotient Q and remainder R.
2. For decimal numbers in the range 0 to 255, the quotient Q and the remainder R will each be numbers in the range 0 to 15, inclusive.
3. The hexadecimal number is #Q'R' where Q' and R' are the hexadecimal digits (0 through F) corresponding to the values of Q and R.

The following is a program to compute Q and R, this program features a new function, called MOD, for computing R.

>NEW

```
>100 REMARK CONVERT DECIMAL TO HEXADECIMAL, SORT OF
>110 PRINT "":PRINT "YOUR NUMBER":INPUT N
>120 R=MOD(N,16)
>130 Q=N/16
>140 PRINT "HEXADECIMAL DIGIT VALUES:",Q,R
>150 GO TO 110
```

>RUN

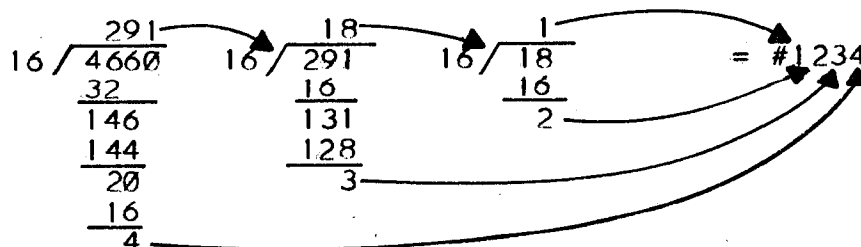
YOUR NUMBER? 73
HEXADECIMAL DIGIT VALUES: 4 9 Therefore, 73 = #49

YOUR NUMBER? 95
HEXADECIMAL DIGIT VALUES: 5 15 Therefore, 95 = #5F

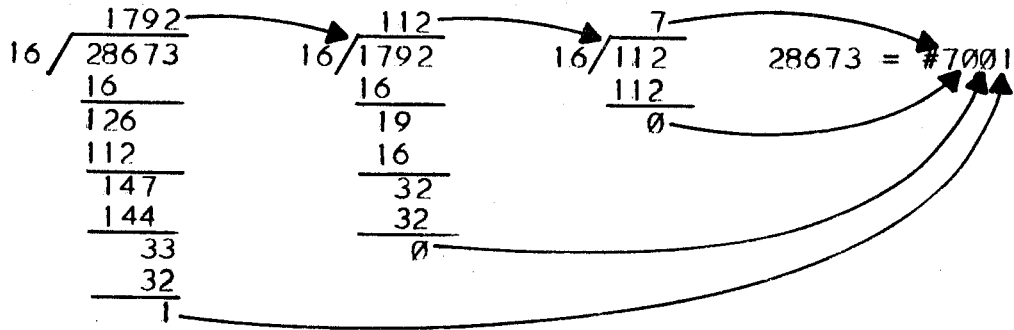
YOUR NUMBER? 255
HEXADECIMAL DIGIT VALUES: 15 5 Therefore, 255 = #FF

In Line 120, the function MOD(N,16) computes the remainder on division of N by 16.

The following illustrates the method used to convert decimal numbers in the range 0 to 32767 to four digit hexadecimal numbers. Check it over very carefully:



The above is the conversion for 4660 to #1234



The above is the conversion for 28673 to #7001

You try to convert 6844 to hexadecimal.

$$16 \overline{) 6844} \quad 16 \overline{) \quad \quad} \quad 16 \overline{) \quad \quad} \quad 6844 = \#$$

(The check your conversion of 6844 to hexadecimal, look at the next program.)

The following program will work for numbers in the range 0 to 32767, inclusive.

>LIST

```

100 REMARK CONVERT DECIMAL TO HEXADECIMAL, SORT OF
110 PRINT "":PRINT "YOUR NUMBER":INPUT N
120 X=MOD(N,16)
130 N=N/16
140 W=MOD(N,16)
150 N=N/16
160 V=MOD(N,16)
170 U=N/16
180 PRINT "HEXADECIMAL DIGIT VALUES:"U,V,W,X
190 GO TO 110

```

>RUN

YOUR NUMBER? 4660
HEXADECIMAL DIGIT VALUES: 1 2 3 4 ← 4660 = #1234

YOUR NUMBER? 28683
HEXADECIMAL DIGIT VALUES: 7 0 0 1 ← 28673 = #7001

YOUR NUMBER? 6844
HEXADECIMAL DIGIT VALUES: 1 10 11 12 ← 6844 = #1ARC

YOUR NUMBER? 255
HEXADECIMAL DIGIT VALUES: 0 0 15 15 ← 255 = #00FF = #FF

YOUR NUMBER? 32767
HEXADECIMAL DIGIT VALUES: 7 15 15 15 ← 32767 = #7FFF

YOUR NUMBER? -1
HEXADECIMAL DIGIT VALUES: 0 0 0 -1 ← Beware of negative numbers!

YOUR NUMBER? -32767
HEXADECIMAL DIGIT VALUES: -7 -15 -15 -15

YOUR NUMBER? #7001
HEXADECIMAL DIGIT VALUES: 7 0 0 1 - Hexadecimal is converted to hexadecimal, provided the number is in the range #0 to #7FFF.

YOUR NUMBER #8000
HEXADECIMAL DIGIT VALUES? -8 0 0 0 Other hexadecimal numbers give funny results. A complete explanation will not be attempted in this primer.

YOUR NUMBER? (No GO TO statement at end of program)

In case you haven't figured out how the program works, follow along as the program for N = 4660 is traced. The following trace shows the values of variables after the statement on the same line has been executed.

STATEMENT	N	U	V	W	X
110 INPUT N	4660				
120 X=MOD(N,16)	4660				4
130 N=N/16	291				4
140 W=MOD(N,16)	291			3	4
150 N=N/16	18			3	4
160 V=MOD(N,16)	18		2	3	4
170 U=N/16	18	1	2	3	4
180 Prints the values of U,V,W, and X					
190 REPEAT THE PROGRAM AD INFINITUM					

5.6 Exercise

Trace the program for $N = 6844$:

STATEMENT	N	U	V	W	X
110 INPUT N	6844				
120 X = MOD (N,16)	---				---
130 N = N/16	---				---
140 W = MOD (N,16)	---			---	---
150 N = N/16	---			---	---
160 V = MOD (N,16)	---		---	---	---
170 U = N/16	---	---	---	---	---

Answers are in Appendix A

CHAPTER 6

6.1 The IF Statement

The useful and powerful IF statement permits programs to be written in which the computer makes simple decisions.

The following is an IF statement:

```
IF P=14 THEN PRINT "AIR PRESSURE IS NORMAL"
```

This statement tells the computer "IF the value of P is equal to fourteen, then print the message "AIR PRESSURE IS NORMAL.". Not stated, but implied, is that IF P is not equal to fourteen, the message is not printed.

The following is an example of the IF statement used in a short program:

```
100 REM AIR PRESSURE MONITOR
110 PRINT "":PRINT "WHAT IS AIR PRESSURE":INPUT P
120 IF P = 14 THEN PRINT "AIR PRESSURE IS NORMAL"
130 GO TO 110
```

You may have noticed that an abbreviated form of the "Remark" statement was used in Line 100. NSC Tiny BASIC only needs the first three letters to recognize the word; "REM" can be used as an abbreviation for the word REMARK.

Next, run the program and supply several values for air pressure, P.

>RUN

```
WHAT IS AIR PRESSURE? 14
AIR PRESSURE IS NORMAL
```

```
WHAT IS AIR PRESSURE? 14
AIR PRESSURE IS NORMAL
```

```
WHAT IS AIR PRESSURE? 23
```

```
WHAT IS AIR PRESSURE? 20
```

```
WHAT IS AIR PRESSURE? 0
```

No message is printed

```
WHAT IS AIR PRESSURE? ^ C ← (Control/C was pressed)
STOP AT 110
```

>

It would be better to have NSC Tiny BASIC print messages and ring bells when the air pressure is NOT normal. Replace Line 120 with the following IF statement:

```
120 IF P <> 14 THEN PRINT "AIR PRESSURE IS NOT NORMAL bells"
```

In NSC Tiny BASIC, <> means...not equal to...

The following is the complete program:

```
100 REM AIR PRESSURE MONITOR AND ALARM
110 PRINT "":PRINT "WHAT IS AIR PRESSURE":INPUT P
120 IF P <> 14 THEN PRINT "AIR PRESSURE IS NOT NORMAL bells"
130 GO TO 110
```

>RUN

WHAT IS AIR PRESSURE? 14

WHAT IS AIR PRESSURE? 14

WHAT IS AIR PRESSURE? 14

WHAT IS AIR PRESSURE? 50 (Trouble!)
AIR PRESSURE IS NOT NORMAL Bells

WHAT IS AIR PRESSURE? 12
AIR PRESSURE IS NOT NORMAL Bells

And so on.

In a situation where air pressure was actually being monitored, Line 110 would be replaced with a method for automatically acquiring the value of the air pressure P; probably by means of an analog to digital converter wired into the INS8073's memory. For now, however, you will simulate the acquisition of data by means of INPUT statements and concentrate on the structure of the program itself.

Requiring P to be exactly 14 is a tight control; loosen things up a little and let normal pressure be anything from 13 to 15, inclusive. You want a warning printed whenever P is less than 13 or greater than 15.

```
100 REM AIR PRESSURE MONITOR AND ALARM
110 PRINT "":PRINT "WHAT IS AIR PRESSURE":INPUT P
120 IF P < 13 THEN PRINT "AIR PRESSURE IS NOT NORMAL Bells"
130 IF P > 15 THEN PRINT "AIR PRESSURE IS NOT NORMAL Bells"
140 GO TO 110
```

If P is less than 13, Line 120 will cause a warning/alarm to be printed; and, if P is greater than 15, Line 130 will cause the message to be printed. If P is 13, 14 or 15, no message will occur.

>RUN

WHAT IS AIR PRESSURE? 14

WHAT IS AIR PRESSURE? 13

WHAT IS AIR PRESSURE? 15

WHAT IS AIR PRESSURE? 12 ← (Pressure is less than 13)
AIR PRESSURE IS NOT NORMAL Bells

WHAT IS AIR PRESSURE? 16 ← (Pressure is more than 15)
AIR PRESSURE IS NOT NORMAL Bells

And so on...

6.2 Exercise

Modify the above program, with just two small changes, so that when air pressure is not normal NSC Tiny BASIC will tell you whether it is too high or too low. A RUN might look like the following, change the last program to do this. Answers are in Appendix A

>RUN

WHAT IS AIR PRESSURE? 14

WHAT IS AIR PRESSURE? 13

WHAT IS AIR PRESSURE? 15

WHAT IS AIR PRESSURE? 16
WARNING! AIR PRESSURE TOO HIGH

WHAT IS AIR PRESSURE? 12
WARNING! AIR PRESSURE TOO LOW

And so on...

Since you are monitoring air pressure between limits, change the program to give yourself a little more flexibility in setting the limits:

```
100 REM AIR PRESSURE MONITOR AND ALARM
110 REM L=LOWER LIMIT, U=UPPER LIMIT FOR NORMAL PRESSURE
120 L=13
130 U=15
140 REM ACQUIRE ACTUAL AIR PRESSURE, P
150 PRINT "":PRINT "WHAT IS AIR PRESSURE":INPUT P
160 REM IF P IS OUTSIDE NORMAL LIMITS, PRINT MESSAGE
170 IF P<L THEN PRINT "WARNING! AIR PRESSURE TOO LOW"
180 IF P>U THEN PRINT "WARNING! AIR PRESSURE TOO HIGH"
190 REM GO GET ANOTHER VALUE OF P
200 GO TO 150
```

Try the preceding program; then, change the lower limit (L) and upper limit (U) in Lines 120 and 130 and try the program again.

Also try this: Combine Lines 190 and 200 as follows:

```
190 GO TO 150:REM GO GET ANOTHER VALUE OF P
```

Line 190 now contains two statements, a GO TO which tells NSC Tiny BASIC what to do, and a REM (remark) which tells you what is happening.

You may wish to change Lines 120 and 130 to INPUT statements. In that case, a RUN might look like the following:

```
>RUN
```

```
LOWER LIMIT FOR NORMAL AIR PRESSURE? 13  
UPPER LIMIT FOR NORMAL AIR PRESSURE? 15
```

```
WHAT IS AIR PRESSURE? 14
```

```
WHAT IS AIR PRESSURE? 13
```

```
WHAT IS AIR PRESSURE? 16  
WARNING! AIR PRESSURE TOO HIGH
```

```
WHAT IS AIR PRESSURE? 12  
WARNING! AIR PRESSURE TOO LOW
```

And so on...

In general, the IF statement has the form of THEN:

IF condition - THEN statement

For example, the following are two IF statements you've already seen:

```
IF P = 14 THEN PRINT "AIR PRESSURE IS NORMAL"  
|                |  
Condition        Statement
```

```
IF P < L THEN PRINT "WARNING! AIR PRESSURE TOO LOW"  
|                |  
Condition        Statement
```

The following is an IF statement that you will be using soon.

```
IF F > 20 THEN GO TO 510  
|                |  
Condition        Statement
```

The condition is frequently a comparison between two quantities. Here is a handy table of comparisons that can be used in IF statements:

<u>NIBL Symbol</u>	<u>Meaning</u>	<u>Math Symbol</u>
=	Is equal to	=
<	Is less than	<
>	Is greater than	>
<=	Is less than or equal to	≤
>=	Is greater than or equal to	≥
<>	Is not equal to, i.e., greater or less than	≠

The quantities being compared can be numbers, variables or algebraic expressions. The comparison can be TRUE or FALSE.

Below are comparisons and their truth values, TRUE or FALSE:

$3 + 5 > 6$ is TRUE, always.

If $A = 8$ and $B = 30$, then $4 * A <= B$ is FALSE

If $A = 8$ and $B = 32$, then $4 * A <= B$ is TRUE

If $A = 8$ and $B = 40$, then $4 * A <= B$ is TRUE

If the comparison is TRUE, then the next statement on the same line as the IF is executed. It can be any kind of statement: A PRINT, a GO TO, another IF, or even those kinds of statements yet to be introduced. If the comparison is FALSE, then the statement following the comparison is ignored and the next highest numbered statement is executed.

```
IF P<L THEN PRINT "WARNING! AIR PRESSURE TOO LOW"
```

Do this if the condition $P < L$ is TRUE.
Don't do this if $P < L$ is FALSE.

That's all there is to IF statements, except that the word THEN may be omitted if you wish. For example, instead of writing:

```
IF P=14 THEN PRINT "AIR PRESSURE IS NORMAL"
```

you can omit the word THEN and write:

```
IF P=14 PRINT "AIR PRESSURE IS NORMAL"
```

Sometimes the word THEN makes the program easier to read. Use it if it feels comfortable.

Be careful to avoid making multiple statements separated by colons on a line with an IF statement. Remember that when an IF condition is found to be FALSE, the entire rest of the line is ignored. Therefore, for the following program, a zero will be printed.

```
10 A=0:B=99
20 IF B> 100 THEN PRINT "BIG B":A=1
30 PRINT A
```

The following program has several REM's to help you read and understand it:

```
100 REM DIALYSIS FLOW MONITOR PROGRAM

110 REM GET FLOW RATE, F
120 PRINT "":PRINT "FLOW":INPUT F

130 REM CHECK IF FLOW RATE CRITICALLY HIGH
140 IF F>20 THEN GO TO 510

150 REM CHECK IF FLOW RATE CRITICALLY LOW
160 IF F<10 THEN GO TO 510

170 REM CHECK IF FLOW RATE ABNORMALLY HIGH
180 IF F>17 THEN GO TO 710

190 REM CHECK IF FLOW RATE ABNORMALLY LOW
200 IF F<13 THEN GO TO 710

210 REM IF FLOW RATE IS NEITHER TOO HIGH NOR TOO LOW, IT IS OK
220 PRINT "FLOW OK":GO TO 120

500 REM FLOW RATE CRITICALLY HIGH OR LOW, SOUND BELLS
510 PRINT "DANGER! FLOW RATE CRITICAL Bells:GO TO 120

700 REM FLOW RATE IS ABNORMALLY HIGH OR LOW, PRINT MESSAGE
710 PRINT "WARNING: FLOW RATE ABNORMAL":GO TO 120
```

Try this program, make sure it works for all possible conditions. Try the following flow rates as test cases.

FLOW OK: 13, 14, 15, 16, 17

ABNORMAL: 10, 11, 12, 18, 19, 20

CRITICAL: 7, 8, 9, 21, 22, 23

After you have convinced yourself that this program works, read the following analysis of it.

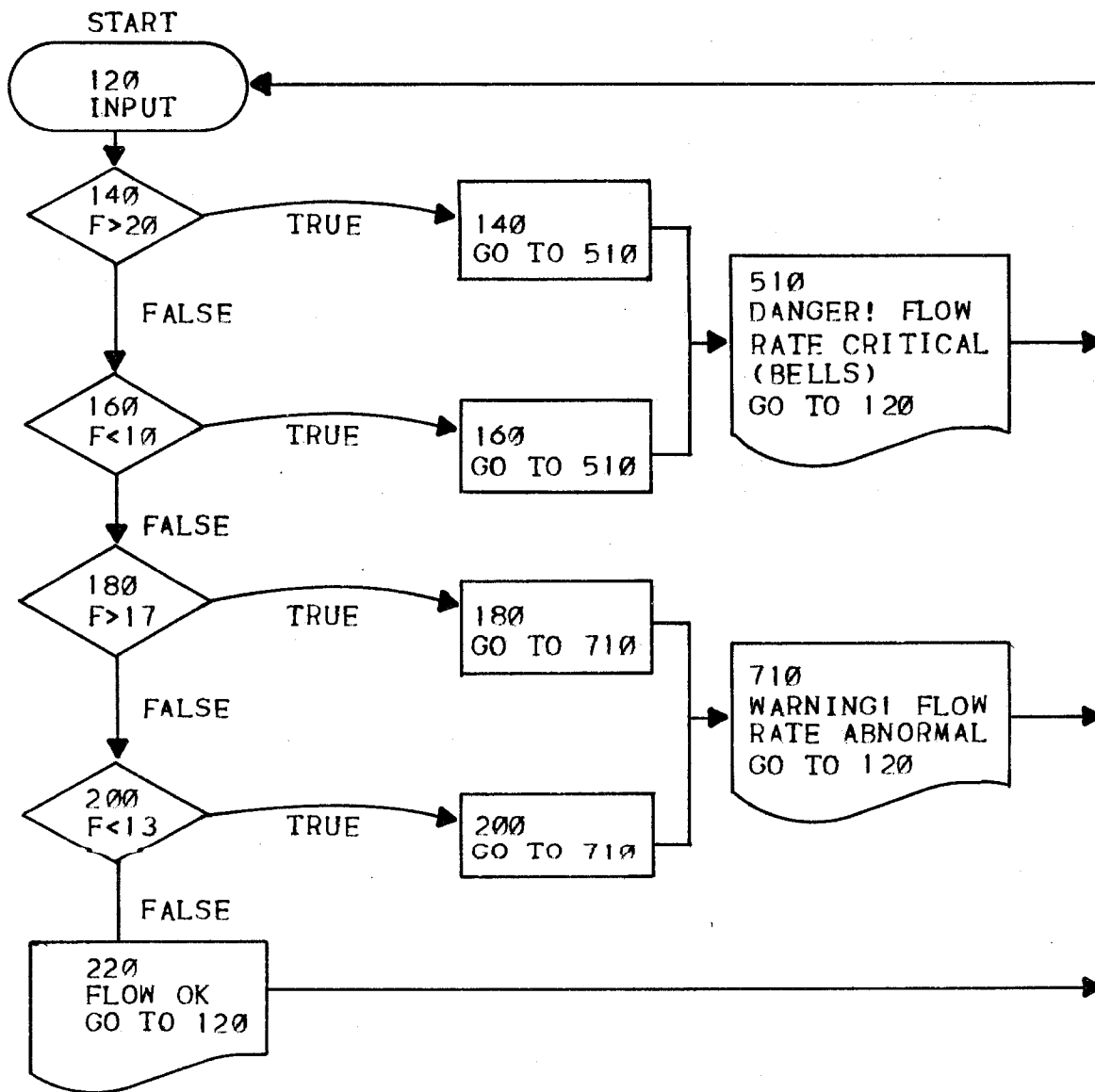
Follow along and trace through the program for a few specific values of F. First, suppose F = 25. The condition in Line 140 (F>20) is TRUE; therefore, NSC Tiny BASIC will go to 510. Line 510 directs NSC Tiny BASIC to print the message "DANGER! FLOW RATE CRITICAL", ring the TTY bell several times, then GO TO 120 for a new value of F. This will continue to happen for as long as F remains greater than 20.

Suppose $F = 9$. The condition in Line 140 ($F > 20$) is FALSE, so NSC Tiny BASIC goes on to Line 160. In Line 160, the condition ($F < 10$) is TRUE, so NSC Tiny BASIC will go to 510, print the danger message, ring the bell, then GO TO 120 for still another value of F .

Suppose $F = 18$. The condition in Lines 140 and 160 are both FALSE. (Check them yourself.) Therefore, NSC Tiny BASIC arrives at Line 180. The condition in Line 180 ($F > 17$) is TRUE, so NSC Tiny BASIC does GO TO 710 and, as directed by Line 710 prints the message, "WARNING: FLOW RATE ABNORMAL", then goes back to Line 120 for another value of F .

The above has traced three possible paths through the program; there are two more, try these for $F = 12$ and $F = 15$. As there are five possible paths in all, you may wish to choose your favorite colors of felt tip pens and actually draw the paths.

Flowchart



In the flowchart, or logic diagram, of the Dialysis Flow Monitor Program, the diamond shaped boxes correspond to the IF statements. The numbers at the top of each box correspond to line numbers in the program. Compare the flowchart with the program. Trace through the flowchart for several values of F. Make sure you trace each of the five possible paths through the program. For example, try it for F = 25, 9, 18, 12 and 15. (Again, please note that it would be helpful to mark each path with a different color.)

6.3 A More Compact Program

In looking over the Dialysis Flow Monitor Program, we note the following:

1. If $F > 20$ or $F < 10$, the program should have a danger message plus alarm.
2. If the above is not true, and if $F > 17$ or $F < 13$, then the program should have an "abnormal" message, but not an alarm.
3. If neither of the above are true and everything is OK, a "FLOW OK" message will suffice.

NSC Tiny BASIC permits the use of logical operators AND, OR and NOT. Use is made of the OR operator in the following revision of the dialysis program.

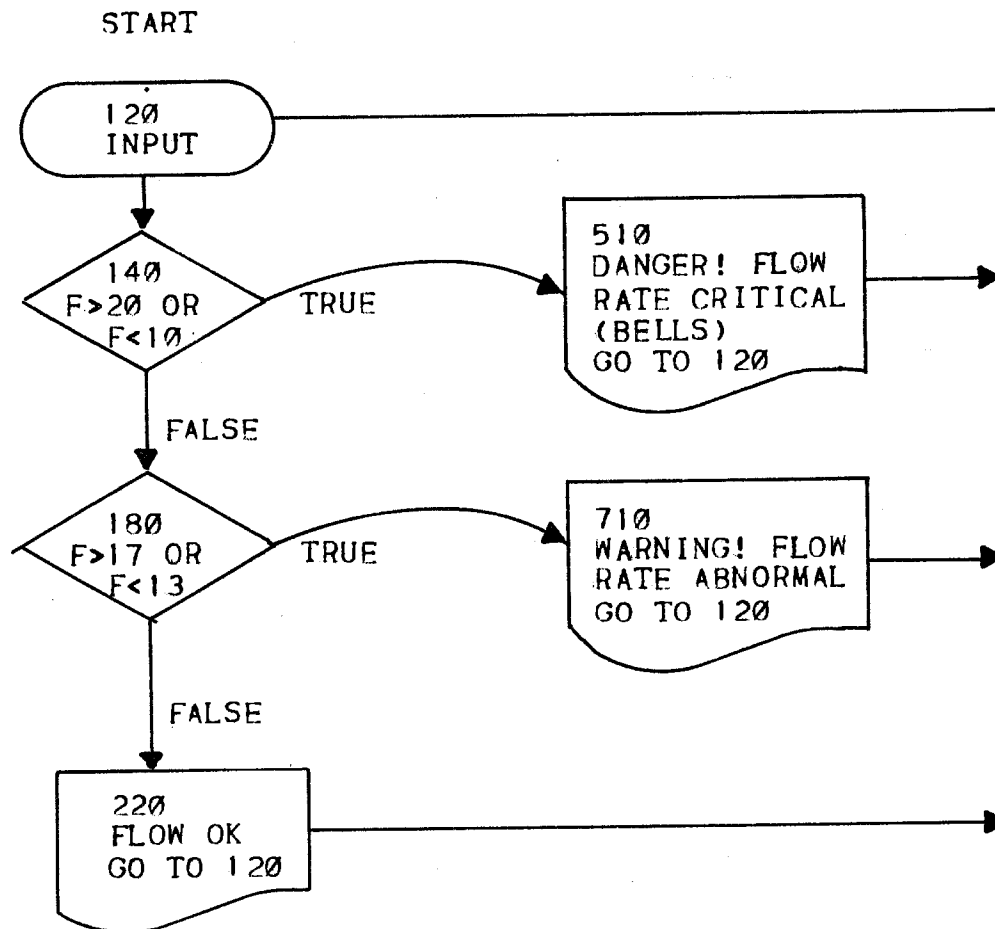
```
100 REM DIALYSIS FLOW MONITOR PROGRAM
110 REM GET FLOW RATE
120 PRINT "": PRINT "FLOW": INPUT F
130 REM CHECK IF FLOW RATE CRITICALLY HIGH OR LOW
140 IF (F>20) OR (F<10) THEN GO TO 510
170 REM CHECK IF FLOW RATE ABNORMALLY HIGH OR LOW
180 IF (F>17) OR (F<13) THEN GO TO 710
210 REM IF FLOW RATE IS NEITHER TOO HIGH NOR TOO LOW, IT IS OK
220 PRINT "FLOW OK": GO TO 120
500 REM FLOW RATE CRITICALLY HIGH OR LOW, SOUND BELLS
510 PRINT "DANGER! FLOW RATE CRITICAL Bells: GO TO 120
700 REM FLOW RATE IS ABNORMALLY HIGH OR LOW, PRINT MESSAGE
710 PRINT "WARNING: FLOW RATE ABNORMAL": GO TO 120
```

Suppose $F=25$. Then the compound condition $(F>20) \text{ OR } (F<10)$ in Line 140 is TRUE. In this case NSC Tiny BASIC will GO TO 510. If $F=9$, the compound condition is also TRUE and NSC Tiny BASIC will GO TO 510.

Suppose $F=18$. The compound condition $(F>20) \text{ OR } (F<10)$ in Line 140 is FALSE, so NSC Tiny BASIC continues on to Line 180. Remember, F is now equal to 18, so the condition $(F>17) \text{ OR } (F<13)$ in Line 180 is TRUE. NSC Tiny BASIC does a GO TO 710.

* * *The parentheses enclosing $F>20$, $F<10$ and so on, are necessary; without them, the program will not work, because logical operators, as arithmetic operators, are evaluated from the left side of the expression to the right. Parentheses are used to give precedence.* * *

The following is a flowchart of the condensed dialysis program.



Have you noticed that both programs tested for the most dangerous condition first? Then tested for the second most dangerous, simply as a matter of life-saving priorities. In this case, a few milliseconds probably won't make much difference; however, in many real time applications, a few milliseconds do make a difference.

To illustrate to you that programs usually can be improved upon, the following is a super-condensed Dialysis Flow Monitor Program:

```

120 PRINT "":PRINT "FLOW";:INPUT F
140 IF (F>20) OR (F<10) PRINT "DANGER! FLOW RATE CRITICAL":
    GO TO 120
160 IF (F>17) OR (F<13) PRINT "WARNING: FLOW RATE ABNORMAL":
    GO TO 120
220 PRINT "FLOW OK":GO TO 120

```

The AND, OR and NOT operators need not be limited to use in IF statements. They are logical operators and operate Bit-by-Bit on any constant or variable. This will be illustrated later on in this manual with an example on some I/O bits.

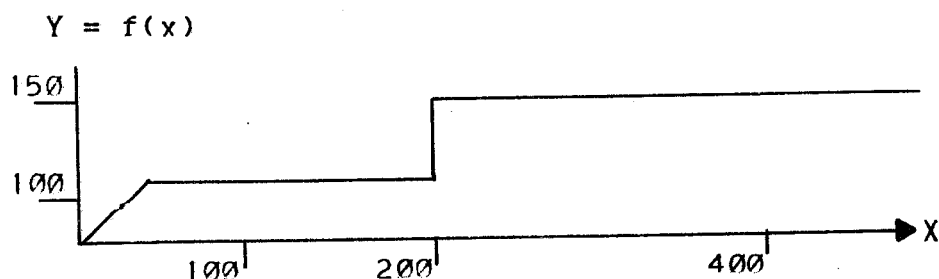
The following program implements the function indicated in the graph beneath it:

```

100 REM HASTILY CONSTRUCTED PROGRAM TO ILLUSTRATE USE OF "AND"
110 PRINT "":PRINT "X=";:INPUT X
120 IF (0<=X) AND (X<=100) PRINT "Y=",X:GO TO 110
130 IF (100<X) AND (X<=200) PRINT "Y=",100:GO TO 110
140 IF (200<X) AND (X<=400) PRINT "Y=",150:GO TO 110
150 PRINT "Y IS NOT DEFINED FOR X=",X

```

NOTE: The parentheses around $0 \leq X$, $X \leq 100$, and so on in the IF statement are necessary. Without them, the program will not work. This is because of the multiplicity in the conditions being checked.



X for $0 < X < 100$

$y = f(x) = 100$ for $100 < X < 200$

150 for $200 < X < 400$

The following is a RUN of the preceding program. All critical points have been checked.

RUN

X=? -1
Y IS NOT DEFINED FOR X=-1

X=? 0
Y= 0

X=? 37
Y= 37

X=? 99
Y= 99

X=? 100
Y= 100

X=? 101
Y= 101

X=? 199
Y= 100

X=? 200
Y= 100

X=? 201
Y= 150

X=? 299
Y= 150

X=? 300
Y= 150

X=? 301
Y= 150

X=? 399
Y= 150

X=? 400
Y= 150

X=? 401
Y IS NOT DEFINED FOR X = 401

And so on...

6.4 Random Numbers and Computer Games

Another useful feature in NSC Tiny BASIC is a random generator. Sometimes it is useful to generate random numbers between specific limits. A trivial use is to imitate a pair of dice. The statement:

```
D = RND(1,6)
```

will make D some number between 1 and 6 inclusive, with equal probability for each of the possibilities. The following program simulates a pair of dice:

```
10 PRINT RND(1,6), RND(1,6)
20 GO TO 10
```

RUN the program for a while:

```
>RUN
```

```
4 1
2 3
3 5
1 1
3 2
3 1
4 2
5 5
3 5
3 4
1 4
3 3
1 6
3 3
3 2
```

```
STOP AT 10
```

```
>
```

In general, the expression:

```
RND(A,B)
```

is a random integer between A and B, inclusive. A and B may be algebraic expressions, simple variables or constants. RND may be used wherever a variable may be used.

Random numbers are widely used to test programs, and to do Monte Carlo method solutions to problems. Many games use a random number generator.

```
10 REM GUESS THE NUMBER GAME
20 X=RND (1,100):REM X IS THE SECRET NUMBER FROM 1 TO 100
30 PRINT"":PRINT "WHAT IS YOUR GUESS";
40 INPUT G:REM G WILL BE THE GUESS
50 IF G<X THEN PRINT "YOUR GUESS IS TOO SMALL"
60 IF G>X THEN PRINT "YOUR GUESS IS TOO BIG"
70 IF G=X THEN GO TO 90
80 GO TO 30:REM NOT A CORRECT GUESS, GET NEXT GUESS
90 PRINT "YOU WIN. LET'S PLAY AGAIN."
100 GO TO 20:REM GET A NEW SECRET NUMBER
```

>RUN

```
WHAT IS YOUR GUESS? 50
YOUR GUESS IS TOO BIG
```

```
WHAT IS YOUR GUESS? 25
YOUR GUESS IS TOO BIG
```

```
WHAT IS YOUR GUESS? 12
YOUR GUESS IS TOO SMALL
```

```
WHAT IS YOUR GUESS? 18
YOUR GUESS IS TOO SMALL
```

```
WHAT IS YOUR GUESS? 24
YOU WIN. LET'S PLAY AGAIN.
```

And so on...

6.5 Exercise

Rewrite Line 70 to combine the functions of Lines 70 and 80 making the program one statement shorter.

Answers are in Appendix A





CHAPTER 7

7.1 Program Loops

This section of the primer deals with Program Loops. The following program causes NSC Tiny BASIC to print out the first ten positive integers and the squares of those integers. While not exactly intriguing in its mathematical subtlety, it helps point out a few useful techniques in programming.

The following is an example of a cumbersome way to achieve the results described above:

```
>PRINT 1
1
>PRINT 1*1
1
>PRINT 2
2
>PRINT 2*2
4
>PRINT 3
3
>PRINT 3*3
9
```

And so on until...

```
>PRINT 10
10
>PRINT 10*10
100
>
```

The foregoing would get the results, interspersed with PRINT statements; or, a program could be written as follows:

```
10 REM PRINT THE FIRST TEN NUMBERS AND THEIR SQUARES
20 PRINT 1
30 PRINT 1*1
40 PRINT 2
50 PRINT 2*2
60 PRINT 3
70 PRINT 3*3
```

And so on until...

```
180 PRINT 9
190 PRINT 9*9
200 PRINT 10
210 PRINT 10*10
```

RUN the program; the following is what your RUN should look like:

```
>RUN
1
1
2
4
3
9
And so on until
9
81
10
100
>
```

Not a very readable chart, is it? Results that are hard to read or interpret decrease the value of the output. The answer must be communicated to those who need the results. By using a comma to keep the number and its square on the same line, and by using a PRINT statement you can write a much improved program.

Note, in the following, the use of a comma in PRINT statements to separate the number and the number squared:

```
10 REM TABLE OF NUMBERS AND THEIR SQUARES
20 PRINT " N N SQUARED "
30 PRINT 1,1*1
40 PRINT 2,2*2
50 PRINT 3,3*3
60 PRINT 4,4*4
70 PRINT 5,5*5
80 PRINT 6,6*6
90 PRINT 7,7*7
100 PRINT 8,8*8
110 PRINT 9,9*9
120 PRINT 10,10*10
```

If you store the above program in the INS8073's memory and RUN it, the results would be:


```

>RUN
N N SQUARED
1 1
2 4
3 9
4 16
5 25
6 36
7 49
8 64
9 81
10 100
>

```

The above program is much easier to read than the first two presented in this chapter. Each number is printed side by side with its square in the order they appear in the PRINT statement. For example:

The statement, PRINT 7,7*7

Causes NSC Tiny BASIC to print, 7 49

You now have enough tools to write a very short program to print numbers and their squares. The idea is to write short programs that do a lot of work. Read the following program, and then try it on your computer. Type in all of the REMarks as they will help to explain what is happening. Remember, REMarks are for people; the computer simply ignores them.

```

10 REM A PROGRAM TO PRINT SUCCESSIVE INTEGERS AND THEIR SQUARES
15 REM PRINT A HEADING
17 PRINT " I I SQUARED"
20 REM USE A VARIABLE, I, TO HOLD THE VALUE OF THE NUMBER
30 REM TO BE SQUARED. START THE VALUE AT ONE
40 I=1
50 REM NOW THAT I HAS A VALUE, PRINT IT AND ITS SQUARE
60 PRINT I, I*I
70 REM ADD ONE TO THE VALUE OF I, TO CREATE THE NEXT LARGER
80 REM INTEGER, SO THAT IT AND ITS SQUARE CAN BE PRINTED
90 REM UP IN LINE 60
100 I=I+1
110 REM NOW THAT THE VALUE OF I IS ONE LARGER, GO TO LINE 60
120 GO TO 60

```

After you understand how it works, type in the program (or at least this abbreviated form) without the REMarks.

Try the following short form of the program on your INS8073:

```
17 PRINT " I I SQUARED"  
40 I=1  
60 PRINT I,I*I  
100 I=I+1  
120 GO TO 60
```

Do you see what is going to happen? Did you remember to clear out any old program with NEW?

Do you have the program figured out? If not, follow the arrows:

>RUN



17 PRINT " I I SQUARED"



40 I=1



60 PRINT I,I*I



100 I=I+1



120 GO TO 60



Lines 17 and 40 are done once.

Lines 60, 100 and 120 are "in the 'loop'". They are repeated again and again ...(until you press the BREAK key).

7.2 Exercises

1. If Line 17 is changed to read 17 PRINT " N N SQUARED" how would this change the results?
2. When you RUN the program, does NSC Tiny BASIC automatically stop after printing the first ten positive integers and their squares?
3. What is the largest value of I for which the program will give the correct answers?

Answers are in Appendix A

7.3 IF Loops

The program does not satisfy the initial requirements, that is, to print the squares of the first ten positive integers. Agreed, it does print the ten positive integers and their squares; but then it just keeps on going. You want it to stop automatically after printing 10 and 10 squared. The IF statement will help you to achieve your goal.

Instead of 120 GO TO 60
Use 120 IF I < 11 GO TO 60

```
17 PRINT " I I SQUARED"  
40 I=I  
60 PRINT I,I*I  
100 I=I+1  
120 IF I<11 GO TO 60
```

The IF statement (Line 120) can be read: "If I is less than eleven then GO TO Line 60." Not stated, but implied, is that if I is not less than 11, in particular if it is 11 or more, then DO NOT GO to Line 60, but just go on to the next line. There is no next line, so the program will stop.

To make the program more complete, add the STOP statement. This statement, when executed, stops the program. Of course, as you have seen, the program stops if there is nothing else to do. Occasionally it is necessary to deliberately stop a program. It is also useful to put a STOP statement at the end of a program just to mark the end of that program. Add a STOP statement to the end of the program to compute squares.

```
17 PRINT " I I SQUARED"  
40 PRINT I=I  
60 PRINT I,I*I  
100 I=I+1  
120 IF I<11 GO TO 60  
999 STOP       ←—————The STOP statement.
```

Any line number from 121 to 32767 could have been used for the STOP statement, 999 was arbitrarily chosen. It is often used to save the programmer's having to retype the entire "STOP" statement if he wants to add to the bottom of the existing program. The following is a RUN of the above program.

>RUN

```
 I I SQUARED  
1 1  
2 4  
3 9  
4 16  
5 25  
6 36  
7 49  
8 64  
9 81  
10 100  
STOP At 999
```

NSC Tiny BASIC computed and printed I and I squared for I=1, 2, 3...10 and then stopped automatically.

7.4 Exercises

1. What will happen if you change Line 120 to 120 IF I < = 10 GO TO 60 and RUN the program again? (Try it on your system.)
2. What will happen if you change Line 120 to 120 IF I < 17 GO TO 60 and RUN the program again?
3. What will happen if you mistype Line 120 as 120 IF I < 11 GO TO 40 and ran the program again?
4. What would be the results of RUNNING the following program?

```
10 I=1
20 PRINT I,I*I:I=I+1:IF I<11 GO TO 20
99 STOP
```

For answers, see Appendix A

7.5 FOR NEXT Loops

When a program contains a statement that is executed more than once, then that program contains a LOOP. Nearly all the programs in this book contains loops. In fact, it is the loop that makes programming so powerful. If each statement could only be used once, then programming would be exceedingly tedious. As has been seen, programmers tend to write statements that can be used repeatedly rather than only once.

The very simple loop:

```
10 PRINT 4
20 GO TO 10
```

will run and print 4's indefinitely. Most loops have some facility for ending gracefully. What does the following program do?

```
10 I=0
20 I=I+1
30 PRINT I;
40 IF I < 10 THEN GO TO 20
```

The following program does the same thing:

```
10 I=1
20 PRINT I;
30 I=I+1
40 IF I < 11 THEN GO TO 20
```

Loops are so common that NSC Tiny BASIC provides a shorthand for writing them. The next program does exactly the same thing as the previous two:

```
10 FOR I=1 TO 10 STEP 1
20 PRINT I;
30 NEXT I
```

-----This is a FOR NEXT loop.

RUN the FOR NEXT loop:

```
>RUN
 1 2 3 4 5 6 7 8 9 10
```

The FOR NEXT loop caused NSC Tiny BASIC to print values of I for:
I equals one (1) to
I equals ten (10)
in steps, or increments, of one.

The numbers go across the page instead of down because the PRINT statement ends with a semicolon (;). Try the program with a PRINT statement that doesn't end with a semicolon and you will get the following:

```
>RUN
1
2
3
4
5
6
7
8
9
10
>
```

The FOR statement sets up the loop. It specifies what the variable (often called the control variable for the loop) is to have for its initial value, then the final value and finally how much it is to be incremented each time through the loop.

The NEXT statement is the bottom of the loop, and says to find the next value of the control variable and continue execution at the statement immediately AFTER the corresponding FOR statement, if the control variable has not yet passed the final value.

To print the odd numbers from 1 to 10 (obviously 10 itself will not be one of them) the following loop could be used.

```
10 FOR I=1 TO 10 STEP 2
20 PRINT I;
30 NEXT I
```

← Semicolon causes numbers to be printed across the line.

```
1 3 5 7 9
```

← NSC Tiny BASIC is STEPping by 2.

The step size can be negative:

```
10 FOR I=56 TO 42 STEP -3
20 PRINT I;
30 NEXT I
```

Before running this program, figure what its output should be. The rule is: the FOR NEXT loop always starts exactly at the first value, and will not go beyond the second. Each time through the loop the STEP is added to the index. In these simple programs the variable I has been the index. (Of course, if the STEP is negative, adding it to the index makes the index smaller.)

The last program prints:

```
56 53 50 47 44
```

You don't always have to use I. You can use any variable in a FOR statement as long as you use the same variable in the corresponding NEXT statement.

```
10 FOR K=1 TO 3 STEP 1
20 PRINT "HIP HIP HOORAY"
30 NEXT K
```

```
>RUN
HIP HIP HOORAY
HIP HIP HOORAY
HIP HIP HOORAY
```

>

If the STEP size is one, the STEP clause can be omitted.

```
10 FOR A=0 TO 7
20 PRINT A;
30 NEXT A
```

```
>RUN
0 1 2 3 4 5 6 7
>
```

The FOR NEXT loop makes it easy to run off tables, such as the table of I and I SQUARED.

```
10 PRINT " I I SQUARED"
20 FOR I=1 TO 5 -----Since STEP size is 1, it's omitted.
30 PRINT I, I*I
40 NEXT I
```

>RUN

```
I I SQUARED
1 1
2 4
3 9
4 16
5 25
```

To get a table for I=1, 2, 3, ..., 10,
change Line 20 to: 20 FOR I=1 TO 10

To get a table running from 100 to 120
change Line 20 to: 20 FOR I=100 TO 120

>

Additionally, the starting and ending values can be variables or expressions. Here are two examples:

```
10 A=1
20 B=5
30 FOR X=A TO B
40 PRINT X;
50 NEXT X
```

```
>RUN
1 2 3 4 5
>
```

```
10 L=2
20 U=3
30 FOR S=L*L TO U*U
40 PRINT S;
50 NEXT S
```

```
>RUN
4 5 6 7 8 9
>
```

The STEP can also be a variable or an expression:

```
10 A=1
20 B=13
30 C=2
40 FOR X=A TO B STEP C
50 PRINT X;
60 NEXT X
```

```
>RUN
1 3 5 7 9 11 13
>
```

Although the applications may not be readily apparant, FOR NEXT loops may be "nested" up to four levels. This means that you can have four layers of loops within loops. An example of this is shown below. The loops interact to print the numbers 0 to 99 in a square grid.

```
10 REM SQUARE MATRIX GRID. NUMBERS 1 TO 9 ARE PRINTED
20 REM ACROSS THE PAGE, THEN A CARRIAGE RETURN,
30 REM THEN NUMBERS 10 TO 19 ETC.
40 FOR I=0 TO 90 STEP 10:REM TENS LOOP
50 FOR J=0 TO 9:REM UNITS LOOP
60 PRINT I + J;:REM PRINT ACROSS PAGE
70 NEXT J:REM END OF "INNER" LOOP
80 PRINT:REM CARRIAGE RETURN
90 NEXT I:REM END OF OUTER LOOP
999 STOP
```

>RUN

```
0  1  2  3  4  5  6  7  8  9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
60 61 62 63 64 65 66 67 68 69
70 71 72 73 74 75 76 77 78 79
80 81 82 83 84 85 86 87 88 89
90 91 92 93 94 95 96 97 98 99
```

>

Loops cannot cross each other for obvious reasons; therefore, if you write:

```
10 FOR I=1 TO 10
20 FOR J=1 TO 10
30 NEXT I
40 NEXT J
```

you will get a FOR NEXT error message (ERROR 10) upon execution of Line 30.

7.6 Exercises

For each program, first figure out what you think NSC Tiny BASIC will do, then RUN the program and verify your thinking.

1. 10 S=0
20 FOR K=1 TO 5
30 S=S+K
40 PRINT K,S
50 NEXT K
2. 10 P=1
20 FOR K=1 TO 5
30 P=P*K
40 PRINT K,P
50 NEXT K
3. 10 S=0
20 FOR K=1 TO 5
30 S=S+K
40 NEXT K
50 PRINT S
4. 10 P=1
20 FOR K=1 TO 5
30 P=P*K
40 NEXT K
50 PRINT P

Each of the following programs requires an INPUT value for the variable, N. For the values outguess NSC Tiny BASIC then verify your results.

5. 10 INPUT N
20 S=0
30 FOR K=1 TO N
40 S=S+K
50 NEXT K
60 PRINT N,S
6. 10 INPUT N
20 P=1
30 FOR K=1 TO N
40 P=P*K
50 NEXT K
60 PRINT N,P

Try it for N=7

Try it for N=7 and N=9

7. Write a short program to compute and print the value of:

$$1^2 + 2^2 + 3^2 + \dots + N^2$$

for an INPUT value of N.

>RUN

N=? 5
SUMSQUARED = 55

>

Answers are in Appendix A

7.7 The DO Statement

This is a simple statement that instructs NSC Tiny BASIC to DO a function UNTIL another condition is met. It has only one form:

>340 DO

Nothing ever comes after the word "DO"; somewhere later on in the program there is a statement UNTIL, for example:

>500 UNTIL (some arithmetic instruction goes here)

The line numbers are only examples. The UNTIL statement acts just like a GO TO which causes execution to proceed from the DO statement - whenever the value of the arithmetic expression equals zero. The following program:

```
>10 DO
>20 PRINT "HELLO"
>25 N=1
>30 UNTIL N=0
```

prints the word HELLO over and over until you stop the program.

If instead, you had said:

```
>10 N=5
>20 DO
>30 PRINT "THIS ONE STOPS SOON"
>40 N=N-1
>50 UNTIL N=0
```

the message is printed out five times. It is interesting to try this program with Line 30 changed to PRINT N. To understand how it works you must remember that an expression such as $N=0$ has a numerical value. It is 0 as long as it is false. Thus, when N is not zero it is false to say that $N=0$. So the expression $N=0$ has the numerical value 0. The UNTIL acts like a GO TO back to Line 20, but when N is indeed zero then the expression $N=0$ is true. When an expression is true its value is not zero, but -1. So the UNTIL does not act like a GO TO and the program ends.

NSC Tiny BASIC uses the notation:

X=6

in two different ways. If it is a statement, where the X is the first item on the line it means "let the value of X be 6" but if the notation X=6 is used as part of an expression - that is, not as the first item on the line - then it means "see if X is equal to six" and if X is equal to six then the whole expression (X=6) takes on the value -1. This is similar to the test in an IF statement.

The converse of this is also usable, that is, a DO...UNTIL loop can terminate in any of the following with the same effect:

```
UNTIL K=N
UNTIL K-N=0
UNTIL 0=K-N
UNTIL K-N (which automatically has a value of zero allowing
            the loop to be terminated)
```

For reasons of clarity, only the first and third examples should be used. In the following:

```
>10 G=3
>20 G=G-3
>30 PRINT G
```

(would be a very confusing thing to write and not at all recommended) the value -1 would be printed, as Line 20 would make the value of G equal to (G-3) which is true, and thus has the value -1.

For the most part, the ambiguity mentioned can be safely ignored, and the UNTIL statement taken at "face value" where you know that the loop will be done over and over again until the indicated condition is satisfied. The pair of statements:

```
DO
.
.
.
UNTIL K > (N/2)
```

will execute whatever is between them until it happens that K is greater than half of N. (Remember that NSC Tiny BASIC only does integer arithmetic so that N/2 means the integer part only, any remainder or fractional part is ignored.) DO UNTIL loops, like FOR NEXT loops, can be nested, but where FOR NEXT loops can go four deep, (four layers of loops) DO UNTIL is allowed eight levels of nesting.

7.8 Powers Of Two

The following are three programs to compute and print the powers of 2 from 1 to 64, inclusive.

Program number one uses an IF loop.

```
100 REMARK POWERS OF TWO, PROGRAM ONE
110 P=1
120 PRINT P;
130 P=2*P
140 IF P<=64 GO TO 120
999 STOP
```

Program number two uses a FOR NEXT loop.

```
100 REMARK POWERS OF TWO, PROGRAM TWO
110 P=1
120 FOR K=0 TO 6
130 PRINT P;
140 P=2*P
150 NEXT K
999 STOP
```

Program number three uses a DO UNTIL loop.

```
100 REMARK POWERS OF TWO, PROGRAM THREE
110 P=1
120 DO
130 PRINT P;
140 P=2*P
150 UNTIL P>64 - - - (Also try UNTIL P=128 here.)
999 STOP
```

These three programs produce exactly the same results. If you enter any of the above and type RUN, here is what happens:

```
>RUN
 1 2 4 8 16 32 64
>
```

Try to modify each program to get powers of 2 from 1 to 128. Then do it backwards, get powers of two from 64 to 1.

IF Loop

```
100 REMARK POWERS OF TWO, PROGRAM FOUR
110 P=64
120 PRINT P;
130 P=P/2
140 IF P<1 GO TO 120
999 STOP
```

FOR NEXT Loop

```
100 REMARK POWERS OF TWO, PROGRAM FIVE
110 P=64
120 FOR K=6 TO 0 STEP -1 ----(or FOR K=0 TO 6)
130 PRINT P;
140 P=P/2
150 NEXT K
999 STOP
```

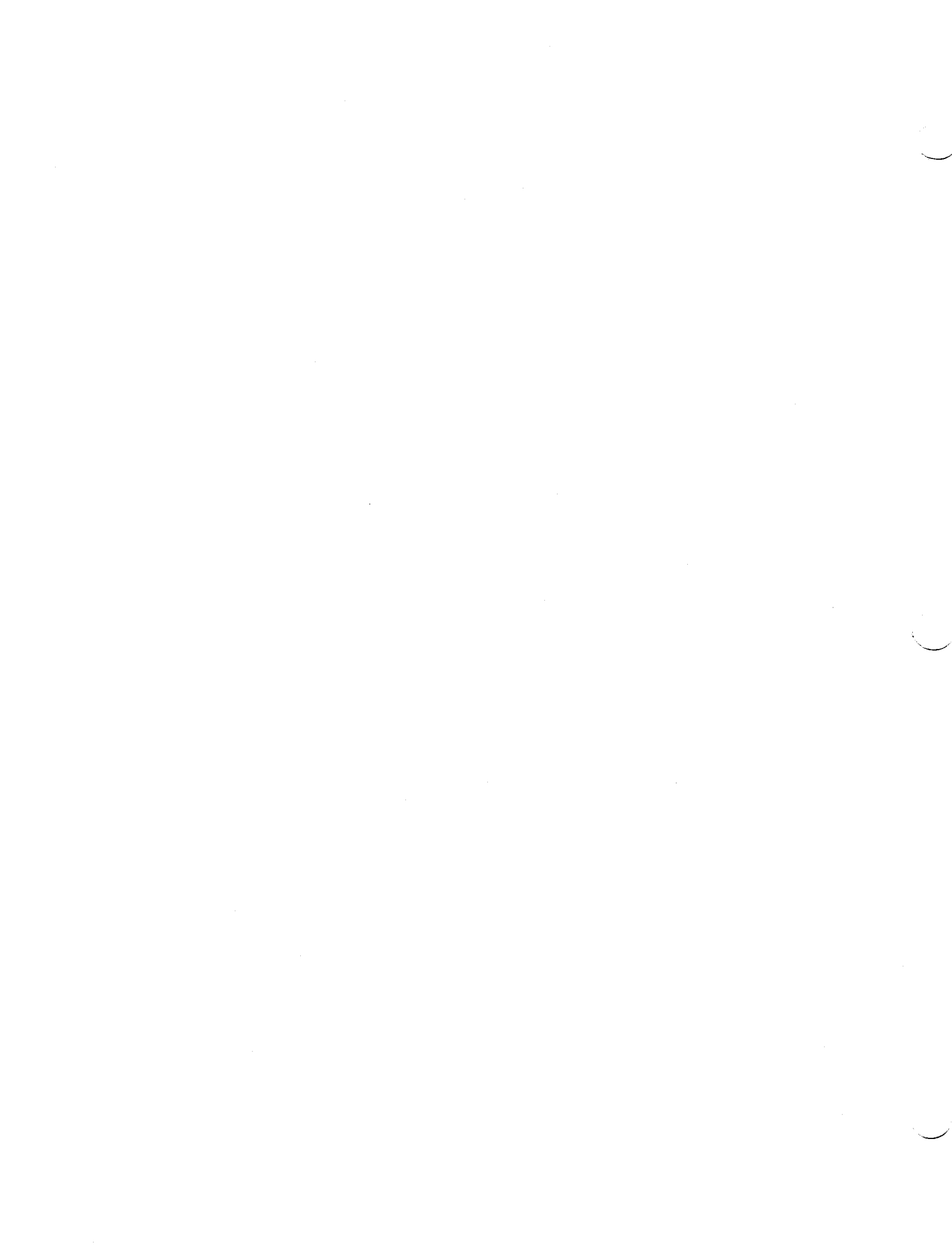
DO UNTIL Loop

```
100 REMARK POWERS OF TWO, PROGRAM SIX
110 P=64
120 DO
130 PRINT P;
140 P=P/2
150 UNTIL P<1 ----(Also try UNTIL P=0 here)
999 STOP
```

The three programs all produce the same results.

```
>RUN
64 32 16 8 4 2 1
>
```

Modify each program so that NSC Tiny BASIC types powers of 2 from 128 to 1.



CHAPTER 8

8.1 Subroutines

As you learn to program, you will find that your programs will increase in size until they become unmanageable. When that happens, it's time to break them up into functional blocks. Often, you will find that some of those functional blocks are used in several places in your program. Rather than repeat them each time, a "subroutine" can be used. A subroutine is just a section of NSC Tiny BASIC statements performing some operation required at more than one place in the program. The GOSUB statement is used to transfer control to the subroutine and the RETURN statement is used to return control to the place where the subroutine was called.

As with FOR and NEXT, and the DO and UNTIL statements, GOSUB and RETURN are a pair that are always together. The statement:

```
125 GOSUB 910
```

acts exactly like the statement:

```
125 GO TO 910
```

except that the computer remembers the line number (in this case 125) of the statement that made it go to Line 910, so that after the subroutine is finished the computer can resume where it left off. For example, when the program executes a RETURN statement:

```
320 RETURN
```

the computer knows to jump back to the statement immediately after Line 125 - wherever it is.

The following is a short program to demonstrate the use of the GOSUB and RETURN statements. Try it on your INS8073.

```
100 N=1
105 GOSUB 200
110 N=2
115 GOSUB 200
120 N=3
125 GOSUB 200
130 N=4
135 GOSUB 200
140 N=2
145 GOSUB 200
150 N=3
155 GOSUB 200
160 END
```

Main Program

```
200 PRINT "THIS IS NUMBER ",N
210 RETURN
```

-----Subroutine

RUN the above program, the results should look like this:

>RUN

```
THIS IS NUMBER 1
THIS IS NUMBER 2
THIS IS NUMBER 3
THIS IS NUMBER 4
THIS IS NUMBER 5
THIS IS NUMBER 6
```

>

The statement: 110 GOSUB 200
tells NSC Tiny BASIC: GO TO line 200, but remember that you
 came from Line 110. When you come to a
 RETURN statement, return to the line
 next after Line 110 (which is Line 115).

The statement: 120 GOSUB 200
tells NSC Tiny BASIC: GO TO Line 200, but remember that you
 came from Line 120. When you come to a
 RETURN statement, return to the line
 next after Line 120.

The rest of the GOSUBs operate in a similar fashion. GOSUB, when used properly, can eliminate the tedium of having to retype a routine wherever it may be used in a large program. Subroutines may call other subroutines, this is called nesting and may look like this:

```
10 I=12
20 GOSUB 200
30 I=5
40 GOSUB 200
50 A=2
60 B=3
70 GOSUB 300
80 STOP
90 REM END OF MAIN PROGRAM

200 REM SUBROUTINE TO COMPUTE NUMBER OF STARS TO PRINT
210 B=I
220 A=I-2
230 GOSUB 300
240 RETURN:REM RETURN TO MAIN PROGRAM

300 REM SUBROUTINE PRINTS B-A STARS
310 FOR J=1 TO B-A
320 PRINT "*"
330 NEXT J
340 PRINT:REM PRINT A CARRIAGE RETURN
350 RETURN
```

Notice that sometimes the subroutine at location 300 is called by the subroutine at location 200, and it is called once by the main program. Whomever calls that subroutine is where the program returns on a RETURN statement.

Subroutines may be nested up to eight deep.

8.2 LINK Instruction

The LINK instruction allows you to transfer control from an NSC Tiny BASIC program to an INS8073 assembly (machine) language subroutine.

Suppose Bill Counter has given you an assembly language subroutine that is perfect for counting widgets. You could convert Bill's program to NSC Tiny BASIC; but since you don't understand Bill's system for counting the widgets, and since Bill's system works, and since assembly language runs faster than NSC Tiny BASIC, etc., all you have to do is use the LINK instruction to transfer control from your NSC Tiny BASIC program to an assembly language subroutine.

A statement such as:

```
>10 LINK #1800
```

causes transfer control to the routine that starts at address location hexadecimal 1800. There is a RET instruction at the end of the routine that returns you to your NSC Tiny BASIC program. RET is an assembly language instruction that acts like the NSC Tiny BASIC RETURN instruction; it returns you to the line number following Line 10 (the LINK statement).

Example:

```
>10 LINK #1800
>20 IF A=0 THEN PR "SENSE A IS LOW"
>30 IF A=1 THEN PR "SENSE A IS HIGH"
>99 STOP
>RUN
SENSE A IS HIGH
```

← NSC Tiny BASIC transfers to address #1800 to read sensor.

└── Program transfers back to NSC Tiny BASIC

```
STOP AT 99
>RUN
SENSE A IS LOW
```

```
STOP AT 99
```

			Assembly Language
1		.TITLE SENSE	" "
2	0000	. =01800 #HEXADECIMAL	" "
3	1800 06	LD A,S	" "
4	1801 D410	AND A,=16	" "
5	1803 6C02	BZ LOW	" "
6	1805 C401	LD A,=1	" "
7	1807 CA00	ST A,0,P2	" "
8	1809 5C	RET←--(This gets you back)	" "
9	0000	.END	" "

8.3 DELAY

Often, a program needs to give itself a pause to allow some external event to occur, or just to let you think for a moment.

For example, take the case where you have written a routine to ring the bell when your results are back from another program. If the program is a long one, you can go talk on the telephone until it is finished and you can hear the bell ringing. If the program is ended in a loop:

```
980 PRINT "CNTRL G":REM RING BELL
990 GO TO 980:REM DO IT AGAIN
```

the terminal will continue to ring the bell, or the TTY will sound like an alarm clock, until you get away from the phone and stop the program.

A better way to handle this situation is to waste some time before the bell is rung again. Many programs do this with loops that waste time:

```
980 PRINT "CTRL G":REM RING BELL
990 FOR I=1 TO 1000:NEXT I:REM WASTE TIME
1000 GO TO 980:REM RING BELL AGAIN
```

unfortunately, this kind of time wasting is not precise and the number of times you go through the loop must be worked out by trial and error.

NSC Tiny BASIC has an inherently more precise method of generating time delays. This method is the use of the DELAY instruction, which can stop the processors operation for 1 to 1040 time units. If your INS 8073 is clocked by a precise 4 MHz timebase, these time units will be exact milliseconds. The example system in Section 3 of this manual uses such a crystal.

If you wanted your end-of-program bell to ring only once per second, as a gentle reminder for you to go to the system, all you need do is to change the initial example program:

```
980 PRINT "CTRL G":REM RING THE BELL
985 DELAY 1000:REM WAIT ONE SECOND
990 GO TO 980:REM DO IT AGAIN
```

Notice that the number (or expression) that follows a DELAY instruction is equal to the number of milliseconds required. If, however, you type "DELAY 0" the microinterpreter will default to the largest possible delay of 1040 milliseconds.

8.4 The ON Statement

Sometimes a program can't respond quickly enough to a stimulus through normal program operation. For example, take a system which must count widgets while calculating Pi to a million decimal places. The calculation of Pi will obviously take the "smartest" computer hours of calculations of Taylor series polynomials. The widgets are passing by on a conveyer belt at the rate of three per minute. Should the program to calculate Pi take a peek during every stage of its calculations just to look for a widget? The obvious answer is no as this would waste too much time; and the hours-long program might end up taking a week to execute.

The INTERRUPT can break into a program, perform some time intensive function, then allow normal operation to continue without any interference with the main program. An interrupt operates the same way you would if you were reading a book and the phone rang. First you'd save your place in the book, then you'd talk on the phone until your business was done, then you would hang up and go back to your book to the place where you left off.

The INS8073 handles interrupts with the ON statement. When you say:

```
110 ON I 250
```

you're saying, "If something (widget detector) puts a 0 on input SENSE/INTA on the INS8073, act like you first encountered a GOSUB 250".

There are two inputs on the INS8073, INTA and INTB. Correspondingly, there are two ON statements, ON1 and ON2. Unfortunately, the INTA input is also used for serial input for the RS-232 or TTY terminal. This means that the ON statement can't be used if you want to use a terminal with an NSC Tiny BASIC system. The ON instruction is, however, very useful in a ROM-based direct executing system.

An interrupt may be disabled at any time by executing the command:

```
ON I 0
```

which acts only on INTA. This can be used to put the microinterpreter into a "Don't bother me, I'm busy" state.

The following is a program that counts how much time has elapsed until an interrupt occurs, and, how many times it has been interrupted:

```
10 REM TURN ON INTB
20 ON 2 200
30 A=A+1:REM HOW LONG SINCE LAST INTERRUPT?
40 GO TO 30:REM KEEP COUNTING
50 REM END OF MAIN PROGRAM
200 REM START OF INTERRUPT ROUTINE
210 REM A "GOSUB" TO THIS LOCATION IS GENERATED
220 REM BY A HIGH TO LOW TRANSITION ON INTB
230 B=A:REM STORE TIME BETWEEN INTERRUPTS
240 C=C+1:REM COUNT HOW MANY INTERRUPTS HAVE OCCURRED.
250 A=0:REM INITIALIZE THE COUNTER
260 RETURN:REM KEEP WATCHING THE TIME
```

Although this program has no practical application, it should show you how to use the ON statement well enough to enlighten you about the basics of interrupts.

8.5 The STAT Function

There is a function in NSC Tiny BASIC which allows you to operate directly on the Status Register of the CPU. The status register can be loaded, or examined, through the use of the STAT function. This is another way of setting the interrupt enable bits on the processor, although it does not allow the assignment of a line number for the interrupt service routine. Therefore, the STAT function is not recommended for interrupt servicing.

The bits of the Status Register are defined as follows:

<u>BIT NUMBER</u>	<u>FUNCTION</u>	
7	CARRY	} Not recommended for use in NSC Tiny BASIC
6	OVERFLOW	
5	SENSE A/INTA	} May be examined as sense lines by the STAT operator
4	SENSE B/INTB	
3	FLAG 3	} May be set using the STAT operator
2	FLAG 2	
1	FLAG 1	
0	INTERRUPT ENABLE	Not recommended for use with NSC Tiny BASIC

The SENSE A and SENSE B lines may be used as inputs and are read-only. If a serial terminal is being used to program the microinterpreter, SENSE A will already be occupied and SENSE B will have to be used.

The FLAG 1, 2 and 3 outputs are write-only, and FLAG 2 and FLAG 1 are used for the Read Relay and RS-232/TTY outputs respectively. Therefore, only FLAG 3 is available. You can see how they operate if you connect simple devices to one SENSE input and one FLAG output.

Assume that you have a source of slowly changing "1's" and "0's" coming into SENSE B. A simple switch would be a fine example. Also assume that an audio amplifier is attached to FLAG 3 so that you may hear the output. With the following program you can detect the switch position with your ears:

```

10 REM SENSE B TO FLAG 3 PROGRAM
20 A=STAT AND #10:REM SENSE B BIT ONLY
30 IF A>0 THEN GO TO 20:REM SWITCH OPEN, NO SOUND
40 STAT=STAT OR #8:REM SET FLAG 3
50 DELAY 5:REM 100 HERTS HALF WAVELENGTH
60 STAT=STAT AND #F7:REM CLEAR FLAG 3
70 DELAY 5:GO TO 20:REM TEST SWITCH AGAIN

```

thus, you can use the STAT function to control minimal I/O in your system.

★ Note: if interrupts are enabled, the ON statement will be executed. If an interrupt has been initiated, it must be cleared using a REM statement. The ON statement will not execute until the program execution. Note that both statements are negative-edge triggered.

If you insist on using STAT to set the Interrupt Enable bit, be aware that that bit will not be set until after the end of the next instruction. This gives you some time to prepare.

8.6 Multiprocessing, INC (X), DEC (X)

The INC and DEC, or Increment memory location and Decrement memory location instructions are provided to facilitate using NSC Tiny BASIC in a multiprocessor environment.

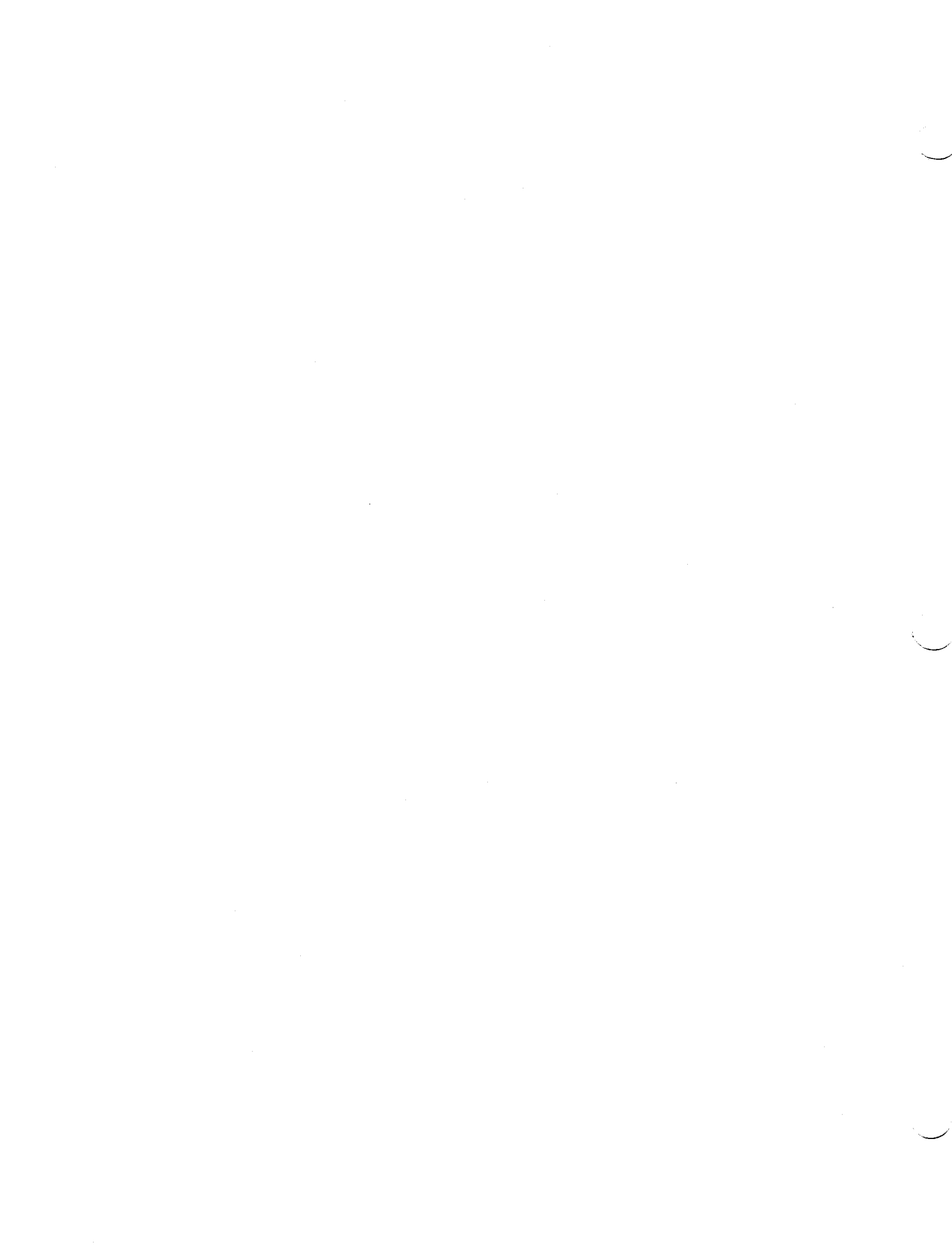
Multiprocessing is an art in itself and is considerably beyond the scope of this primer. If you require more information on multiprocessing, refer to the "70 Series Microprocessors User's Manual".

If you are familiar with the techniques of multiprocessing with the INS8070 series of microprocessors, then you are familiar with the attributes of the ILD (Increment and Load) and DLD (Decrement and Load) instructions. INC and DEC provide the same function in NSC Tiny BASIC format. The instructions are non-interruptable and can be used for semaphores between microprocessors.

If you choose to use the INS8073 in a bus-coupled microprocessor system one precautionary note is given; the variable RAM at location X'1000-X'10FF must be separate for each processor on the bus. If this is not observed, FOR loops, subroutines, and even the variables A through Z will become hopelessly garbled. All other external memory may be shared.

8.7 CLEAR

The CLEAR statement is used to zero all variables, and terminate all pending interrupts and loops. This statement should be used with extreme caution as it can terminate program execution. When properly used, it can be a boon in setting up initial conditions within a program.



CHAPTER 9

9.1 Memory Organization

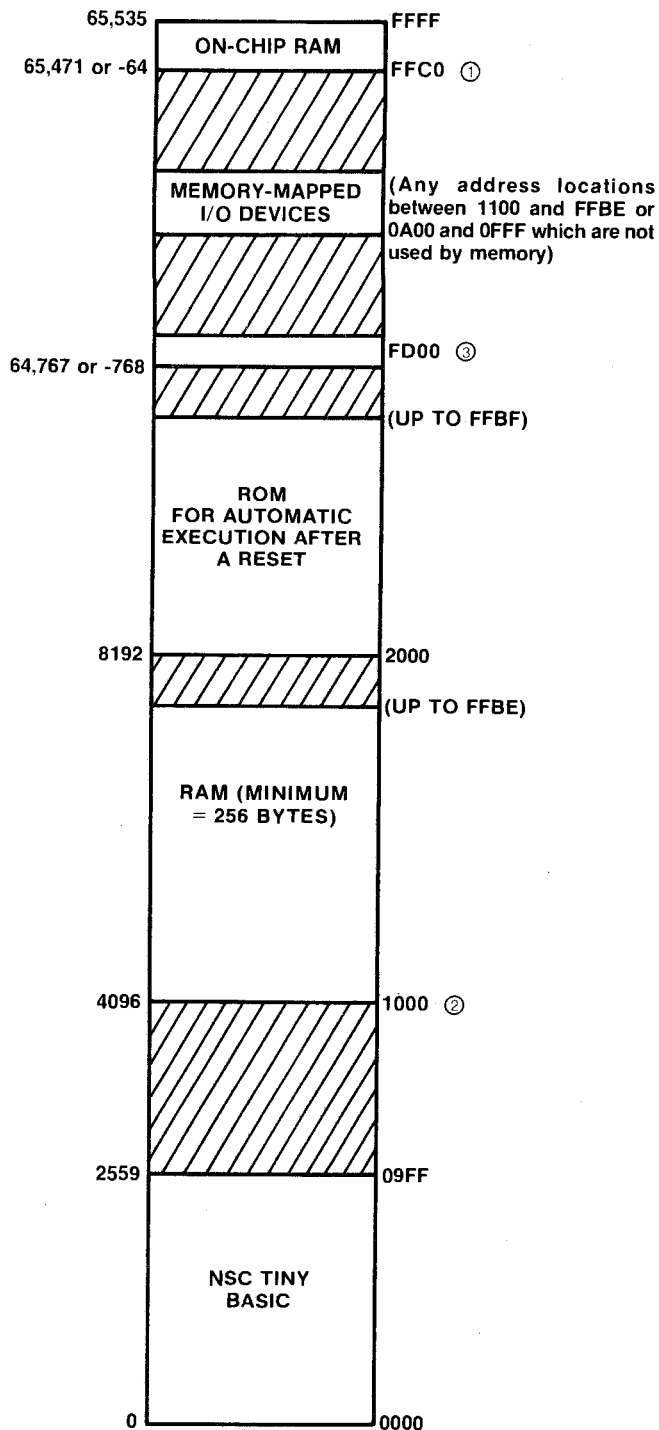
In order to use NSC Tiny BASIC, you must have an INS8073 system with a minimum of 256 read/write memory locations needed to store the variables from A to Z and to accomplish other housekeeping functions. In most cases more memory is needed; a typical system should have at least 2K (2048) bytes of RAM. Each memory location stores one byte, and in a typical system with 2K (2048) bytes of RAM, each location has a unique memory address running from 4096 to 6143. The microinterpreter will only see RAM locations that are contiguous (non-stop with RAM starting at the location 4096).

The memory is organized as follows:

1. The first 2560 locations consist of NSC Tiny BASIC, in on-chip ROM (Read Only Memory) on the INS8070 chip. In other words, NSC Tiny BASIC consists of 2560 bytes of pre-programmed memory occupying locations 0 to 2559.
2. The next 1536 locations are unassigned and can be used for ROM, data RAM or I/O devices.
3. The next 256 or more locations, with addresses from 4096 to 65470 if desired consist of RAM (Random Access Memory, also called Read/Write Memory). This part of memory serves two purposes:
 - a. Locations 4096 to 4351 are used by NSC Tiny BASIC as a "scratchpad memory". They are not available for your use.
 - b. Locations 4352 to your last RAM location are yours to use. When you type:

```
NEW #1000  
NEW
```

then store a program (with line numbers), your program is stored in memory, beginning at location 4352.
4. If automatic ROM execution is desired after a RESET, the ROM program must start at location 8192, and can extend up to 65471.
5. I/O devices may be memory-mapped in any unused memory locations in the ranges 2560-4095 and 4352-65470.
6. No RAM or I/O device can occupy memory location 65471. I/O devices should not be mapped contiguous with RAM from 4096.



NOTE 1. RAM or I/O devices must not occupy location X'FFBF.

NOTE 2. The microinterpreter will assume the only available RAM is that which starts at location X'1000 and ends at the first discontinuity encountered above that address.

NOTE 3. Location X'FD00 must be used to set the baud rate of the console device. If no console is used, this location may be used as desired.

Figure 9-1. NIBL Memory Diagram

The following table summarizes the memory organization in a minimum NSC Tiny BASIC system.

Table		NSC Tiny BASIC Memory Organization
LOCATIONS		CONTENTS
0 - 2559		NSC Tiny BASIC System (ROM)
4096 - 4351		Scratchpad Memory, (RAM)
4352 - 6143		User Space. Your programs are stored here.

User space, locations 4352-6143 will hold 1792 bytes; this is enough to store approximately sixty NSC Tiny BASIC statements. Additional memory can be added; and, if your system has 4096 bytes of RAM, the user space locations run from 4352 to 8191.

The memory layout for the example board is given in Section 3.

9.2 TOP Location

The first location that is free for your use has a special name, it's called TOP. The statement:

```
>PRINT TOP
```

will cause the address of the first free location to be printed.

To see how TOP works, clear away any old program by typing NEW #1000 then NEW, print out the value of TOP, then store a line or two of any program and try printing TOP again.

```
>NEW #1000
>NEW
>PRINT TOP
4353 ←-----Remember 4352 is the beginning of "user space".
          A program (even with no lines) takes up one byte.
```

```
>10 REM THIS TAKES UP SPACE
```

```
>PRINT TOP
4380 ←-----Locations 4352 through 4379 are in "use". First
          available is now 4380.
```

A longer program will use up more space.

```
>NEW #1000
>NEW
>PRINT TOP
4353 ←-----TOP points to the beginning of NSC Tiny BASIC's
          user space.
```



```

>100 REMARK POWERS OF TWO
>110 P=1
>120 PRINT P;
>130 P=2*P
>140 IF P=64 GO TO 120
>999 STOP

```

```
>PRINT TOP
```

```
4440 ←-----Next available location is now 4440.
```

Remember, the value of TOP is the address of the next available memory location beyond the last byte of your NSC Tiny BASIC program.

Choose a safe location far away from the small program that you will write shortly, for example location 5000. You want to store a number into location 5000, that is, you want to put a number (say 55) at 5000.

```
>@5000=55
```

The @ is the familiar "at" symbol and means "at the location". Remember, location 5000 is an actual memory location and not an output port. If you could peek into location 5000 you'd now find the number 55 resting there; however, since you cannot "see into" locations, tell NSC Tiny BASIC to print a copy of whatever is stored there.

```
>PRINT @5000
55
```

Try some more.

```
>@5001=37 ←-----Put 37 into location 5001
```

```
>PRINT @5001
37
```

```
>@5002=@5000+@5001
```

```
>PRINT @5002
92
```

Did you follow the last example? You previously had put 55 into location 5000 and 37 into 5001, you can add them ($@5000+@5001$) and put the result into 5002.

You can use @5000, @5001, @5002 and so on just as you use variables A through Z, except for one thing:

Numerically addressed locations can store one byte only. They accept numerical values from 0 to 255, inclusive. You cannot store negative numbers or numbers larger than 255 in these locations.

As you may suspect, the variables A through Z each occupy two bytes in the INS8073's memory.

The following illustrates what would happen if you tried to put a number larger than 255 into a numerically addressed location:

```
>@5004=256
```

```
>PRINT @5004
```

```
0
```

```
>@5005=257
```

Try some negative numbers
and see the results.

```
>PRINT @5005
```

```
1
```

```
>@5006=511
```

```
>PRINT @5006
```

```
255
```

Attempting to put a number into a memory location that is too large or too small for that memory location will not result in an error message. The number will be treated modulo 256 (that is, it will be divided by 256 and the remainder put into the location).

One trick to using memory locations is to call them TOP+1, TOP+2 and so on; as your program changes size, a notation such as:

```
>@(TOP+23)=211
```

is always above your program. A check for the top of memory can be done easily using the IF statement (assuming that M is the number of the memory location you were about to use, and that your memory went up to location 5143):

```
>70 IF M>5143 THEN PRINT "OUT OF MEMORY"
```

In summary: to put a value "V" into a memory location M write

```
>@M=V
```

and the value of the memory location M is given by the expression @M.

The at sign (@) should be used with caution. Placing a value in memory used by your program (at a location less than TOP) can cause the program to "blow up". This means that it refuses to work, and there may be no way to LIST or otherwise preserve it. Even if it doesn't blow up other insidious changes that can be hard to find can occur. Be careful.

The following lists the locations that should not be used:

LOCATIONS

0 to 2559	ROM (on-chip)
-64 to -1	RAM (on-chip)
4096 to (TOP-1)	program in our typical system

9.3 Strings of Characters

An important feature of NSC Tiny BASIC is its ability to input, output and manipulate characters as well as numbers. As you have already seen, the statement:

```
>220 PRINT "FLOW OK"
```

will cause NSC Tiny BASIC to print the words:

```
FLOW OK
```

The information between quotes is called a string.

The computer can store strings, recall them and do other operations on them as well. These abilities are especially handy where the user of a program should communicate in something resembling natural language. It might be more convenient to have a user type YES as an answer to a question rather than have the computer type "ENTER 1 IF YOU MEAN YES OR 0 IF YOU MEAN NO".

To have a user of your program utilize string input, you have to first decide where the computer will put the string. The previously described TOP function gives the first location in memory that is available to the user. If the program assigns:

```
S=TOP
```

then S will be the address of the first location in memory that can be used. In the following case it will be used for storing a string. When you want to work with strings instead of numbers, use the dollar sign (\$) to tell NSC Tiny BASIC to expect a string. The statement:

```
INPUT $S
```

stores whatever string the user types beginning at location S. The first character of the string goes right at location S, the next character at location S+1 and so on. Input stops when the RETURN key is pressed. The code for the RETURN key is stored at the last character of the string. This is important as it allows you to find the end of the string later.

Try the following program, note the \$ sign in Lines 20 and 30.

>NEW

>10 S=TOP+100:REM SET S TO POINT AT A FREE SPOT IN MEMORY

>20 INPUT \$S:REM GET SOME CHARACTERS

>30 PRINT \$S:REM TYPE THE CHARACTERS JUST OBTAINED

>RUN

?ABC ← ABC is the input string.
ABC

>RUN

? SAM 123 ← This is a California license plate number.
SAM 123

>RUN

?%07#Q+*! ← You can use just about any TTY character in
a string.
%07#Q+!

> And so on. Try some of your own.

In the second RUN above, we typed SAM 123 and pressed RETURN. Therefore, a string of eight characters will be stored, beginning at TOP+100, as follows:

<u>LOCATION</u>	<u>CONTENTS</u>
TOP+100	S
TOP+101	A
TOP+102	M
TOP+103	space
TOP+104	1
TOP+105	2
TOP+106	3
TOP+107	RETURN key code

Remember, each location stores one byte, so each character or key code is stored as one byte code.

In the following program, we use a string variable \$R:

>NEW

>60 R=TOP+10:REM SET R TO POINT AT FREE SPOT IN MEMORY

>70 \$R="ABCDEFGHIJKLMNPOQRSTUVWXYZ"

>80 PRINT \$R

>RUN

ABCDEFGHIJKLMNPOQRSTUVWXYZ

In the preceding program, \$R is a string variable. In Line 70, you assign it a string value consisting of the 26 letters of the alphabet. Note that these letters are enclosed in quotation marks; however, the quotation marks are not stored as part of \$R. The string in the \$R will be stored in TOP+10 through TOP+35 and a RETURN key code will be put into TOP+36 to mark the end of the string.

Add the following lines to the above program, (don't type NEW!)

```
>90 $R="HELLO"  
>100 PRINT $R  
>RUN  
ABCDEFHIJKLMNOPQRSTUVWXYZ  
HELLO
```

It is your responsibility, as a programmer, to see that there is enough space for strings. For example, add the following lines to the program we are developing:

```
>110 E=TOP+12  
>120 $E="123"  
>130 PRINT $R:REM YES WE DO MEAN $R AND NOT $E  
>RUN  
ABC.....  
HELLO  
E123
```

Note the strange result when this part of the program is RUN. This demonstrates that you have to be able to guess about how long strings are going to be when you decide where to put them in memory.

Try other strings for \$R and \$E in this program, and see what conditions cause overlap, and by how much. Change the constant in Line 110 as well. A few experiments will teach more than a thousand words of text.

String characters are actually stored as numbers. There is a standard numerical code for each TTY character, called ASCII (American Standard Code for Information Interchange). This code is used by all manufacturers of computers and communication equipment. There are other codes in use too, but only by a small number of manufacturers, and they make ASCII available to their equipment. It is easy to write a program that will show the ASCII code that NSC Tiny BASIC uses to store string characters. This program will print the ASCII code for a character as a decimal number after you have typed in the character and hit the RETURN key.

```
>LIST  
100 REM PROGRAM TO PRINT ASCII CODES FOR TTY CHARACTERS  
110 A=TOP+500:REM LOCATION TO PUT CHARACTERS  
120 PRINT "EACH TIME I TYPE A QUESTION MARK, YOU TYPE"  
130 PRINT "A SINGLE CHARACTER AND HIT THE RETURN KEY"  
140 PRINT "":INPUT $A:REM GET A CHARACTER  
150 PRINT @A:REM PRINT ASCII CODE  
160 GO TO 140:REM DO IT AGAIN
```

>RUN
EACH TIME I TYPE A QUESTION MARK, YOU TYPE A
SINGLE CHARACTER AND HIT THE RETURN KEY

?A
65

?B
66

?C
67

? ← This is CONTROL G (used ring the BELL). It is a
7 non-printing character.

?%
37

?~~o~~
48

?1
49

?2
50

? ... Your turn, experiment.

Using this program, look at the ASCII codes of the letters, numerals, and special characters on the TTY keyboard. Remember, NSC Tiny BASIC stores the RETURN character at the end of each string. How would you print out the ASCII code for the RETURN key? (See Appendix C)

Using the program as written, find the ASCII codes for CONTROL A, CONTROL B and so on. There is a problem trying to print the code for CONTROL C. Can you deduce its value? (See Appendix C)

The last string feature in NSC Tiny BASIC is string replacement. If P and Q are suitably defined (as pointing to memory) then a statement such as:

```
>500 $P=$Q
```

will take the string starting at location Q and make a copy string starting at location P. Remember, it is up to the programmer to be sure that there is enough room for this to occur. A real disaster can occur if $P=Q+1$. For instance, when Line 500 is executed, the character at location Q is placed in location P. But, location P is the second location of Q! (Remember $P=Q+1$.) This means that the first character of Q is now also the second character of Q. Since this is a string copy instruction the next thing that happens is that the second character of Q is copied into the second character of P. The second

character of Q was just copied from the first character Q, so the second character of P is the same as the first character of Q. Now, since $P=Q+1$ the second character of P is the same as the third character of Q. And so it goes, with the first character of Q being copied over and over again. The process will never stop; if there was a RETURN somewhere in P it will be "clobbered" by the constantly copied character. Soon all memory will be filled by this one character, your program will be destroyed, and, NSC Tiny BASIC will come to a grinding halt. Be careful to avoid round robin situations like this one. Try it once.

To compare strings in an IF statement you must compare the ASCII values since NSC Tiny BASIC doesn't allow direct comparison of strings. This merely means using @ instead of \$, and doing the comparison one memory location at a time.

9.4 Exercise

Write a program to compare two INPUT strings and print "THE STRINGS ARE EQUAL" if they are, and "THE STRINGS ARE UNEQUAL" if that is the case. The following is a part of the program:

>LIST

```
100 REM PROGRAM TO COMPARE TWO STRINGS
110 PRINT "THIS PROGRAM COMPARES TWO STRINGS AND TELLS"
120 PRINT "YOU WHETHER THEY ARE EQUAL OR UNEQUAL."
130 A=TOP+100
140 B=TOP+200
150 PRINT "":PRINT "FIRST STRING":INPUT $A
160 PRINT "SECOND STRING":INPUT $B
170 GOSUB 1010:REM GO COMPARE STRINGS
180 GO TO 150:REM GET TWO MORE STRINGS
1000 REM SUBROUTINE TO COMPARE STRINGS AND PRINT MESSAGE
1010 Your work begins here...
```

Write the subroutine to compare the strings and print the appropriate message. A RUN of the complete program might look like this:

>RUN

```
THIS PROGRAM COMPARES TWO STRINGS AND TELL YOU WHETHER THEY
ARE EQUAL OR UNEQUAL.
```

```
FIRST STRING? ABC
SECOND STRING? ABC
THE STRINGS ARE EQUAL
```

```
FIRST STRING? ABC
SECOND STRING? DEF
THE STRINGS ARE UNEQUAL
```

FIRST STRING? AB
SECOND STRING? ABC
THE STRINGS ARE UNEQUAL

FIRST STRING? ABCD
SECOND STRING? ABC
THE STRINGS ARE UNEQUAL

FIRST STRING? A BC -----The space is a part of the string
SECOND STRING? ABC
THE STRINGS ARE UNEQUAL

FIRST STRING?

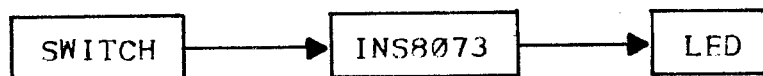
See Appendix A for answers



CHAPTER 10

10.1 Interfacing Other Devices To NSC Tiny BASIC

Devices other than the TTY or terminal can be attached to the example system via the memory bus. The INS8073 Data Sheet contains the pin assignments and interfacing data needed to talk to it via the bus. This chapter describes a simple circuit for you to wire up and plug into the INS8073. Then you will be guided in writing several simple control programs to exercise the circuit. Our circuit is very simple, consisting of a switch and a LED, with the INS8073 in between.



An I/O device looks like a memory location both in hardware and in software. It decodes an address and accepts or sends a byte of data.

For this chapter, the reader is assumed to be familiar with digital logic, the various forms of binary and hexadecimal notation and the other mental equipment usually acquired by those who design digital electronic circuits.

In NSC Tiny BASIC the 16 bit address corresponds to the signed numbers from -32768 to 32767. The high-order bit, instead of being treated as a sign bit, becomes simply the high order bit of the address. The simplest way to address locations above 32767 is to use the hexadecimal format. $32767 = \#7FFF$. Negative decimal numbers in NSC Tiny BASIC where the high order bit is the sign bit, are two's complement 16 bit binary representations. Thus -1 (in binary 1111 1111 1111 1111) used as an address would access the same memory location as #FFFF. All in all, it is clearer to use hexadecimal notation in NSC Tiny BASIC for addressing high memory locations.

The timing considerations for address and data set up and strobes can be found in the INS8073 Data Sheet. Usually the NSC Tiny BASIC program itself does not have to be concerned about output timing as NSC Tiny BASIC is very slow with respect to TTL or any other semiconductor technology. Almost any circuit can easily follow the output from an NSC Tiny BASIC program. On the other hand, it is easy to feed data to the computer too quickly for NSC Tiny BASIC to follow. For many control applications, a response time on the order of a second is adequate, and in those cases NSC Tiny BASIC can be used in an on-line device. Faster response can be obtained by using interrupts or programming in the INS8073 assembly language. National Semiconductor Publication Number uPG-420306255-001 describes the facilities of the assembler.

Even if the assembler is to be used, NSC Tiny BASIC is still a good way to check out the algorithms and the interfaces quickly and inexpensively. Use of the assembler is considerably more time consuming and costly than writing in NSC Tiny BASIC.

10.2 Hardware Interface

The circuit, shown below, is in two parts. The first part lights an LED when the appropriate NSC Tiny BASIC command is given. Instead of an LED the circuit could have a relay, or other device that is to be controlled. The LED, of course, could also be part of an onto-isolator or the input to a solid state relay.

The NSC Tiny BASIC statement:

```
>@#7FFF=1
```

puts the value 1 at location (in hexadecimal) #7FFF. This location, instead of being a memory location, is used for I/O. The hardware you are constructing has to recognize when it is being addressed. This occurs when the number #7FFF appears on the address lines, labelled A0 through A15 (pins 9 through 19 and 21 through 25 on the INS8073). As it happens #7FFF in binary is 0111 1111 1111 1111 so you want to recognize when all address lines are high. There are a number of ways to do this. Three DM8131 bus comparators would do, but you may choose the more elementary method of ANDing the lines together. To do this two DM74LS30 eight input NAND gates are used. The output of the DM74LS30 is low only when all eight inputs are high. Thus the address is correct for the device when the outputs from both DM74LS30'S are low.

The two outputs from the DM74LS30'S go into one NOR gate of the quad NOR (a DM74LS02). This NOR is high when both inputs are low. You will need a low when the outputs from the DM74LS30'S are low; therefore, DM74LS04 is used as an inverter.

Now the circuit can detect its address, but all kinds of signals appear on the address bus when a program is running. Therefore, another line NWDS (pin 6) is on the bus. This line is normally high but goes low when the CPU puts an address on the bus as part of a memory write instruction. This is the only time that you want the circuit to "look at" the address lines. Another section of the DM74LS02 detects when the address is #7FFF at the same time NWDS is low. At such times the output of this NOR gate goes high. This signal clocks one of the flip-flops of a DM74LS74. This is a D type flip-flop so that when the clock makes an upward transition the logic level at the data input is copied to the Q output; it is held at that level until the next positive edge on the clock triggers the flip-flop. Thus the DM74LS74 captures the data from the bus on data line D0 (pin 33). Any of the data bits could have been used, this is an arbitrary choice; in fact, by using four DM74LS74's all eight bits could be used.

This half of the circuitry can be summarized as follows: when the proper address appears on the address bus, and NWDS is active, the low order data bit appears on the output, and is held there. This bit is used to light an LED.

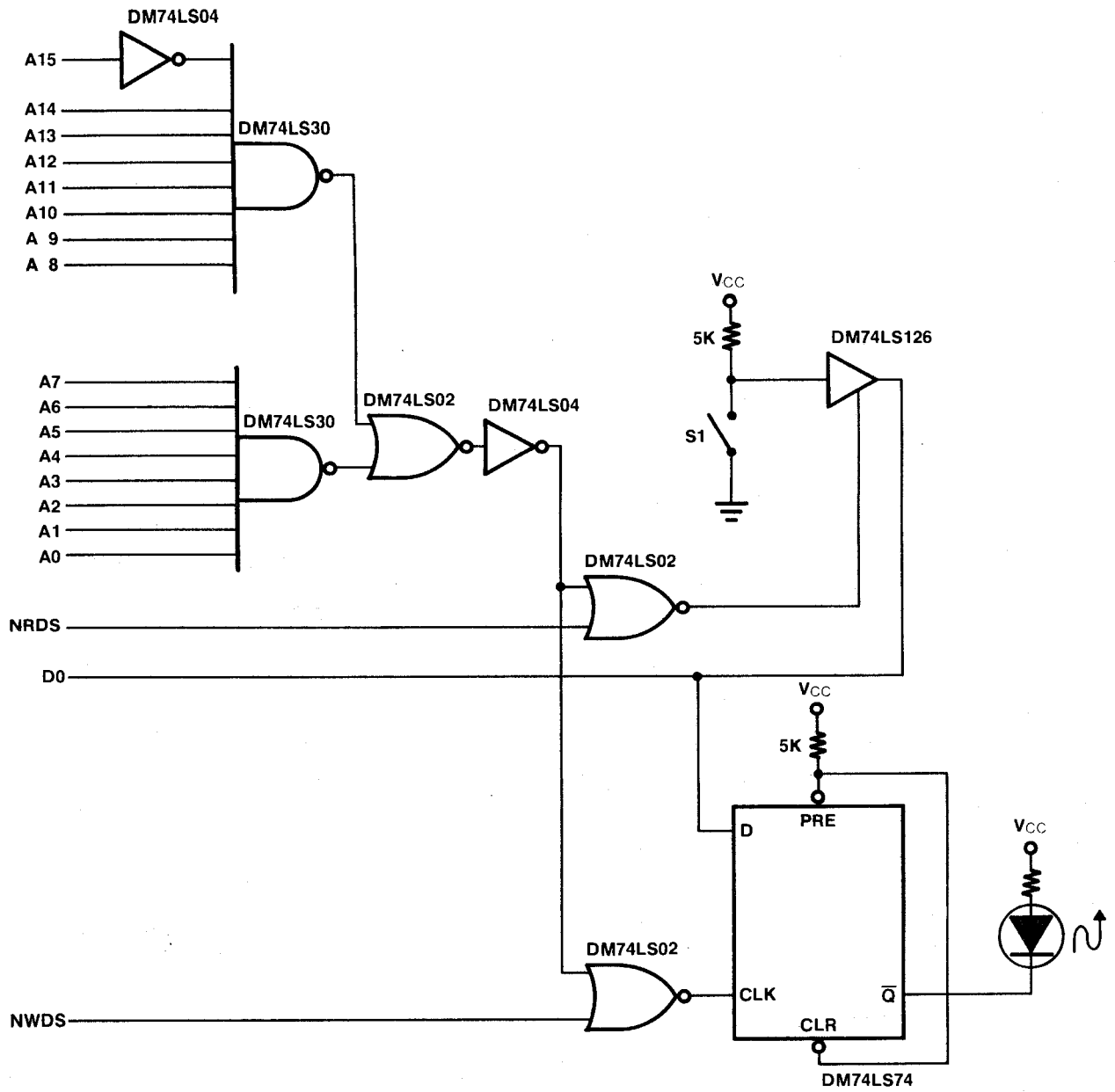


Figure 10-1. LED I/O Schematic Diagram

Input to a computer is simpler. A pullup resistor and a switch puts a logic 0 (switch closed) or a logic 1 (switch open) on the input of a TRI-STATE buffer (DM74LS126). This is the desired logic level we wish to communicate to the computer. The output of the buffer is fed to the same bit 0 of the data bus. This demonstrates the bi-directional nature of the bus. The same pin (pin 33 which was just used for output is now used for input. The computer knows which is which by putting another signal NRDS (pin 4) on the bus whenever it wants data.

When NRDS is low the computer expects the circuit you are building to place data on the data lines. The TRI-STATE buffer is in its high-impedance state, thus not affecting the bus, until a signal gates it. The signal is the NOR of NRDS and the address circuit already described. Thus the value of the switch is out on the bus only when NRDS is active and the correct address is on the address bus. Another method is available to the user of the example system shown in Section 3.

10.3 Example System LED Flasher

An easy way to attach a switch and LED to the example board is shown below. The LED is connected to the output of the 8154's I/O port, and a switch is connected to a different port.



Before any programs are operated, the INS8154, which controls these pins, must be initialized. Reasoning behind this can be found in the Data Sheet for that device. To set the INS8154 to output to the LED, type:

```
>@#9AA2=01
```

Changes will also have to be made in the preceding programs to reflect that:

1. The switch is now read as bit 0 of address #9AA1
2. The LED is now bit 0 of location #9AA1
3. The LED now lights when given a 0 input and goes dark when its bit is set to a 1.

Once these few changes have been made, the LED flasher problems can be implemented for the circuit the same as the other.

There are many other ways of implementing these functions, and this manual is not intended to instruct in hardware design. This circuit is presented as material for a programming exercise only.

Placing an inverter between any of the address lines and the inputs to the DM7430'S will require that bit to be zero in order to address this device. Thus any address can be used if #EFFF is not appropriate for your system.

10.4 Programming the Circuit

It is assumed that you now have the circuit wired up, ready to test. To test the circuit, type the following NSC Tiny BASIC statements and watch the results.

Turn the LED ON

```
>@#7FFF=1 -----The LED should come ON
```

Turn the LED OFF

```
>@#7FFF=0 -----The LED should go OFF
```

Open the switch and type

```
>PRINT @#7FFF  
1 -----If the switch is open, you should get 1
```

Close the switch and type

```
>PRINT @#7FFF  
0 -----If the switch is closed, you should get 0
```

If the above didn't happen, double check your I/O circuit before proceeding.

The following program senses the position of the switch and makes the light behave accordingly:

```
>100 M=#7FFF:REM PUT THE DEVICE ADDRESS IN M  
>110 S=@M:REM SAVE THE VALUE OF THE SWITCH IN S  
>130 @M=S:REM SEND THE VALUE OF THE SWITCH TO THE LIGHT  
>140 GO TO 110:REM REPEAT, KEEP CHECKING SWITCH
```

This program could be shortened to:

```
>50 @#7FFF=@#7FFF  
>60 GO TO 50
```

but it is not as clear that way. Going back to the first program, you can see one of the advantages of software over hardware. If you want to change the sense of the switch, have it on when it used to be off and vice versa, all you need to do is change Line 130 to:

```
>130 @M=NOT (S)
```

and the switch works the other way around, without changing a single wire. Now the light is ON when the switch is closed and OFF when the switch is open. While it is not hard to change a wire, if this were part of a device committed to a printed circuit board, it might be quite expensive to either modify all the boards or have a new design put into production. The software change is often far simpler.

Suppose you want the light to be OFF when the switch is closed and blink ON and OFF when the switch is open.

```
100 M=#7FFF:REM PUT THE DEVICE ADDRESS IN M
110 S=@M:REM SAVE THE VALUE OF THE SWITCH IN S
130 REM IF SWITCH OPEN, BLINK LIGHT ON AND OFF
140 @M=S:GOSUB 210:REM LIGHT FOLLOWS SWITCH ON AND DO A TIME DELAY
150 @M=0:GOSUB 210:REM TURN LIGHT OFF AND DO A TIME DELAY
160 GO TO 110
200 REM TIME DELAY SUBROUTINE
210 T=100:REM MAKE T BIGGER TO INCREASE DELAY
220 DELAY T
230 RETURN
```

10.5 Exercises

Rewrite the above program so that the light blinks when the switch is closed and the light is OFF when the switch is open.

Write a program so that the switch must be closed for several seconds before the light comes ON. If the light is ON, opening the switch turns it OFF immediately. However, if the light is OFF and the switch is closed, several seconds must elapse before the light comes ON. If the switch is opened during this time, the light will not come on, or even blink.

Answers are in Appendix A

Section 2



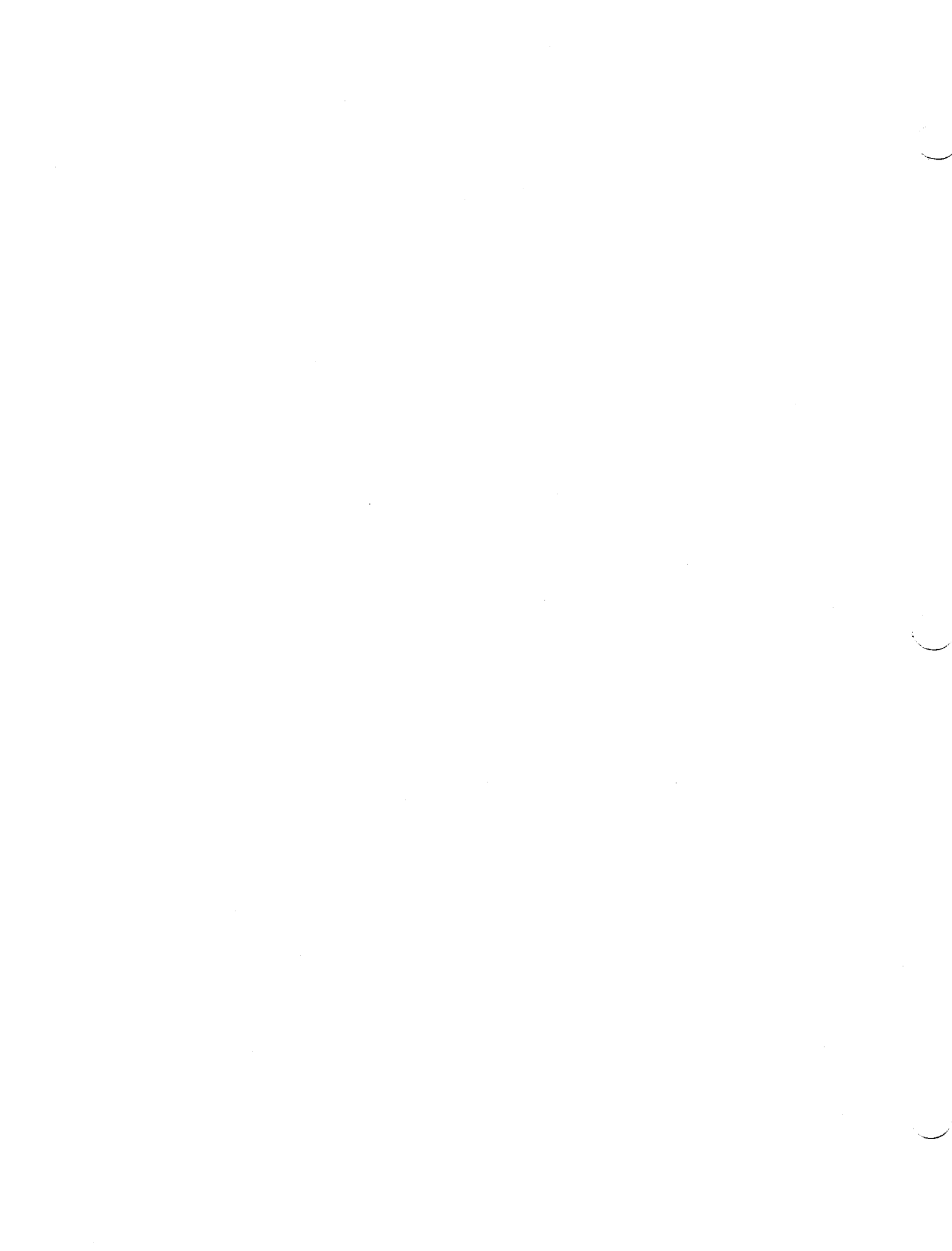
CHAPTER 1

1.1 Introduction

This reference guide is intended to provide you with information on the use of NSC Tiny BASIC language. This section will also provide you with information on NSC Tiny BASIC commands, statements, grammar, error messages, and control characters. A brief description of each is given along with a short example or two to demonstrate their use.

This reference guide will provide a quick method of locating basic information on NSC Tiny BASIC. For a more detailed description, and examples of NSC Tiny BASIC's use, Section 1 should be consulted.

To learn how to use NSC Tiny BASIC, you will need an INS8073 system and a teletype or CRT terminal.



CHAPTER 2

2.1 Language Expressions

2.1.1 Variables

There are twenty-six variable names which can be used with NSC Tiny BASIC. These are the letters of the English language alphabet, A through Z. The values assigned to these variables are 16-bit signed integers. There are no fractions or floating point numbers.

2.1.2 Constants

All numeric constants are decimal numbers except when preceded by a pound sign (#). If preceded by #, the number is interpreted as a hexadecimal number. The symbols 55 would be treated as a decimal number, while #55 would be treated as a hexadecimal number (equal to 85 in decimal value). Decimal constants may be in the range of -32767 to 32767.

2.1.3 Relational Operators

Relational Operators are the standard BASIC symbols:

- = equal to
- > greater than
- < less than
- <= less than or equal to
- >= greater than or equal to
- <> not equal to

The relational operators return either a 0 (FALSE) or -1 (TRUE) as a result. NOTE: >< is an illegal operator.

2.1.4 Arithmetic Operators

Standard arithmetic operators are provided for the four basic arithmetic functions.

- + addition
- subtraction
- / division
- * multiplication

Arithmetic is accomplished by standard 16-bit twos-compliment arithmetic. Fractional quotients are truncated, not rounded; therefore, 16/3 will give 5, 17/3 will also give 5 as a result. Remainders resulting from division are dropped. No attempt is made to round off the quotient. As usual, division by zero is not permitted; it will result in an error break.

The usual algebraic rules for order in evaluating expressions is followed. The order of evaluation is controlled by parentheses, and their liberal use is advised. They provide clarity and avoid confusion in complicated expressions.

2.1.5 Logical Operators

NSC Tiny BASIC provides Logical Operators AND, OR and NOT in addition to the arithmetic operators. These perform bitwise logical operations on their 16-bit arguments and produce 16-bit results. The AND and OR operators are called binary operators because they perform an operation on TWO arguments (or operands). An example follows with binary interpretation:

```
>LIST
10 A = 75
20 B = 99
30 C = A AND B
40 PRINT C

A = 0000 0000 0100 1011
B = 0000 0000 0110 0011
C = 0000 0000 0100 0011
```

```
>RUN
67
```

2.1.6 Logical AND

```
>LIST
10 INPUT A
20 INPUT B
30 IF (A>50) AND (B>50) THEN GO TO 60
40 PRINT "ONE OR BOTH ARE SMALL"
50 GO TO 10
60 PRINT "BOTH ARE BIG"
70 GO TO 10
```

```
>RUN
? 51
? 52
BOTH ARE BIG
? 51
? 49
ONE OR BOTH ARE SMALL
? 49
? 49
ONE OR BOTH ARE SMALL
?^C
STOP AT 10
>
```

2.1.7 Logical OR

```
>LIST
10 INPUT A
20 INPUT B
30 IF (A>50) OR (B>50) THEN GO TO 60
40 PRINT "BOTH ARE SMALL"
50 GO TO 10
60 PRINT "ONE OR BOTH ARE BIG"
70 GO TO 10
```

```
>RUN
? 51
? 52
ONE OR BOTH ARE BIG
? 51
? 49
ONE OR BOTH ARE BIG
? 49
? 49
BOTH ARE SMALL
?^C
STOP AT 10
>
```

2.1.8 Logical NOT

The third logical operator (NOT) is a unary operator. It performs an operation on only ONE argument, as follows:

```
>LIST
>10 A = 11
>20 B = NOT A
>30 PRINT B
>RUN
-12
```

$A = 0000\ 0000\ 0000\ 1011 = 11$
10

$B = 1111\ 1111\ 1111\ 0100 = -12$
10

2.2 Functions

There are several functions that may be used in arithmetic expressions in NSC Tiny BASIC. These are described below.

2.2.1 MOD (a,b) Function

Returns the absolute value of the remainder a/b, where a and b are arbitrary expressions. If the value of b is zero, an error break will occur as in any division operation. As an example:

```
>10 A = 95
>20 B = 44
>30 PRINT MOD (A,B)
>RUN
7
```

$$44 \overline{) 95} \begin{array}{r} 2 \\ \underline{88} \\ 7 \end{array} \text{ -----MOD (95,44)}$$

2.2.2 RND (a,b) Function

Returns a pseudo-random integer in the range of a through b, inclusive. For the function to perform correctly, a, should be less than, b, and b-a must be less than or equal to 32767 (base 10). A typical example is:

```
>10 PRINT RND (1,100)
>RUN
27
```

2.2.3 STAT Function

Returns the 8-bit value of the INS8073 Status Register. STAT may appear on both sides of an Assignment Statement; so, the programmer can modify the Status Register as well as read it. The Carry and Overflow Flags of the register are usually meaningless, since the NSC Tiny BASIC interpreter itself is continually modifying these flags. The Interrupt-Enable Flag may be altered by an assignment to STAT these flags. The Interrupt-Enable Flag may be altered by an assignment to STAT (such as: STAT = #FF). Location of individual flags are shown below:

Most Significant Bit	7	6	5	4	3	2	1	0	Least Significant Bit
	CY/L	OV	SB	SA	F3	F2	F1	IE	

Example of use:

```
>10 LET A = STAT
>20 PRINT A
>RUN
176 -----The decimal number, 176, translates to:
          1 0 1 1 0 0 0 0 binary.
```

2.2.4 Status Register Bit Functions

The function of each bit in the Status Register is described below:

BIT	DESCRIPTION
7	CARRY/LINK (CY/L): This bit is set to 1 if a carry occurs from the most significant bit during an add, a compliment-and-add, or a decimal-add machine language instruction. This bit may also be set by the operations performed by the SHIFT RIGHT WITH LINK (SRL) and the ROTATE RIGHT WITH LINK (RRL) machine language instructions. CY/L is input as a carry into the bit 0 position of the add, compliment-and-add, and decimal-add machine language instructions.

2.2.5 TOP Function

Returns the address of the first byte above the NSC Tiny BASIC program in the current page which is available to the user. This will be the address of the highest byte in the NSC Tiny BASIC program plus 1. All the memory in the RAM above and including TOP can be used by the NSC Tiny BASIC program as scratchpad storage. As an example:

```
>10 PRINT TOP
>RUN
4400 -----4400 is the first address of unused RAM
```

2.2.6 INC (X) and DEC (X) Functions

These statements increment or decrement a memory location X. Examples:

```
>10 LET X=1032
>20 INC (X)
.
.
.
>50 DEC (X)
>60 INC (6000)
>70 DEC (6001)
```

These instructions are used for multiprocessing and are non-interruptible. This means that if two 8073's are used on the same bus, whenever one executes an INC (X) or DEC (X) instruction, other processors must remain idle. These instructions are used, generally, for communications between processors in a multiprocessor system.

2.3 Statements

2.3.1 INPUT Statement

Data can be input to an NSC Tiny BASIC program by using the INPUT statement. One or more items (variables, expressions etc.), separated by commas, may be entered according to the following formats:

```
10 INPUT A
20 INPUT B,C
```

When the statement at Line 10 is executed, NSC Tiny BASIC prompts the user with a question mark. The user types in a number which is assigned to the variable A after the RETURN key is pressed. NSC Tiny BASIC then prompts the user with another question mark. The user types in two expressions, separated by commas, which will be assigned to B and C in that order.

```
RUN
? 45
? 237, 4455
```


6 OVERFLOW (OV): This bit is set if an arithmetic overflow occurs during an add (ADD, ADI or ADE) or compliment-and-add (CAD, CAI or CAE) machine language instructions. Overflow is not affected by decimal-add (DAD, DAI or DAE) machine language instructions.

NOTE: The above two bits may be of little or no use in an NSC Tiny BASIC program.

5 SENSE BIT B (SB): This bit is tied to an external connector pin and may be used to sense external conditions. This is a "read-only" bit; therefore, it is not affected when the contents of the accumulator are copied into the status register by a STAT instruction. It is also the second interrupt input and may be examined by the "ON" command.

4 SENSE BIT A (SA): This bit is also tied to an external connector pin. It serves, as does SENSE BIT B, to sense external conditions. In addition, it acts as the interrupt input when the INTERRUPT ENABLE (see bit 3 of status register) is set. This bit is also a "read-only" bit. The same "ON" command may be used to sense this input. This flag is used by NSC Tiny BASIC as the serial input bit from the TTY or CRT.

3 USER FLAG 3 (F3): This bit can be set or reset as a control function for external events or for software status. It is available as an external output from the INS8073.

2 USER FLAG 2 (F2): Same as F3. This flag is used by NSC Tiny BASIC to control the paper tape reader relay.

1 USER FLAG 1 (F1): Same as F3. This flag is used by NSC Tiny BASIC as the serial output bit (with inverted data) to the TTY or CRT.

NOTE: The flag 1, 2 and 3 outputs of the status register serve as latched flags. They are set to the specified state when the contents of the accumulator are copied into the status register. They remain in that state until the contents of the status register are modified under program control.

0 INTERRUPT ENABLE FLAG (IE): The processor recognizes the interrupt inputs if this flag is set. This bit can be set and reset under program control. When set, NSC Tiny BASIC recognizes external interrupt requests received via the SENSE A or B inputs. When reset, it inhibits the INS8073 from recognizing interrupt requests.

NSC Tiny BASIC would now continue with execution of the program. String input is also allowed. See the String Handling section in this chapter for more information.

NSC Tiny BASIC accepts both numbers and expressions typed in response to an INPUT request. For example:

```
>10 A=10
>20 INPUT B,C
>30 PRINT B,C
>RUN
?A+1,A*2
11 20
```

The comma between the entered expressions is not mandatory and can be replaced by spaces if the second expression does not start with a plus or minus sign.

There must be at least as many expressions in the input list as variables in the INPUT statement. If an error occurs when NSC Tiny BASIC tries to evaluate the typed-in expression, the message:

RETYPE

is printed along with the error message, and the question mark (?) prompt will appear again so that the user can type the expressions correctly.

The correct response to an 'INPUT \$factor' statement is a string, terminated by a carriage return. Quotation marks are not used for input.

INPUT may not be used in the command mode.

2.3.2 PRINT Statement (Output)

The PRINT Statement is used to output information from the program. Quoted strings are displayed exactly as they appear with the quotes removed. Numbers are printed in decimal format. Positive numbers will be preceded by a space, and negative numbers will be preceded by a minus (-) sign. There is a trailing space for all numbers. A semi-colon (;) at the end of a PRINT Statement suppresses the usual carriage return and line feed with which NSC Tiny BASIC terminates the output.

Strings stored in memory (such as those generated by a String Input Statement) may also be printed. Refer to the String Handling Section in this chapter for more information. Typical example:

```
>PRINT "THIS IS A STRING"
>20 A=10
>30 B=20
>40 PRINT "10 PLUS 20=", A+B
>RUN
THIS IS A STRING
10 PLUS 20=30
```

2.3.3. LET Statement (Assignment)

The word, LET, may be used or omitted in an Assignment Statement. The execution of an assignment statement is faster if the word LET is used. The left portion of an Assignment Statement may be a simple variable (A-Z), STAT or a memory location indicated by an @ followed by a variable, number or an expression in parentheses. (refer to Indirect Operator for more information). Examples:

```
LET X=7
X=7
LET E=I*R
E=I*R
STAT=#70
LET @A=255
@(T+36)=#FF
```

Conditional assignments may be made without using an IF statement. The method hinges on the fact that all predicates are actually evaluated to yield -1 if true, and 0 if false. Thus, if a predicate is enclosed in parentheses, it may be used as a multiplier in a statement as:

```
LET X= -A*(A>=0)+A*(A<0)
```

which would assign the absolute value of A to X.

2.3.4 The GO TO Statement

NSC Tiny BASIC allows GO TO Statements to allow program branches to a specific line number or a line number called by an arbitrary expression. As examples:

```
10 GO TO 50
```

would cause the program to jump from Line 10 directly to Line 50, but

```
10 GO TO X+5
```

would cause the program to jump from Line 10 to Line X+5. Thus, the value of X is variable allowing dynamic control of program execution at this point.

2.3.5 GOSUB/RETURN Statements

These instructions are useful when a computation or operation must be performed at more than one place in a program. Rather than write the routine at each place where needed, a GOSUB instruction is used to "call" the computation or operation (referred to as a SUBROUTINE). After the subroutine has been executed, a RETURN instruction (the last instruction of the subroutine) causes the program to resume execution at the next line number following the original GOSUB instruction. As an example:

MAIN PROGRAM

10 LET X=5

20 B=X+8

. .

50 GOSUB 200

60 X=A/B

. .

. .

100 GOSUB 200

110 X=X*B

SUBROUTINE

200 Y=X+B/A

. .

. .

. .

250 RETURN

On the first GOSUB call, the order of execution follows the solid arrows. At the second GOSUB call (Line 100), the order of execution follows the dashed arrows.

NOTE: GOSUBs may be nested up to 8 levels deep (including interrupt levels).

2.3.6 IF/THEN Statement

This instruction allows for program control to be modified by a logical test condition. The test condition follows the IF clause of the statement. When the test condition is true (non-zero), the THEN portion of the statement will be executed. When the test condition is false (zero), the THEN portion is ignored and execution continues at the next numbered line of the program.

```
50 IF X>J THEN GO TO 140
```

NSC Tiny BASIC allows the omission of the word THEN from an IF/THEN Statement. This omission, also allowed on some larger BASICs, enhances the clarity of the program. The above statements then become:

```
50 IF X>J GO TO 140
```

2.3.7 DO/UNTIL Statements

This instruction is not available in standard BASICs. This statement is used to program loops, keeping GO TO statements to a minimum. The overall effect is to greatly improve readability and clarity of NSC Tiny BASIC programs. The following example shows the use of DO/UNTIL Statements to print numbers less than 100:

```

10 PRINT 1: PRINT
20 PRINT 2
30 I=3           :REM I IS NUMBER TESTED
40 DO
50 J=1/2         :REM J IS THE LIMIT
60 N=1           :REM N IS THE FACTOR
70 DO           :REM SEEKS A DIVISIBLE FACTOR OF I
80 N=N+2
90 UNTIL (MOD(I,N)=0 OR (N>J))
100 IF N>J PRINT I :REM NO DIVISIBLE FACTOR
110 I=I+2
120 UNTIL (I>100) :REM ENDS THE SEARCH

```

By enclosing a zero or more statements between the DO and the UNTIL <condition> statement (where the <condition> is any arbitrary expression), the statements between will be repeated as a group until the <condition> evaluates to a non-zero number (a true condition). DO/UNTIL loops can be nested, and NSC Tiny BASIC will report an error if the nesting level becomes too deep, (more than eight levels).

2.3.8 FOR/NEXT Statements

These statements are identical to the FOR/NEXT Statements in standard BASICs. The STEP in the FOR statement is optional. If it is not included, a STEP value of +1 is assumed. The value of the STEP may be either positive or negative. Starting and ending values of the FOR/NEXT loop are included in the FOR statement. The loop is repeated when the NEXT statement has been executed provided the upper limit of the FOR statement has not been reached. When the upper limit is reached, the program will exit from the FOR/NEXT loop. NSC Tiny BASIC causes an error break if the variable in the NEXT statement is not the same variable as that used in the FOR statement.

FOR/NEXT loops may be nested, and NSC Tiny BASIC will report an error if the nesting level becomes too deep; a depth of four levels of FOR loop nesting is allowed. A FOR loop will be executed at least once, even if the initial value of the control variable already exceeds its bounds before starting. The following program would do nothing but print the odd integers less than 100.

```

10 N=100           :REM UPPER LIMIT
20 FOR I=1 TO N STEP 2 :REM START AT 1 WITH STEP OF 2
30 PRINT I         :REM PRINT A NUMBER
40 NEXT I          :REM REPEAT (at Line 20)

```

2.3.9 LINK Statement

Control may be transferred from an NSC Tiny BASIC program to an INS 8073 machine language routine by means of a LINK Statement. This allows the user to make use of routines which may be more efficiently performed in machine language. A statement of the form LINK <address> will cause control to be transferred to the INS8073 machine language routine starting at <address>. Control is transferred by execution of a JSR instruction. The pointers may be modified by the routine. P3's value is unpredictable, and P2 points at the start of A-Z variable storage. Variables are stored in alphabetically ascending order, two bytes each, low order byte first then high-order byte.

Example:

```
>10 LINK #1800
>20 IF A=0 THEN PR "SENSE A IS LOW"
>30 IF A=1 THEN PR "SENSE A IS HIGH"
>99 STOP
>RUN
SENSE A IS HIGH
```

NSC Tiny BASIC transfers to address #1800 to read sensor.
Program transfers back to NSC Tiny BASIC

```
STOP AT 99
>RUN
SENSE A IS LOW
```

```
STOP AT 99
```

```
1          .TITLE SENSE
2 0000     .=01800          ;HEXADECIMAL
3 1800 06  LD   A,S
4 1801 D410 AND  A,=16
5 1803 6C02 BZ   LOW
6 1805 C401 LD   A,=1
7 1807 CA00 ST  A,0,P2      ;STORES ACCUMULATOR INTO LOCATION
8 1809 5C   RET              OF VARIABLE A
9          0000 .END
```

2.3.10 ON Statement

This statement is used for processing interrupts. The format of the statement is:

```
ON interrupt-#, line-number
```

When numbered interrupt (interrupt-#) occurs, NSC Tiny BASIC executes a GOSUB statement beginning at line number "line-number". If "line-number" is zero, the corresponding interrupt is disabled at the software level. Interrupt numbers may be 1 or 2. Use of the ON statement disables console interrupts (BREAK function). Interrupts must also be enabled at the hardware level by setting the Interrupt Enable bit in the status register (for example, using STAT=1).

2.3.11 STOP Statement

Although the last line of a program does not need to be a STOP statement, it is a useful debugging tool for programs. The STOP statement may be inserted as breakpoints in an NSC Tiny BASIC program.

When NSC Tiny BASIC encounters a STOP statement, it prints a stop message and the current line number. It then returns to the edit mode. Thus, the programmer can see whether his program reached the desired point. Any number of STOP statements may appear in the program. By removing the STOP statements, one by one, a program can be tested by parts until the debugging process is completed.

Execution of a stopped program may be continued after the STOP by a CONT (continue) command.

2.3.12 DELAY Statement

This statement delays NSC Tiny BASIC for "expr" time units (nominally milliseconds, 1-1040). Delay 0 gives the maximum delay of 1040 milliseconds. The format is:

```
DELAY expr
```

Example:

```
>10 DELAY 100          Delay 100 milliseconds.
```

2.3.13 CLEAR Statement

This statement initializes all variables to 0, disables interrupts, enables BREAK capability from the console, and resets all stacks (GOSUB, FOR-NEXT, DO-UNTIL).

Example:

```
>10 ON 2,250          Break is disabled, Interrupt 2 is enabled.  
.  
.  
.  
.  
>300 CLEAR          Break is re-enabled, Interrupt 2 is disabled.
```

2.4 Indirect Operator

The Indirect Operator is an NSC Tiny BASIC exclusive, at least in the realm of BASIC. It accomplishes the functions of PEEK and POKE with a less cumbersome syntax. The Indirect Operator is a way to access absolute memory location although its applications are not limited to that. Its utility is especially significant for microprocessors, such as the INS8073, where interfacing is commonly performed through memory addressing.

An "at" sign (@) which precedes a constant, a variable or an expression in parentheses causes that constant, variable or expression to be used as an unsigned 16-bit address at which the value is to be obtained or stored. Thus, if an input device has an address of #6800 (hexadecimal), the statement:

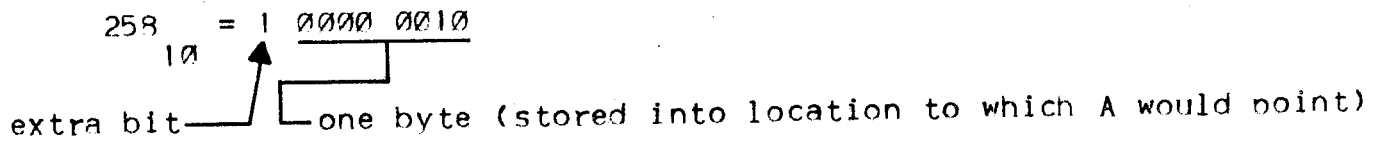
```
LET X=@#6800
```

would input from that device and assign the value of the input to the variable X. If the address of an output device was #6801, the statement:

```
@#6801=Y
```

would output the least significant byte of Y to the device.

The indirect operator accessing memory locations only one byte at a time. An assignment such as @A=248 changes the memory location pointed to by A to 248 (1111 1000) binary, since 248 can be expressed as one byte. However, an assignment such as @A=258 changes the memory location pointed to by A to 2 because the value of 258 cannot be expressed by a single byte, as shown below:



Only the least significant byte of 258 (which is 2) is stored at that location. The extra bit would be lost forever.

Any place that a variable, such as B, would be legal, the construct "@B" would also be legal. The meaning of @B is: the byte located at the memory location whose address is the value of B. Other examples:

40 LET B=6000	Assigns 6000 to B.
50 LET @ B=100	Stores decimal 100 in memory location 6000.
60 LET C=@B	Sets C to 100.
70 PRINT @6000	Prints 100.
80 LET D=@(A+10*D)	Sets D to the value stored in memory location (A+10*D).

Parentheses are required when applying @ to an expression.

2.5 Multiple Statements On A Line

More than one statement can be placed on one program line. This is accomplished by placing a colon between the statements. Readability of the program can be improved, and memory space can be saved by using this technique. As an example of the use of multiple statements:

```
200 PRINT "MY GUESS IS",Y:PRINT "INPUT A POSITIVE NUMBER":
    INPUT X:IF X <=0 GO TO 200
```

If X is negative or zero, the user will be instructed to enter a positive number, and the program returns to Line 200 for a new guess. If the user had entered a positive number correctly, the program would have proceeded to the next numbered line after Line 200.

Care in use of multiple statements per line must be exercised. The above example shows that if the condition of the IF STATEMENT is false, control is passed to the next program line. Anything else on the line containing multiple statements will be ignored.

2.6 String Handling

String input may be accomplished by executing a statement of the form INPUT \$ F, where F is a Factor syntactically (see Grammar). When the program reaches this statement during program execution, NSC Tiny BASIC prompts the user with a question mark (?). All line editing characters may be used (back space, line delete, etc.). If a control-U is typed to delete an entered line, NSC Tiny BASIC will continue to prompt for a line until a line is terminated by a carriage return. The line is stored in consecutive locations starting at the address pointed to by F, up to and including the carriage return. Example:

```
20 INPUT $ A    may also be written    20 INPUT $A
```

and inputs a string to successive memory locations starting at A.

2.6.1 String Output

An item in a PRINT statement can include a string variable in the form of \$B, where B is a factor. When the print statement is encountered during program execution, the string will be printed beginning at the address B up to, but not including, a carriage return. A keyboard interrupt will also terminate the printing of the string if detected before the carriage return. Example:

```
50 PRINT $B    prints the string beginning at the location  
                pointed to by "B".
```

2.6.2 String Assignment

String variables can be assigned to characters in quotes just as other variables are assigned numerical values. A statement of the form \$C="THIS STRING IS A STRING" (when encountered during program execution) would cause the characters in quotes to be stored in memory starting at the address indicated by C up to and including the carriage return. Example:

```
70 $D="THIS IS A STRING WITH NO INPUT STATEMENT."  
A "T" is stored at location "D", and H at location "D+1" etc.
```

2.6.3 String Move

Strings can be moved from one memory block to another memory block using this feature. A statement of the form \$A=\$B (where A and B are Factors) will transfer the characters in memory beginning with the address B to the memory beginning with address A. The last character, normally a carriage return, is also copied. Also, a statement such as \$(A+1)=\$A would be disastrous since it causes the entire contents of the RAM to be filled with the first character of \$A.

2.6.4 String Examples

```
10 A=TOP           :REM A POINTS TO EMPTY RAM ABOVE TOP OF
                   PROGRAM
20 C=TOP+100       :REM C POINTS TO RAM 100 BYTES ABOVE A
30 D=TOP+200       :REM D POINTS TO RAM 100 BYTES ABOVE C
40 INPUT $A        :REM STORES CHARACTERS WHERE A POINTS
50 PRINT $A
60 LET $C= "IS THE STRING INPUT AT LINE 10"
70 $D=$C           :REM STORES CHARACTERS WHERE D POINTS
80 PRINT $D
```

2.7 Commands

2.7.1 NEW expr

This command establishes a new start-of-program address equal to the value of "expr". NSC Tiny BASIC then executes its initialization sequence which clears all variables, resets all hardware/software stacks, disables interrupts, enables BREAK capability from the console, and performs the nondestructive RAM search described in part one. If the value of "expr" points to a ROM address, the NSC Tiny BASIC program which begins at this address will be automatically executed. Program memory (including the end-of-program pointer used by the editor) is not altered by this command.

Example:

```
>NEW 1000
```

NEW used without an argument sets the end-of-program pointer equal to the start-of-program pointer so that a new program may be entered. If a program already exists at the start-of-program address, it will be lost.

Example:

```
>NEW 1000          Sets program pointer to 1000
NEW               Sets end-of-program pointer to 1000
```

2.7.2 RUN

Runs the current program.

Example:

```
>RUN             Execution begins at lowest line number
```

2.7.3 CONT

Continues execution of the current program from the point where execution was suspended (via a STOP, console interrupt, or reset). An NSC Tiny BASIC program that is executing can be interrupted by pressing the BREAK or RESET keys on the keyboard. Execution can be resumed by entering the CONT command.

Example:

```
>RUN
THIS IS THE STRING INPUT AT LINE 10
THIS IS THE STRING INPUT AT LINE 10
THIS IS THE STRING INPUT AT LINE 10
THIS IS THE STRING INPUT AT LINE 10 Press BREAK or RESET.
^C
>CONT
THIS IS THE STRING INPUT AT LINE 10
THIS IS THE STRING INPUT AT LINE 10
And so on...
```

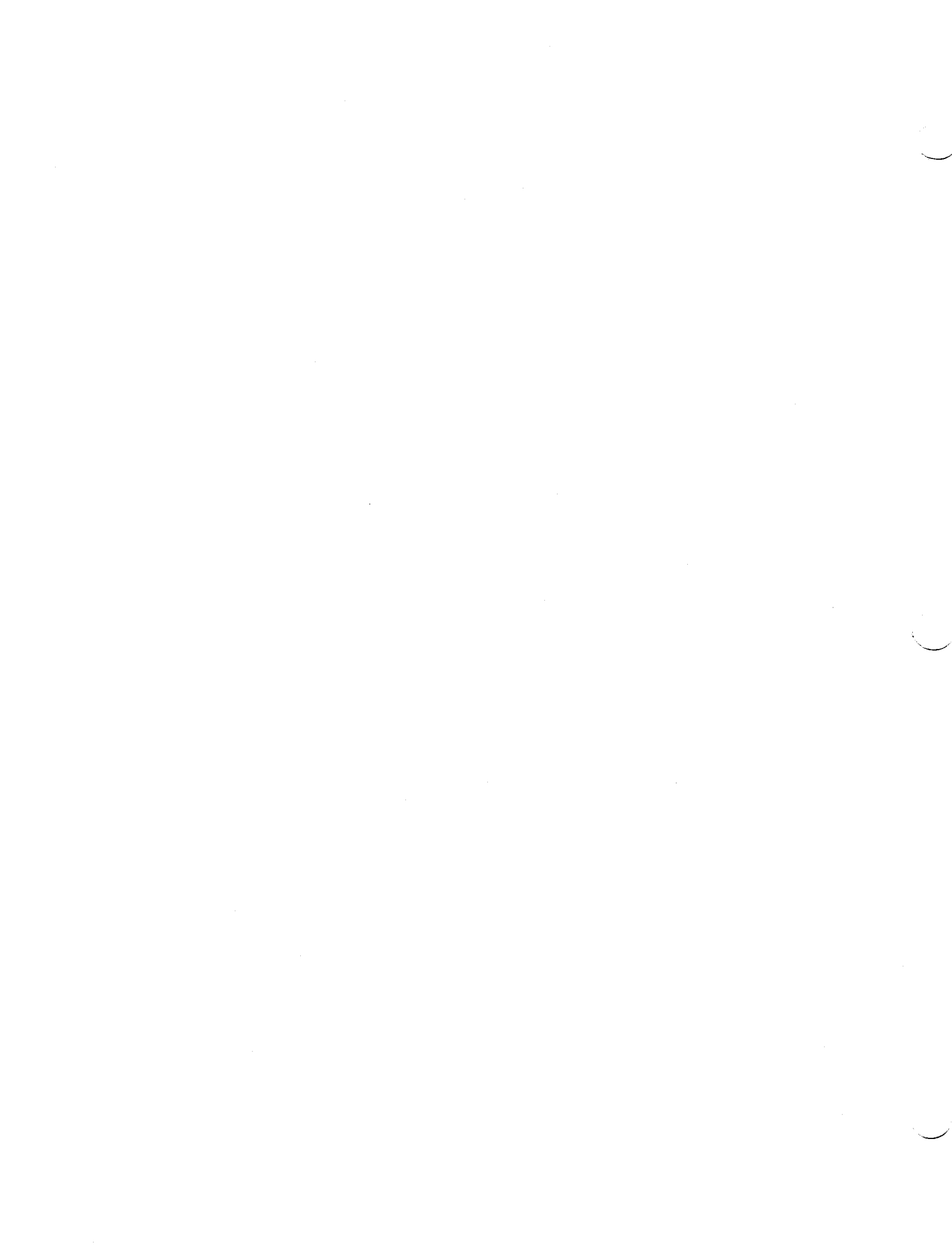
2.7.4 LIST (expr)

Lists the current program (optionally starting at the line number specified by (expr)).

Example:

```
>LIST 10
10 INPUT $A
20 PRINT $A
30 LET $C="IS THE STRING INPUT AT LINE 10"
40 $D=$C
50 PRINT $D
```

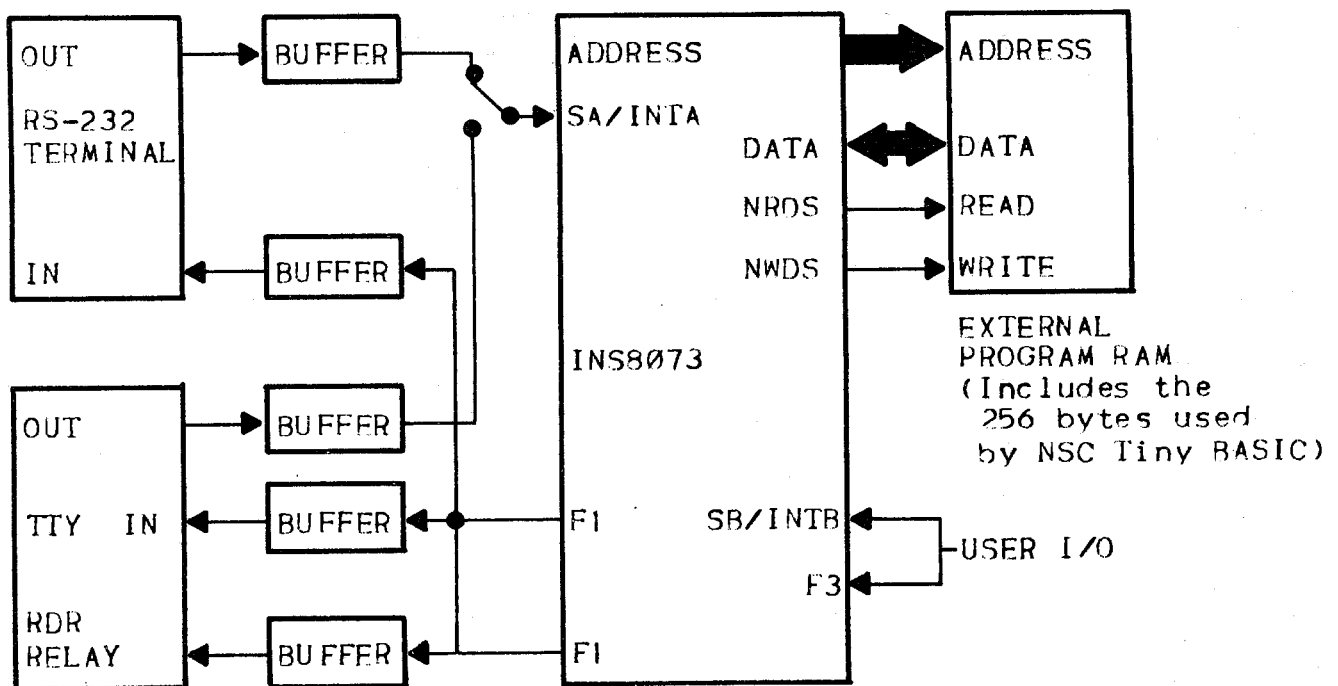
Section 3



CHAPTER 1

1.1 Introduction

The design of an INS8073-based system is quite straightforward. Figures 1-1 through 1-3 illustrate this point. Figure 1-1 shows a minimum size RAM-based system; this is the kind of system used in engineering labs for software development. For stand-alone program operation a system like the one shown in Figure 1-2 can be used, provided 256 bytes of RAM are available for variable storage. Figure 1-3 is an expansion of this system to allow a 32-bit parallel I/O interface.



NOTE: It is not necessary to have a TTY and an RS-232 terminal. Either one may be omitted.

Figure 1-1. Minimum RAM-Based System

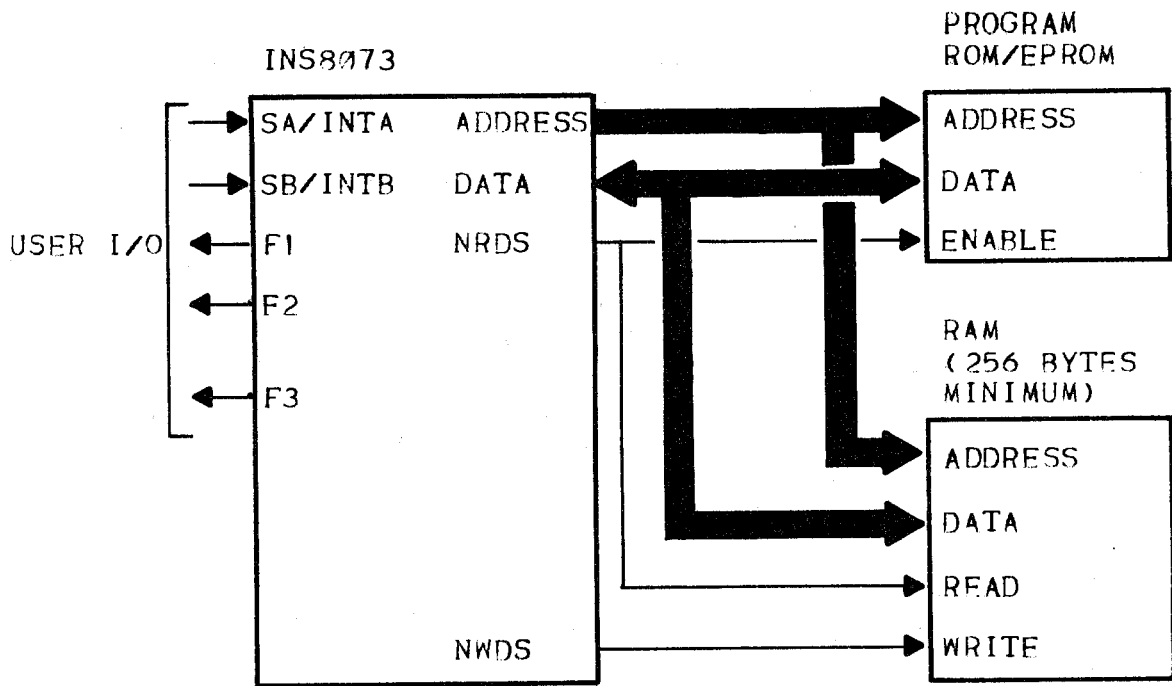


Figure 1-2. Minimum ROM/EPROM-Based System

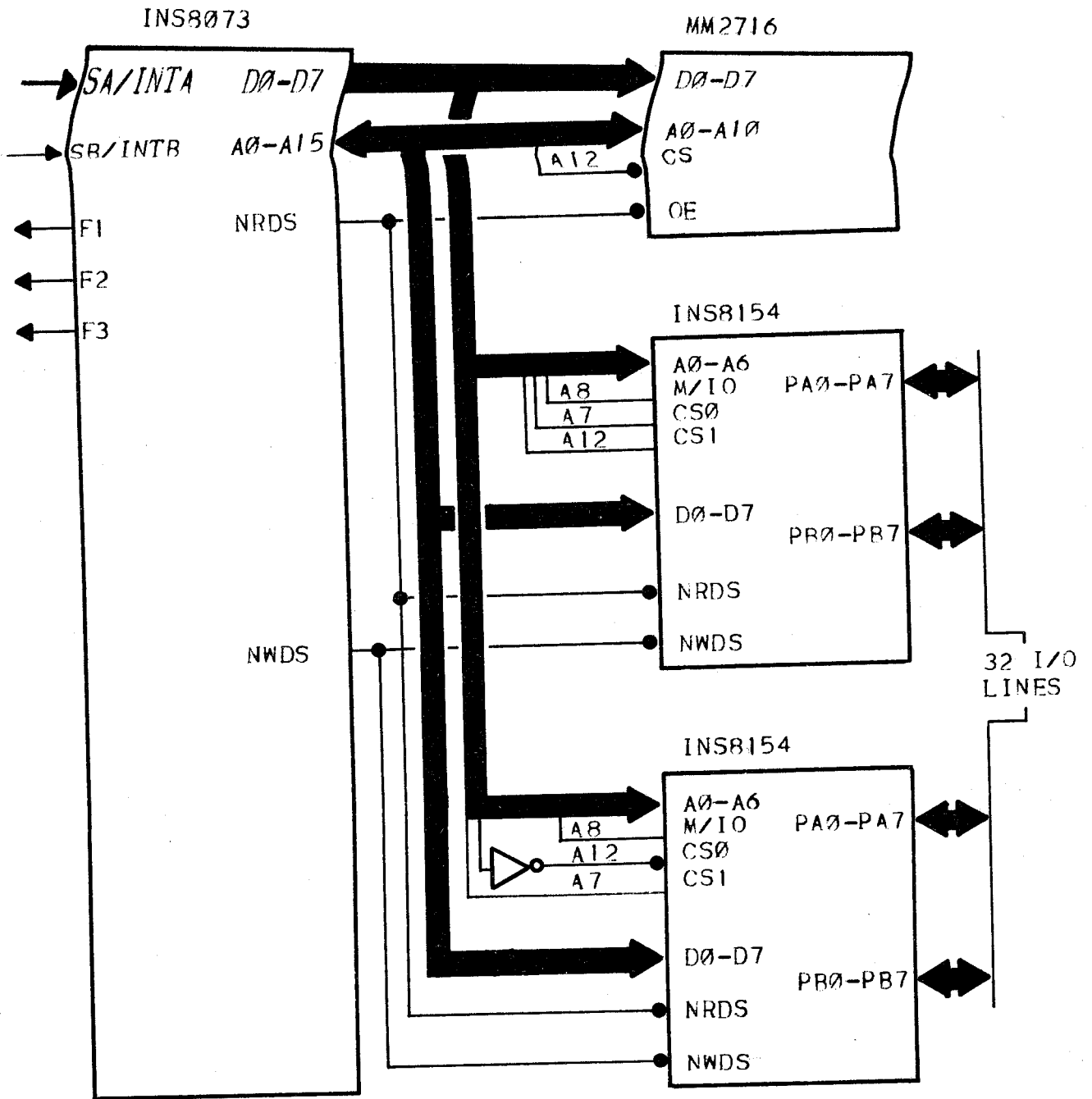


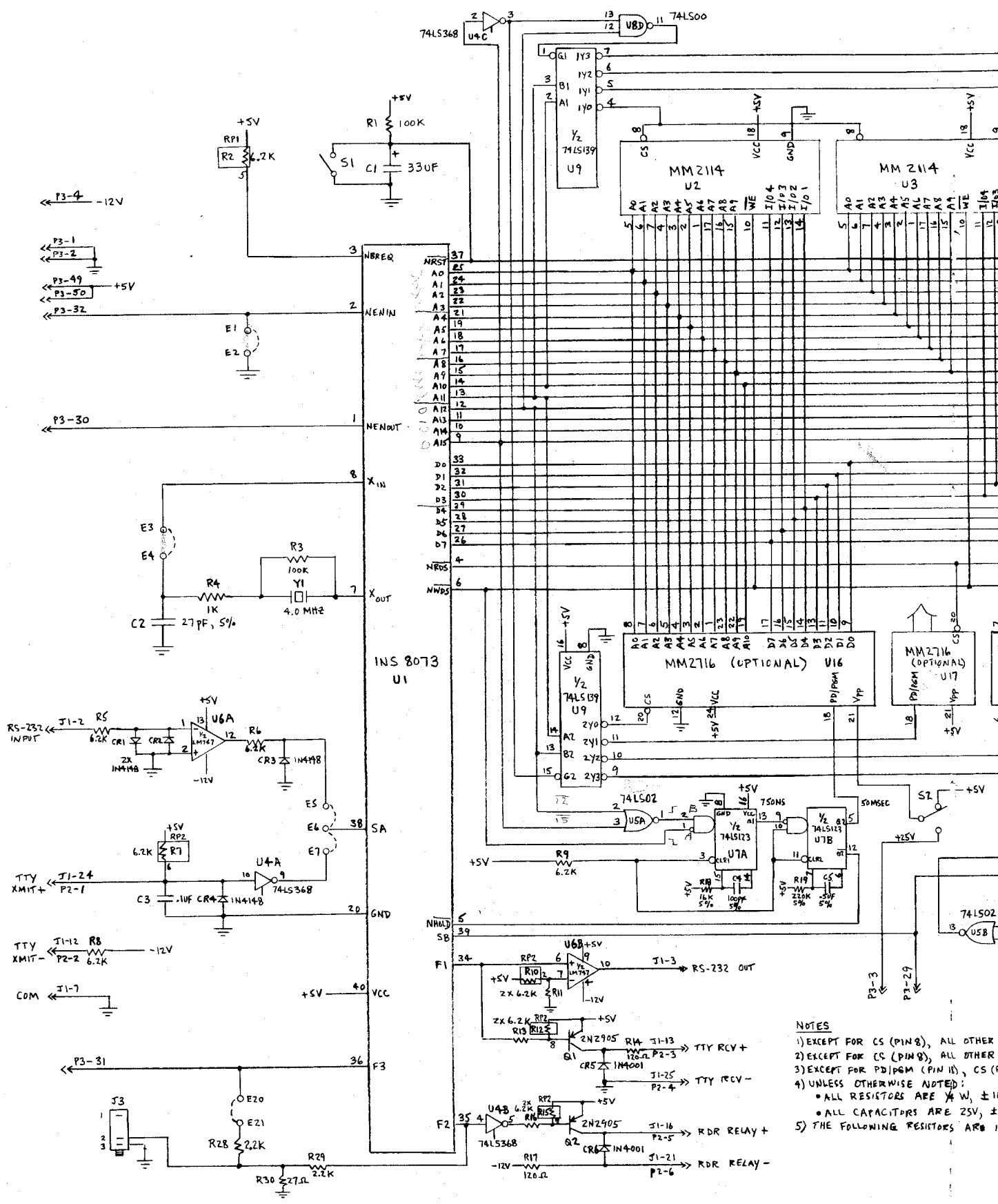
Figure 1-3. I/O Expansion of the Minimum ROM-Based System

1.2 An NSC Tiny BASIC Example System, Functional Specification

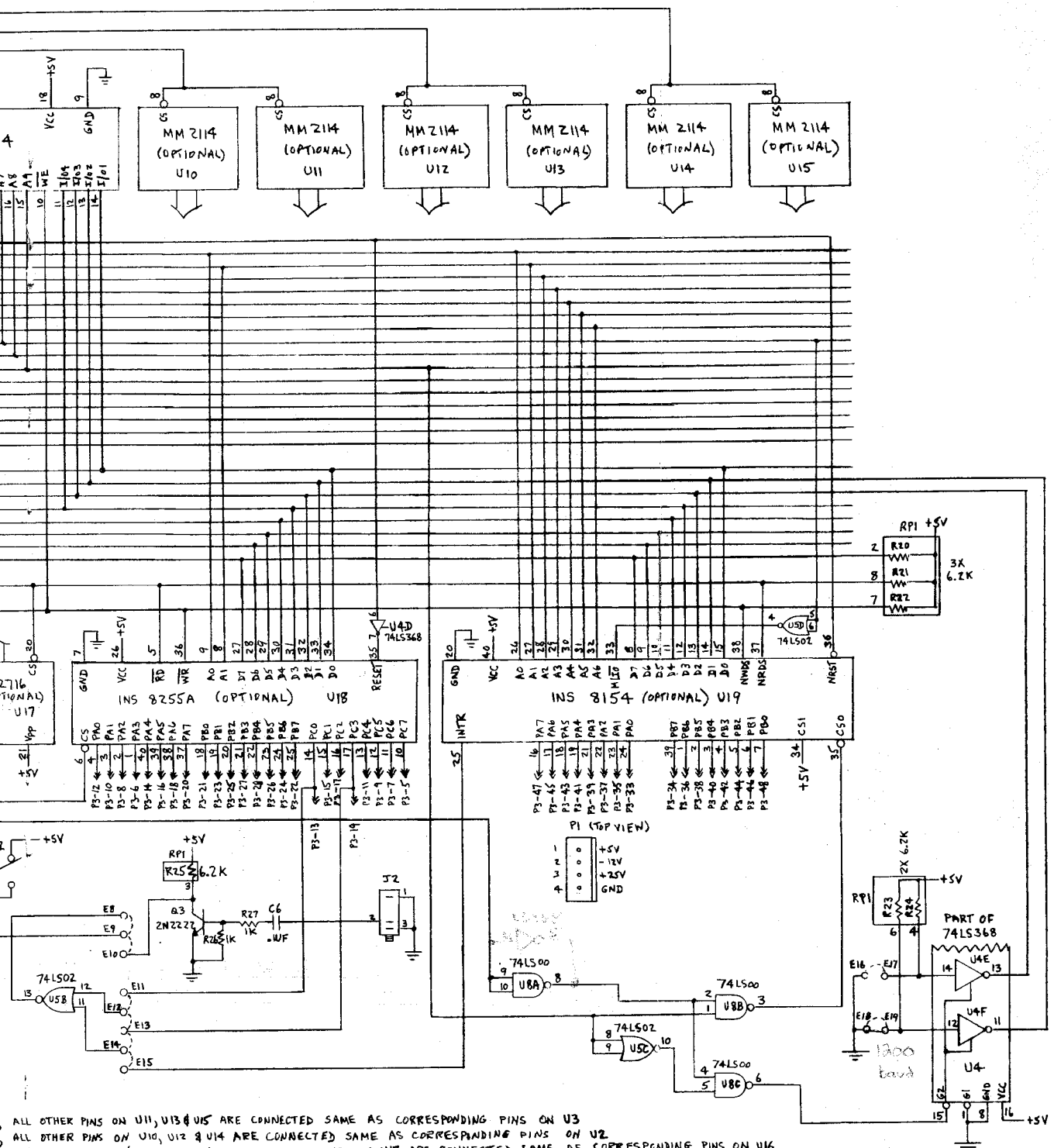
It is obvious, from the preceding examples, that by using only a small number of ICs, an extremely powerful and flexible system can be easily developed. To illustrate this point, we will design a system to satisfy all of the following requirements:

1. To allow the user to enter, debug and execute RAM-based NSC Tiny BASIC programs up to 130 lines in length.
2. To interface to a terminal or TTY for program entry and debug. Multiple data rates (110, 300, 1200 and 4800 Baud) should be supported.
3. To allow the user to transfer RAM resident programs into EPROM.
4. To allow an EPROM program to be run in a real-time control applications where a terminal is not present.
5. To have ample I/O capability flexible enough to interface to most user systems.
6. To provide the user with "scratchpad" RAM for use when assembly language subroutines are invoked via the "LINK" statement
7. To support at least two interrupts.
8. To fit the entire system on a single 5" x 7" PC card.
9. To satisfy all design requirements using a minimum number of IC's. Expansion of the minimum system should be accomplished by simple addition of "optional" RAM, EPROM and I/O devices on the PC card.

Although meeting all of the above requirements may at first seem difficult, these objectives are easily attainable, as the following paragraphs will show.



- NOTES**
- 1) EXCEPT FOR CS (PIN 8), ALL OTHER
 - 2) EXCEPT FOR CS (PIN 8), ALL OTHER
 - 3) EXCEPT FOR PD/PGM (PIN 15), CS (PIN
 - 4) UNLESS OTHERWISE NOTED:
 • ALL RESISTORS ARE 1/4 W, ± 10%
 • ALL CAPACITORS ARE 25V, ± 5%
 - 5) THE FOLLOWING RESISTORS ARE IN



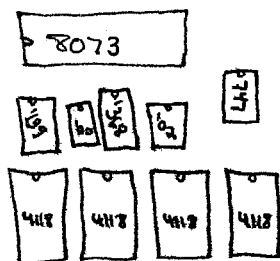
ALL OTHER PINS ON U11, U13 & U15 ARE CONNECTED SAME AS CORRESPONDING PINS ON U3
 ALL OTHER PINS ON U10, U12 & U14 ARE CONNECTED SAME AS CORRESPONDING PINS ON U2
 PIN 15, CS (PIN 20) & V_{PP} (PIN 21), ALL OTHER PINS ON U17 ARE CONNECTED SAME AS CORRESPONDING PINS ON U16

NOTED:
 RESISTORS ARE ±10%
 CAPACITORS ARE 25V, ±20%
 RESISTORS ARE INSIDE TWO 8 PIN SIPs: R6, R7, R10, R12, R15, R20, R21, R22, R23, R24, R25

1.3 Hardware Design of a Small INS8073-Based System

A system that meets all of the above design requirements is shown in Figure 1-4. The type, designation and function of each IC shown is as follows:

<u>IC TYPE</u>	<u>IC DESIGNATOR</u>	<u>FUNCTION</u>
INS8073	U1	NSC Tiny BASIC processor.
MM2114	U2, U3	U2 and U3 provide 1K bytes of static RAM. (Each MM2114 provides 1Kx4 bits.)
74LS368	U4A	Inverter for TTY input interface.
	U4B	Inverter for TTY reader relay interface.
	U4C	Inverter for RAM address mapping logic.
	U4D	Inverter for power-on reset of INS8255A.
74LS02	U4E, U4F	TRI-STATE inverters for selection of multiple Baud rates.
	U5A	Two input NOR gate. Used for address mapping of the EPROM programmer.
	U5B	Two input NOR gate. Used to select interrupt source(s) to INS8073.
	U5C	Two input NOR gate. Used in Baud rate selection logic.
725 x RC + 353 353 - (232 x C)	U5D	Two input NOR gate. Used for address mapping of the INS8154.



LM747	U6A	The LM747 is a dual OP amp. U6A buffers the positive/negative voltage levels received from the RS-232 compatible input to the TTL levels required by the INS8073.
	U6B	U6B buffers the TTL levels generated by the INS8073 to the positive/negative voltage levels required to drive the RS-232 compatible output.
74LS123	U7A	The 74LS123 is a dual One-shot. U7A provides adequate address/data setup time to program the MM2716 EPROM.
	U7B	U7B provides the 50 msec programming pulse required to write data into the MM2716 EPROM.
74LS00	U8A,B,C	U8 is a quad NAND gate. U8A, U8B and U8C are used in the Baud rate selection logic.
	U8D	Used in the RAM address mapping logic.
74LS139	U9	Dual 2 line to 4 line decoder with active low outputs. Provides address mapping for RAM, EPROM and I/O ICs.
MM2114	U10-U15	Provide an additional 3K bytes of optional RAM program memory.
MM2716	U16,U17	Provide up to 4K bytes of optional EPROM program memory. (Each MM2716 contains 2K bytes.)
INS8255A	U18	Optional Programmable Peripheral Interface chip. Provides 24 I/O lines that may be used to interface with the user's system. I/O pins may be programmed as inputs, outputs or bidirectional, including the required handshake signals. (Refer to the INS8255A Data Sheet for additional information.)

Optional 128 byte RAM-I/O chip. Provides 128 bytes of scratch-pad RAM for use in assembly language subroutines. Also provides 16 I/O lines that may be individually programmed as input or output, including strobe mode with handshake. (Refer to INS8154 Data Sheet for additional information.)

Note from the above tabulation that the minimum system consists of only nine IC's U1 - U9. Together they provide 1K bytes of RAM program memory, an RS-232/TTY interface, an MM2716 EPROM programmer, automatic Baud rate selection and complete decoding for the fully expanded system. The fully expanded system consists of 19 IC's.

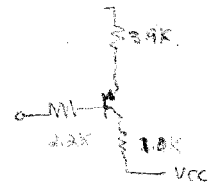
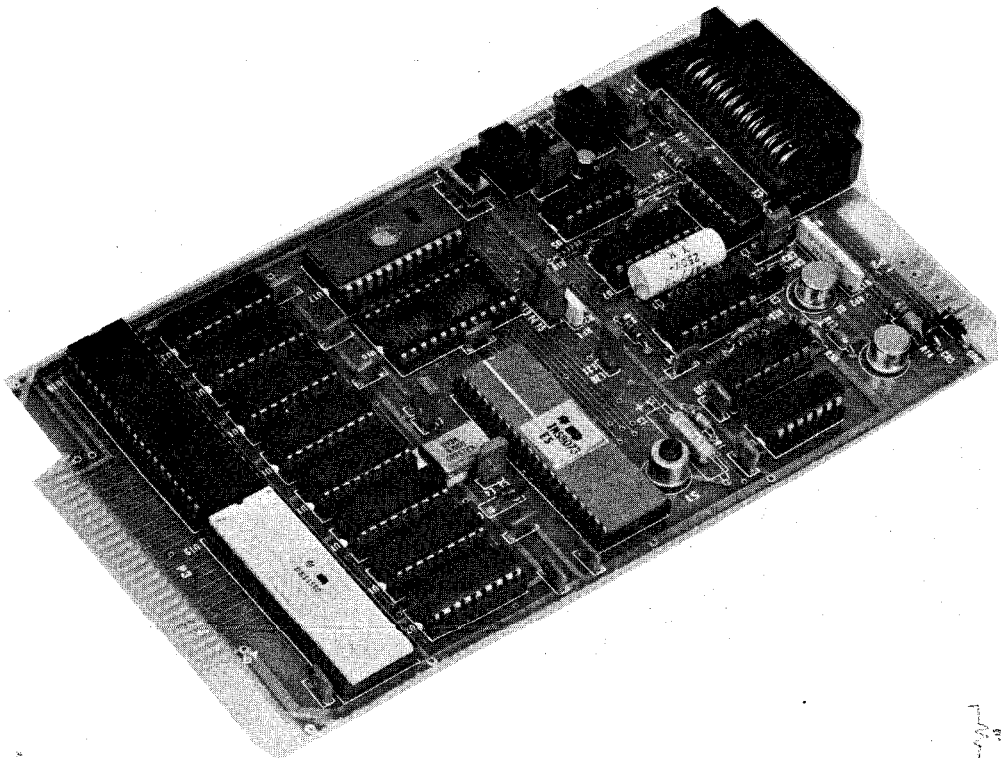


Figure 1-5 Photo of NSC Tiny BASIC Card

1.4 Addressing Requirements/Capabilities of Each System Component

Each of the system components shown in Figure 1-4 must be assigned to address locations in memory. The built-in address decoding capability of each system component can be summarized as follows:

4K Bytes of RAM

Each of the four pairs of MM2114 chips fully decodes 10 bits and can be selected via one active low select per pair.

4K Bytes of EPROM

Each of the two MM2716 EPROMSs fully decodes 11 bits and provides two active low select lines per device for reading of data.

INS8255

The INS8255 contains three I/O ports and one control word register, all of which are decoded on chip via two address input lines. The device is enabled via a single active low select line.

INS8154

The INS8154 contains 128 bytes of RAM, two I/O ports and two data direction registers, all of which are decoded on chip via eight address lines. The device is enabled via one active high select line and one active low select line.

Baud Rate Selection Logic

The INS8073 selects the Baud rate by reading the contents of memory location X'FD00. To program the Baud rate, this location must be decoded via external logic, and the appropriate logic levels supplied on data lines 1, 2 and 7. (Refer to RS-232/Current Loop Interface section for additional details.)

EPROM Programmer

To program an MM2716 EPROM, address/data are supplied by the INS8073 to the 2716 socket U16 in Figure 1.4. When VPP = +25V and address/data are valid, a single byte may be written by providing a 50 msec programming pulse to pin 18 while the chip is deselected via a logic 1 on pin 20. A byte which has been written may be subsequently read by simply supplying the correct address and providing a logic 0 on pin 20. (Refer to MM2716 Data Sheet for additional details.)

1.5 Memory Mapping Constraints For All System Components

The components described above can be mapped into memory in a variety of ways. The system constraints imposed upon this mapping are the following:

1. The decoding hardware will be implemented using a minimum number of ICs. This implies that the system components will be only partially decoded, resulting in multiple images of each component in memory.
2. Although multiple memory images of each system component may be present, the mapping hardware will be designed such that it is impossible to enable more than one system component at a time. This restriction eliminates the possibility of causing data bus conflict as the result of a programming error. (A data bus conflict could cause transmission/receipt of invalid data and chip damage.)
3. NSC Tiny BASIC program RAM will be decoded as a contiguous block so that the INS8073 can successfully identify the beginning and the end of the program RAM that is actually present.
4. The RAM and the I/O ports of the INS8154 will be located in the address range X'FF00 - X'FFBF. This allows INS8073 assembly language subroutines to address the INS8154 using the DIRECT addressing mode. (Use of DIRECT addressing eliminates the need to dedicate or multiplex a pointer in order to address the INS8154. For additional details on DIRECT addressing, refer to the INS8070 Data Sheet.)
5. When on-card EPROM is present, it will be located starting at address X'8000. This allows the system to be used in real-time control applications where a terminal is not present.

All of the above constraints are satisfied by the memory assignment shown in Figure 1-5 and Figure 1-6. Figure 1-5 shows how the 64K addressing space of the INS8073 is to be partitioned. Figure 1-6 shows the address bits (in boldface) that are actually decoded by the hardware shown in Figure 1-5, resulting in multiple (but not overlapping) memory images of each component. The locations of these multiple images are also shown, with address bits A12 - A15 specifying one of 16 possible memory "pages", each of which contains 4K bytes.

1.6 System Generated Interrupts

NSC Tiny BASIC supports interrupts via the "ON" statement. As shown in Figure 1-5, interrupts generated by the INS8154 and/or INS8255 may be connected, at the user's discretion, to the SB/INTB pin of the INS8073. When this is done the INS8073 SB/INTB pin may be used to detect interrupts under control of the user's program. If interrupts are disabled, the SB/INTB pin may be employed as a sense pin that can be examined via the NSC Tiny BASIC "STAT" Function or the "ON" Statement.

HEX ADDRESS	MEMORY CONTENTS
0000-09FF	INS8073 ON-CHIP NSC TINY BASIC INTERPRETER
⋮	⋮
1000-13FF	RAM 0 (1K BYTES)
1400-17FF	RAM 1 (1K BYTES)
1800-1BFF	RAM 2 (1K BYTES)
1C00-1FFF	RAM 3 (1K BYTES)
2000-27FF	MM2716 EPROM PROGRAMMER
⋮	⋮

4096
512
5120
6143
5120
7167
-1108
8191

HEX ADDRESS	MEMORY CONTENTS
8000-87FF	ROM 0 (2K BYTES)
8800-8FFF	ROM 1 (2K BYTES)
⋮	⋮
F700-F703	INS8255A
⋮	⋮
FD00	BAUD RATE SELECT
⋮	⋮
FF00-FF7F	INS8154 RAM (128 BYTES)
FF80-FFA4	INS8154 I/O PORTS/CONTROL
⋮	⋮
FFC0-FFFF	INS8073 ON-CHIP RAM (64 BYTES)

Figure 1-6 Partitioning of the INS8073 64K Addressing Space

ADDRESS BITS																
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0	X	X	0	0	X	X	X	X	X	X	X	X	X	X	X	EPROM PROGRAMMER (X'2000-X'27FF)
0	X	X	1	0	0	X	X	X	X	X	X	X	X	X	X	RAM 0 (X'1000- X'13FF)
0	X	X	1	0	1	X	X	X	X	X	X	X	X	X	X	RAM 1 (X'1400- X'17FF)
0	X	X	1	1	0	X	X	X	X	X	X	X	X	X	X	RAM 2 (X'1800- X'1XFF)
0	X	X	1	1	1	X	X	X	X	X	X	X	X	X	X	RAM 3 (X'1C00- X'1FFF)
1	X	X	0	0	X	X	X	X	X	X	X	X	X	X	X	ROM 0 (X'8000- X'87FF)
1	X	X	0	1	X	X	X	X	X	X	X	X	X	X	X	ROM 1 (X'8800- X'8FFF)
1	X	X	1	0	X	X	X	X	X	X	X	X	X	X	X	INS8255A (X'F700- X'F703)
1	X	X	1	1	X	0	X	X	X	X	X	X	X	X	X	BAUD RATE SELECT (X'FD00)
1	X	X	1	1	X	1	X	X	X	X	X	X	X	X	X	INS8154 RAM (X'FF00-X'FF7F)
1	X	X	1	1	X	1	X	1	X	X	X	X	X	X	X	INS8154 I/O PORTS (X'FF80-X'FFA4)

- NOTES: 1. "X" refers to an address bit that may be zero or one.
2. Bits that are actually decoded by the hardware shown in Figure 1-4 appear in boldface type.

Table 1-1. Address Bits

Decoding only the indicated address bits results in the following multiple memory images of each component. This list is organized in three columns. The first column shows the component, the second shows the page in memory into which that component is mapped, (page numbers range from 0 to F, each page being 4K bytes); and the third shows how the elements of a shared page are subdivided.

<u>COMPONENT</u>	<u>PAGES</u>	<u>ADDITIONAL CONDITIONS</u>
EPROM PROGRAMMER	0, 2, 4, 6	
4K RAM	1, 3, 5, 7	
4K ROM	8, A, C, E	
INS8255A	9, B, D, F	All = 0
BAUD RATE SELECT	9, B, D, F	All = 1, A9 = 0
INS8154	9, B, D, F	All = 1, A9 = 1

Figure 1-6 Address Bit Decoding for the System

1.7 RS-232/Current Loop Interface

The described Baud rate is automatically selected when the INS8073 is initialized, or when a "NEW" command is issued. Initialization is automatically accomplished at VCC power-on by R1 and C1 in Figure 1-5. (Pressing switch S1 also causes the INS8073 to be initialized.) The Baud rate is jumper selectable as follows:

BAUD RATE	E16-E17 JUMPER	E18-E19 JUMPER	D7	D2	D1
110	PRESENT	PRESENT	1	1	1
300	PRESENT	ABSENT	1	1	0
1200	ABSENT	PRESENT	1	0	1
4800	ABSENT	ABSENT	1	0	0

If only the 110 Baud rate is required, pullup resistors on data lines D1, D2 and D7 represent the only external hardware required to select this rate.

As shown in Figure 1.5, the INS8073 F1 flag is double buffered to provide an RS-232 compatible voltage output and a 20ma current output. Positive and negative RS-232 levels are generated by the LM 747 op amp. The 20 ma current drive is produced by transistor switch Q1 and Resistor R15.

The INS8073 R2 flag is used to enable/disable the TTY reader relay via transistor switch Q2 and current limiting register R2. These components will supply 20 ma of current to a 12V (600) relay.

The INS8073 will accept serial ASCII input data in its SA/INTA input. As shown in Figure 1.5, the RS-232 input signal is selected via a jumper between E5-E6, or the TTY input signal may be selected via a jumper between E6-E7.

CHAPTER 2

2.1 MM2716 EPROM Programming Software

An NSC Tiny BASIC utility program that programs MM2716 EPROMs, and one that will work with the system shown in Figure 1-4 is shown in Appendix D. A PROM with this program must be plugged into socket U17 to operate these utility programs. The programming software is called from NSC Tiny BASIC by typing:

```
>NEW #8800
```

This program decodes and executes the following ten commands:

```
COPY  
PROGRAM  
VERIFY  
ERASE CHECK  
FILL  
DUMP  
LOAD  
ASCII LOAD  
WRITE  
READ
```

Each command is designated by a single command letter followed by 1-3 address and/or data fields. The user is prompted for a command input by the message "COM?". In response to this, a legal command in the proper format must be entered. If an illegal command letter or improper format are employed, the user will be prompted to re-enter another command by the message: "INPUT ERROR. TRY AGAIN." Addresses and data should be entered in hexadecimal, without the preceding "#" sign. Address and data fields should be delimited by slashes (/) or by commas (,). Spaces are optional and are ignored. For convenience, "default" addresses and/or data are associated with each command. These default values allow the user to enter only the command letter, followed by a carriage return. When this is done the default values are substituted for the address/data that was not entered. The default values are preset to the most commonly used address/data for each command. When the default values are unsuitable, the desired address/data must be entered.

The commands are discussed in detail in the following paragraphs.

2.2 COPY Command

```
FORMAT: C source-starting/source-ending/destination-starting
```

```
EXAMPLE: C 8000/8200/1400
```

```
DEFAULT  
VALUES: C 1100/1100/1100
```

The COPY command "C" copies the source to destination, which must be RAM. The source is specified by its starting and ending address. The destination is specified by its starting address. To insure that the source is correctly copied, each byte is read after it is written. If a mismatch is detected between source and destination, an error message is printed for each incorrect byte. The message format is similar to that described for the PROGRAM command.

In order to prevent accidental destruction of RAM based programs, the default values for the COPY command are preset to copy the first byte of available program RAM to itself.

2.3 PROGRAM Command

FORMAT: P source-starting/source-ending/destination-starting

EXAMPLE: P 1100/1200/2000

DEFAULT

VALUES: P 1100/18FF/2000

The PROGRAM command "P" transfers an NSC Tiny BASIC source program to the MM2716 EPROM (U16 in Figure 1-4). The source program is specified by its starting and ending address. (The ending address of the source may be easily obtained by examining the NSC Tiny BASIC TOP variable.) The source remains unchanged by the programming operation. Since the EPROM programming hardware is mapped into address 2, the starting address of the destination must always begin with hexadecimal "2". The default values for the PROGRAM command fills U16 with the NSC Tiny BASIC program located in the first 2K bytes of available program memory (X'1100 - X'18FF). If a previously programmed EPROM contains a sufficient number of unprogrammed bytes, new programs may be added without erasing the program(s) previously written.

To insure that NSC Tiny BASIC programs are correctly written into EPROM, the PROGRAM command automatically reads each byte after it is written. If a mismatch is detected, the following error message will be printed for each byte:

ADDRESS 8XXX SB XX IS XX

The X's above represent hexadecimal digits. The "SB" is an abbreviated notation for "should be". Since the U16 EPROM is mapped into address 2 for READ operations (refer to Figure 1.5), the first digit of the EPROM address will always begin with hexadecimal "8". (The address actually presented on the EPROM address lines is given by the three least significant address digits in the error message.)

2.4 VERIFY Command

FORMAT: V reference-starting/reference-ending/destination-starting

EXAMPLE: V 8000/87FF/8800

DEFAULT
VALUES: V 1100/18FF/8000

The VERIFY command "V" verifies the destination against the reference. The reference is specified by its starting and ending address. The destination is specified by its starting address. The reference and destination remain unchanged by the verify operation.

The default values for the VERIFY command cause the U16 EPROM to be verified against the first 2K bytes of available RAM memory (X'1100 - X'18FF). If a mismatch is detected during verification, an error message will be printed for each incorrect byte. The message format is similar to that described for the PROGRAM command.

The VERIFY command is useful to check the contents of programmed PROMS which may have lost their identification, or may otherwise contain data of doubtful accuracy. It does not need to be used after a "COPY" or a "PROGRAM" command because a verification is performed automatically at the end of each of those functions.

2.5 ERASE CHECK Command

FORMAT: E source-starting/source-ending/hexadecimal-value

EXAMPLE: V 1100/11FF/00

DEFAULT
VALUES: V 8000/87FF/FF

The ERASE CHECK command "E" verifies that all bytes contained in the source are equal to the two digit hexadecimal value specified in the last field of the command. The source remains unchanged by the erase check operation.

The "E" command may be used to test whether or not all or part of an MM2716 EPROM is erased. The default values for this command are preset to test that the entire MM2716 EPROM (U16 in Figure 1-4) is erased. If an incorrect byte is located, an error message is printed. The message format is similar to that described for the PROGRAM command.

The "E" command may also be used to locate a specified byte in a given address range. In this case all bytes that are different from the specified hexadecimal value will be flagged as errors.

2.6 FILL Command

FORMAT: F destination-starting/destination-ending/hexadecimal-value

EXAMPLE: F 1200/1400/00

DEFAULT

VALUES: F 1100/18FF/FF

The FILL command "F" writes the two digit hexadecimal value specified in the last field of the command to the destination. The destination is specified by its starting and ending address. Since the FILL command reads each byte after it is written, an error message is printed wherever the byte read does not match the byte written. The message format is similar to that described for the PROGRAM command.

The FILL command may be used to fill all or part of available program RAM with the erased value (X'FF) for the MM2716 EPROM. This would normally be done prior to entering a program into RAM. The default values for the FILL command fill the first 2K bytes of available RAM with X'FF. If the FILL command is issued after a program has entered, care should be taken to correctly specify the proper address range or the program may be partially or totally destroyed.

The FILL command may also be used to verify that the program RAM is functioning. This can be accomplished by executing this command several times, using the hexadecimal values X'FF and X'00. This procedure will verify that a logic 0 and a logic 1 can be written to and read from each memory bit.

2.7 DUMP Command

FORMAT: D starting/ending

EXAMPLE: D 8000/80FF

DEFAULT

VALUES: D 1100/18FF

The DUMP command "D" prints out the contents of the specified address range in hexadecimal and ASCII format. Nonprintable ASCII characters are designated by a period. The hexadecimal/ASCII equivalents of sixteen memory bytes are printed out on each line, in the following format:

```
8F00 30 31 32 33 34 35 36 37 38 39 41 42 43 44 45 46 0123456789ABCDEF  
8F10 0D 7F 0A 51 54 59 11 12 2A 2B 2C 54 48 49 53 17 ...QTY..*+, THIS.
```

The four hexadecimal digits at the beginning of each line represent the address of the first (left-most) byte. Memory contents are not affected by the DUMP command. The default values cause the first 2K bytes of available program RAM to be printed out.

2.8 LOAD Command

FORMAT: L displacement

EXAMPLE: L 1000

DEFAULT
VALUES: L 0

The LOAD command "L" loads an assembly language load module (LM) into memory from a paper tape. (For a detailed description of the LM tape format refer to Appendix E.) The starting memory location where the LM will be stored is specified on the LM tape. If a different starting location is required, an optional displacement (X'0000 - X'FFFF) may be specified in the LOAD command. In this case the starting address will be equal to the address specified on the LM tape plus the displacement specified in the LOAD command. The default value of the displacement is 0.

The GET routing built into the NSC Tiny BASIC interpreter receives 7-bit ASCII characters which are then stored in memory as 8-bit bytes. These bytes have the most significant bit, B7, set to 0. Since assembly language LMs require receipt/storage of 8-bit bytes, the GET routine cannot be used to receive assembly language LMs. This problem can be easily overcome by writing an 8-bit GET subroutine in assembly language. This subroutine can then be called, when required, via the NSC Tiny BASIC "LINK" statement. The subroutine requires less than 50 bytes and is shown in Appendix D. The bytes that comprise this routine may be entered into RAM, one byte at a time, using the "@" operator.

READ COMMAND

FORMAT: R DISPLACEMENT

EXAMPLE: R 1000

DEFAULT VALUES: R 0

The READ command "R" reads a cassette resident program and stores it into memory. The memory locations at which the program will be stored are specified on the tape as previously described. If it is necessary to read a program into memory at locations other than those specified on the tape, a optional displacement (X'0000 - X'FFFF) may be specified in the "R" command. In this case the starting address for each DATA record will be equal to the address specified on the tape plus the displacement. The default value of the displacement is zero.

If a checksum error is detected when a cassette resident program is read into memory, the user will be alerted by the message "CHECKSUM ERR".

WRITE COMMAND

FORMAT: W STARTING / ENDING
ADDRESS / ADDRESS

EXAMPLE: W 8000/80FF

DEFAULT VALUES: W 1100/1EFF

The WRITE command "W" writes the contents of the specified memory address range onto audio cassette tape. The memory address range to be written is specified by its starting/ ending addresses. NIBL2 source programs and/or assembly language LM's may be stored on cassette. Stored programs begin with approximately 5 seconds of 0's which serve as leader so that the tape speed has time to stabilize on playback. The leader also serves as an interprogram gap and allows the receiving program to achieve synchronization with the clock pulses.

The tape format consists of one or more DATA records followed by a single END record. A DATA record is organized as follows:

- 1) A single character (X'A5) which identifies the start of each record.
- 2) A byte which specifies the record type. (DATA record=X'01: END record=X'03).
- 3) A byte which identifies the total number of data bytes in each record. The number of data bytes in a single data record can range from 1 to 256.
- 4) The least significant byte of the starting address where the data record is to be stored.
- 5) The most significant byte of the starting address where the data record is to be stored.
- 6) 1 to 256 data bytes.
- 7) A single byte checksum (in 2's complement form) of all bytes contained in the data record except for the start of record character, X'A5.

An END record simply consists of the start of record character (X'A5), followed by the record type (X'03) and the 2's complement checksum.

CHAPTER 3

3.1 Loading the EPROM Programming Software Into EPROM

The EPROM programming software shown in Appendix G may be transferred to paper tape so that it can be conveniently used without having to retype it each time it is used. This can be accomplished by initially typing in the program and then turning on the TTY paper tape punch after the LIST command has been entered. This procedure will produce a program listing plus a paper tape version of the program.

Since the EPROM programming software occupies less than 2K bytes, it can be readily programmed into a 2716 EPROM. The resulting EPROM could then be placed into socket U17 in Figure 1-4, so that the EPROM programming software would always be available without having to load a paper tape. If this is done, the contents of one EPROM can still be copied to another using socket U16 only. This can be accomplished by placing the source EPROM into socket U16 and then using the COPY command to transfer the EPROM contents to the first half of RAM (X'1100-X'18FF). Following this, the source EPROM may be removed from socket U16 and an erased EPROM put in its place. The erased EPROM may then be programmed in the normal manner.

3.2 Loading NSC Tiny BASIC Programs Into RAM

Since the first 2K bytes of available program RAM (X'1000 - X'18FF) are not required by the EPROM programming software, they may be used to store a user's NSC Tiny BASIC program.

Note from Appendix G that the NSC Tiny BASIC variables J, D, M and P all point to scratchpad RAM. The RAM utilized in program memory X'1F00-X'1FFF. (Only a fraction of the bytes in this range are actually used.) If desired, the RAM which is present in the INS8154 may be substituted, making the entire program RAM available for storage of user programs.

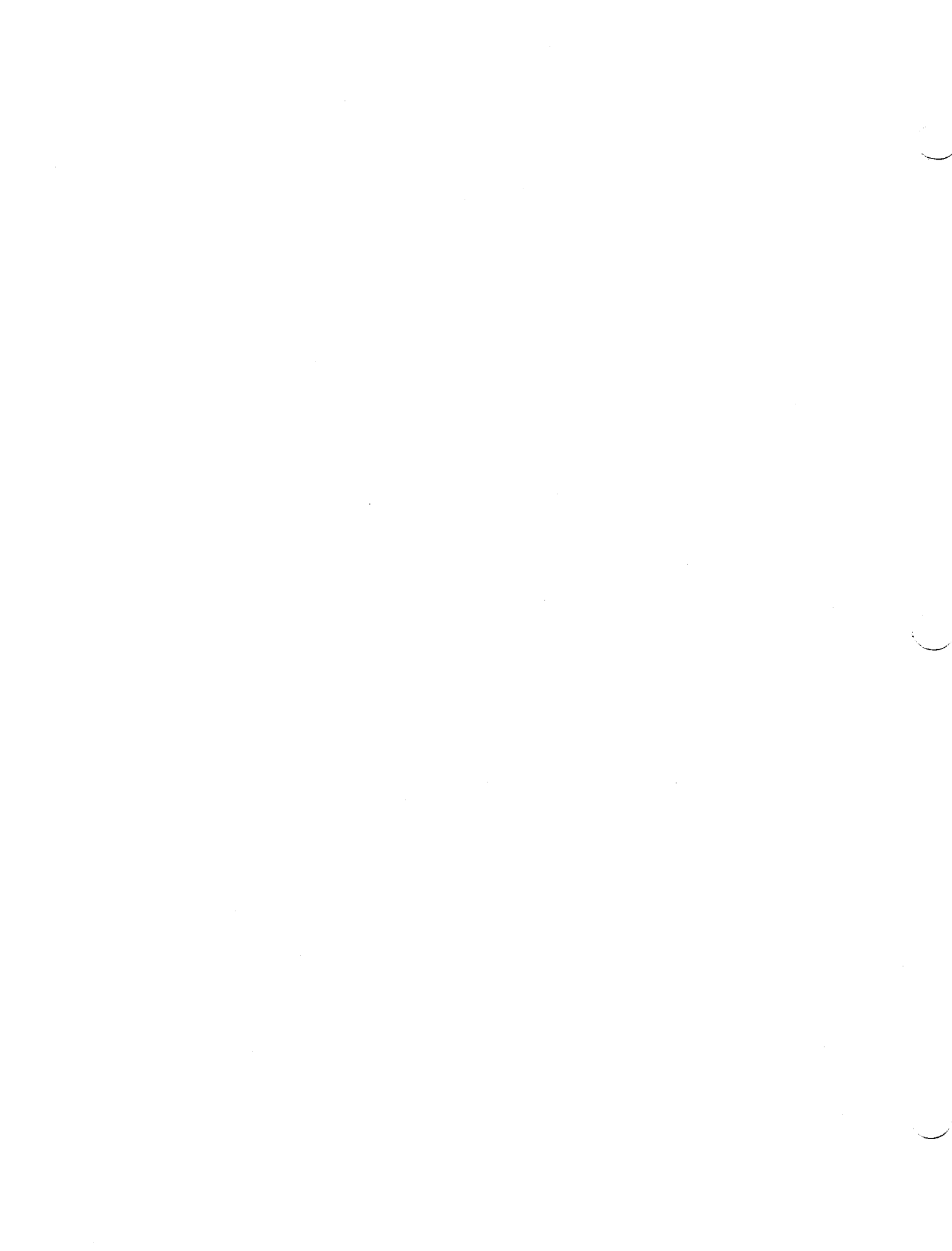
3.3 Using the EPROM Programming Software to Program MM2716 EPROMs

The EPROM programming software allows NSC Tiny BASIC programs to be written into EPROM from the keyboard, RAM, paper tape, or from another EPROM.

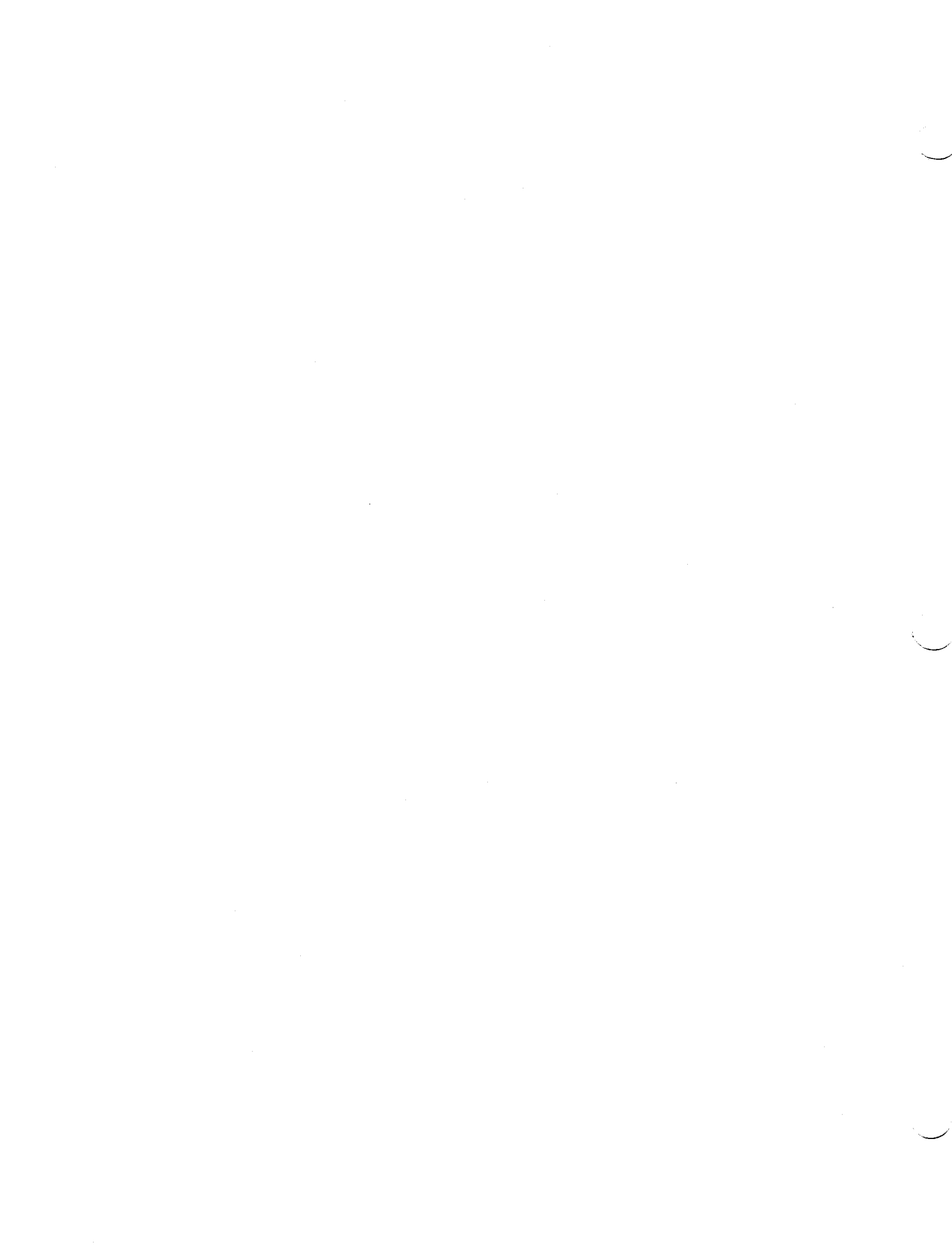
After the user has committed the EPROM programming software to EPROM and placed the latter into socket U17, this software may be executed by entering the following command:

```
>NEW #8800
```

After this is done the "PROGRAM" command, P, may be entered to write the user's RAM resident program into a blank EPROM located in socket U16 shown in Figure 1-4.



Appendices



APPENDIX A

Answers to Exercises

Page 1-21

1. -32767 to 32767, inclusive.
2. Turn switch No. 3 on.
3. 49
4. ERROR 4
5. $2*3 + 4*5 + 6*7 = 6 + 20 + 42 = 68$
6. $123*(42/127) = 123 * 0 = 0$
7. 16960 The true result, 1,000,000, is larger than 32767.
8. $22/7*1000 = 3*1000 = 3000$
9. $1000*22/7 = 22000/7 = 3142$

Page 1-25

1. 12 2 35 1
2. 47 9 5 2
3. 26 45
4. 37 73

Page 1-26

5. 100 3218

Page 1-33

1. Simply change Line 60 to read: 60 GO TO 30

STATEMENT	N	U	V	W	X
110...INPUT N	6844				
120 X = MOD (N,16)	6844				12
130 N = N/16	427				12
140 W = MOD (N,16)	427			11	12
150 N = N/16	26			11	12
160 V = MOD (N,16)	26		10	11	12
170 U = N/16	26	1	10	11	12

Therefore, NSC Tiny BASIC prints 1 10 11 12

In hexadecimal the number is #IABC

```

100 REM AIR PRESSURE MONITOR AND ALARM
110 PRINT " ":PRINT "WHAT IS AIR PRESSURE":INPUT P
120 IF P<13 THEN PRINT "WARNING! AIR PRESSURE TOO HIGH"
130 IF P>15 THEN PRINT "WARNING! AIR PRESSURE TOO LOW"
140 GO TO 110

```

```

70 IF G<>X THEN GO TO 30:REM NOT A CORRECT GUESS, GET NEXT
    GUESS

```

This replaces both Line 70 and Line 80 in the program.

The following is an even shorter way to write the program. Try it.

```

10 REM GUESS THE NUMBER GAME
20 X=RND (1,100):REM X IS THE SECRET NUMBER FROM 1 TO 100
30 PRINT " ":PRINT "WHAT IS YOUR GUESS":
40 INPUT G:REM G WILL BE THE GUESS
50 IF G<X THEN PRINT "YOUR GUESS IS TOO SMALL":GO TO 30
60 IF G>X THEN PRINT "YOUR GUESS IS TOO BIG":GO TO 30
70 PRINT "YOU WIN. LET'S PLAY AGAIN.":GO TO 20

```

1 (a).

```

10 PRINT "PROGRAM TO COMPUTE A*X+B"
15 PRINT ""
20 PRINT ""
30 PRINT "A=";
40 INPUT A
50 PRINT "B=";
60 INPUT B
70 PRINT ""
80 PRINT "X=";
90 INPUT X
100 PRINT "A*X+B  =";
110 PRINT A*X+B
120 GO TO 70
    
```

1 (b).

```

10 PRINT "PROGRAM TO COMPUTE A*X+B"
20 PRINT " ";PRINT " ";PRINT "A=";:INPUT A
30      PRINT "B=";:INPUT B
40 PRINT " ";      PRINT "X=";:INPUT X
50 PRINT "A*X+B  =";:PRINT A*X+B:GO TO 40
    
```

Line 50 can also be written as follows:

```

50 PRINT "A*X+B  =", A*X+B:GO TO 40
    
```

The comma separates the string "A*X+B" and the expression A*X+B.

Number (Decimal)	Stored As A Byte (Binary)	
3	0000 0011	(2+1)
6	0000 0110	(4+2)
7	0000 0111	(4+2+1)
29	0001 1101	(16+8+4+1)

The largest number that can be represented in a single byte is the "all ones" state:

$$\begin{aligned}
 & .1111 \ 1111 \\
 & (128+64+32+16+8+4+2+1 = 255)
 \end{aligned}$$

1. The results of the RUN will be the same as those shown on page 1-67.
2. No. Try it. See below.

```
>RUN
I I SQUARED
1 1
2 4
3 9
. .
. .
. .
16 256
. .
. .
. .
```

3. 181

1. The program will run the same as before.
2. The program will now print values and squares for numbers from 1 to 16.
3. The program will not work. Every line will be 1 1. Furthermore, the program will not stop by itself. You will have to press BREAK.
4. The results will be the same as for the program on page 1-69.

```
1. >RUN
1 1
2 3
3 6
4 10
5 15
```

3. 15

5. 7 28

```
2. >RUN
1 1
2 2
3 6
4 24
5 120
```

4. 120

6. 7 5040

8 -25216 Correct answer > 32767

```
7. >10 PRINT "" : PRINT "N=" : INPUT N
    20 S=0
    30 FOR K=1 TO N
    40 S=S+K*K
    50 NEXT K
    60 PRINT "SUMSQUARED =" : PRINT S
```

Line 60 can also be written as follows:

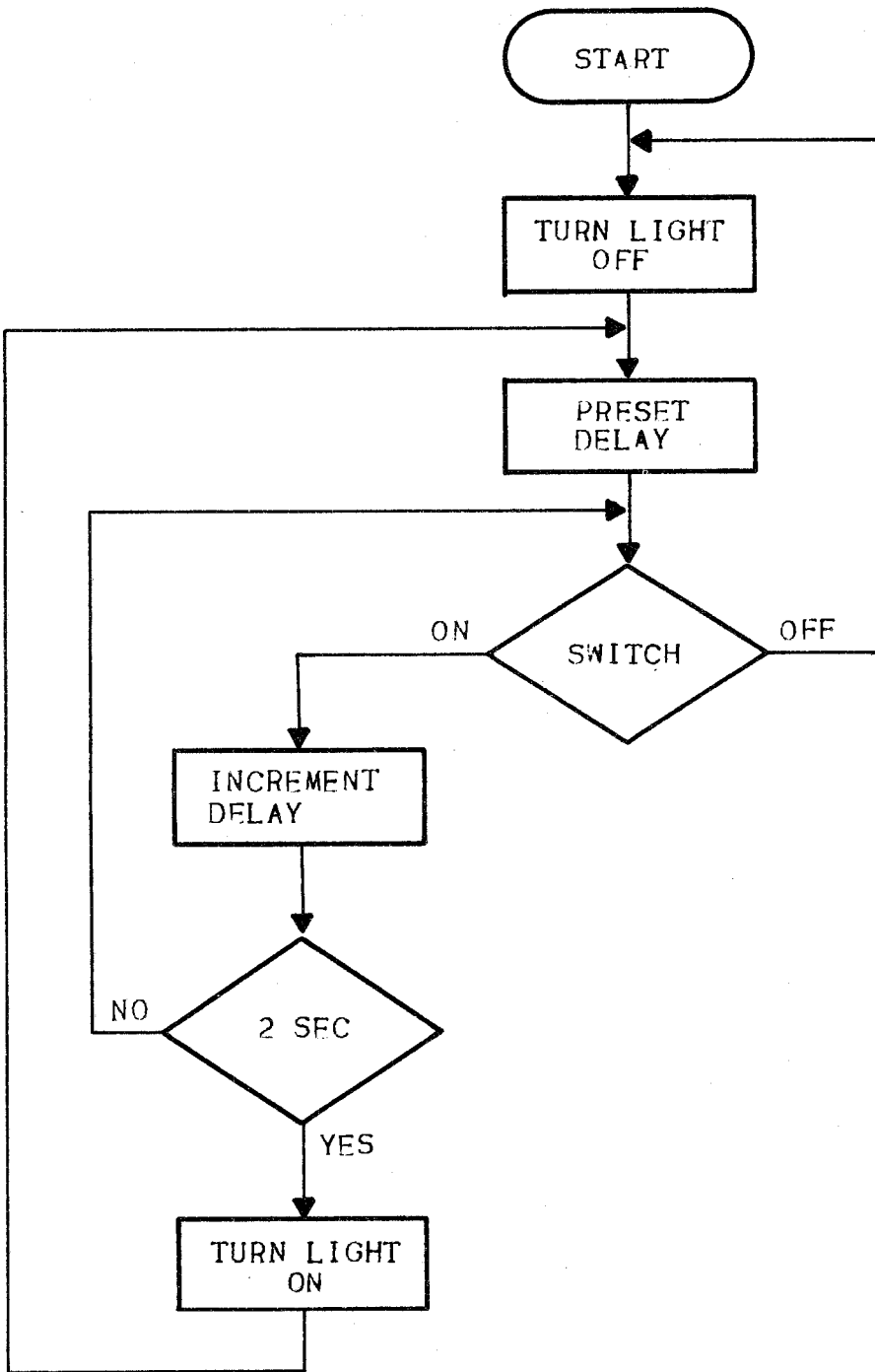
```
60 PRINT "SUMSQUARED =",S
```

Note the comma

```
1010 REM STRING COMPARISON SUBROUTINE
1020 REM SET-UP STRING ELEMENT POINTERS, C AND D
1030 C=A:D=B
1040 REM COMPARE PRESENT C & D LOCATIONS. IF UNEQUAL, ERROR
      RETURN
1050 IF@C<>@D PRINT "THE STRINGS ARE UNEQUAL":RETURN
1060 REM IS THIS THE LAST CHARACTER IN THE STRING (CR)?
1070 IF@C=#0D PRINT "THE STRINGS ARE EQUAL":RETURN
1080 REM NONE OF THE ABOVE. CHECK NEXT LOCATION.
1090 C=C+1:D=D+1:GO TO 1050
```

```
10 A=#FFFF
20 @A=1:REM TURN LIGHT OFF
30 B=0
40 DO
50 IF @A=1 THEN GO TO 20:SWITCH IS OFF
60 B=B+1
70 DELAY 10
80 UNTIL B=200:REM SWITCH MUSE BE CLOSED 2 SEC
90 @A=0:GO TO 30:REM TURN LIGHT ON
```

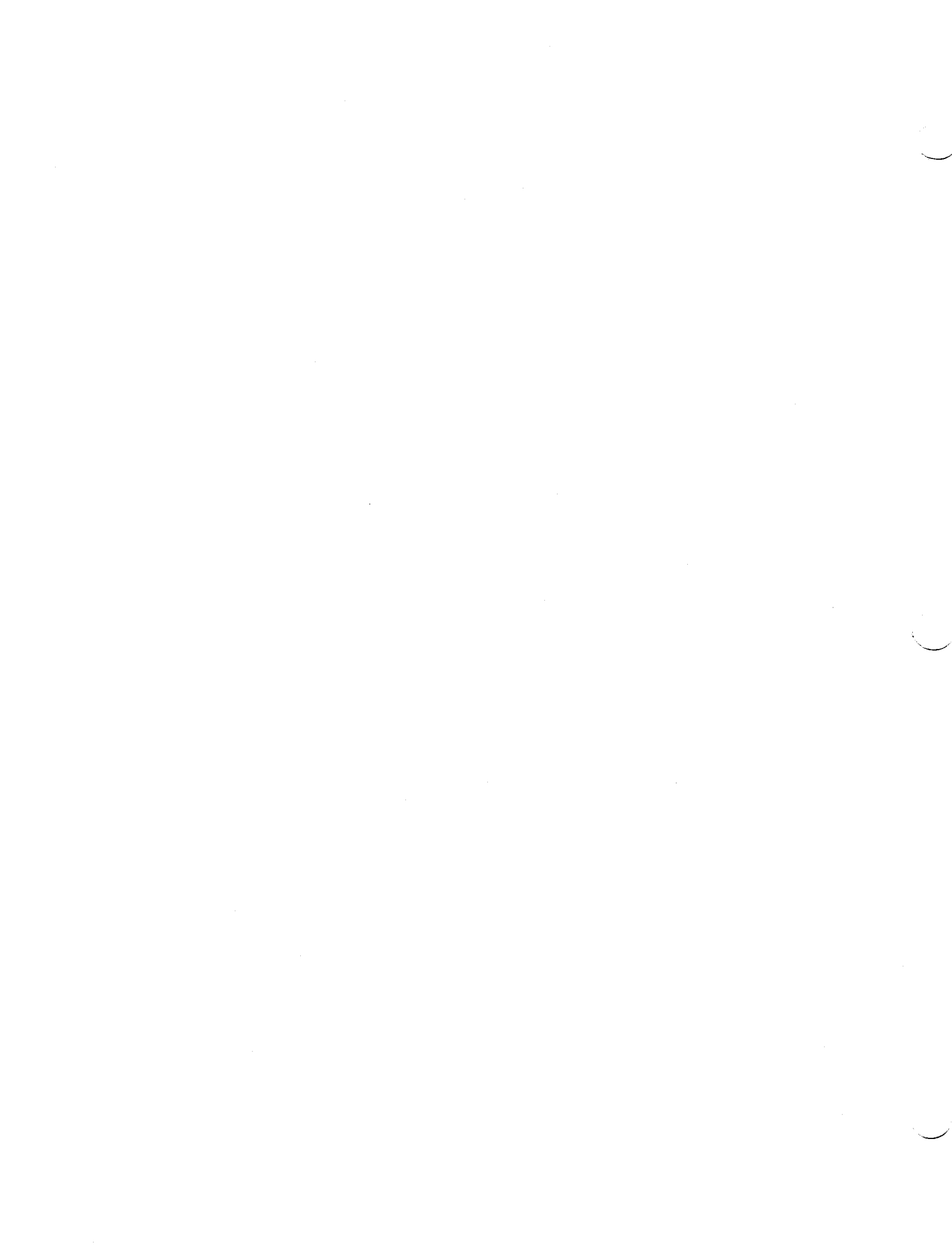
Flowchart



APPENDIX B

Error Code Summary

<u>Error Number</u>	<u>Exolanation</u>
1	Out of memory
2	Statement used improperly
3	Unexpected character (after legal statement)
4	Syntax error
5	Value (format) error
6	Ending quote missing from string
7	GO target line does not exist
8	RETURN without previous GOSUB
9	Expression, FOR-NEXT, DO-UNTIL or GOSUB nested too deeply
10	NEXT without previous matching FOR
11	UNTIL without previous DO
12	Division by zero



APPENDIX C

ASCII Codes

The following table contains the 7-bit hexadecimal code for each character in the ASCII character set.

ASCII Character Set in Hexadecimal Representation

7-bit Hexa- decimal Number	Char- acter	7-bit Hexa- decimal Number	Char- acter	7-bit Hexa- decimal Number	Char- acter	7-bit Hexa- decimal Number	Char- acter
00	NUL	20	SP	40	@	60	
01	SOH	21	!	41	A	61	a
02	STX	22	"	42	B	62	b
03	ETX	23	#	43	C	63	c
04	EOT	24	\$	44	D	64	d
05	ENQ	25	%	45	E	65	e
06	ACK	26	&	46	F	66	f
07	BEL	27	'	47	G	67	g
08	BS	28	(48	H	68	h
09	HT	29)	49	I	69	i
0A	LF	2A	*	4A	J	6A	j
0B	VT	2B	+	4B	K	6B	k
0C	FF	2C	,	4C	L	6C	l
0D	CR	2D	-	4D	M	6D	m
0E	SO	2E	.	4E	N	6E	n
0F	SI	2F	/	4F	O	6F	o
10	DLE	30	0	50	P	70	p
11	DC1	31	1	51	Q	71	q
12	DC2	32	2	52	R	72	r
13	DC3	33	3	53	S	73	s
14	DC4	34	4	54	T	74	t
15	NAK	35	5	55	U	75	u
16	SYN	36	6	56	V	76	v
17	ETB	37	7	57	W	77	w
18	CAN	38	8	58	X	78	x
19	EM	39	9	59	Y	79	y
1A	SUB	3A	:	5A	Z	7A	z
1B	ESC	3B	;	5B	[7B	
1C	FS	3C	<	5C	\	7C	
1D	GS	3D	=	5D]	7D	ALT
1E	RS	3E	>	5E		7E	ESC
1F	US	3F	?	5F		7F	DEL, RUB

CKSUM for PFDOS = 6AC3 on System 17

Definitions of Non-printing Characters

Character	Definition
NUL	Null
SOH	Start of Heading (also start of message)
STX	Start of Text (also EOA-end of address)
ETX	End of Text (also EOM-end of message)
EOT	End of Transmission (also END)
ENQ	Enquiry (also ENQRY, WRU)
ACK	Acknowledge (also RU)
BEL	Bell
BS	Backspace
HT	Horizontal Tab
LF	Line Feed
VT	Vertical Tab (VTAB)
FF	Form Feed
CR	Carriage Return
SO	Shift Out
SI	Shift In
DLE	Data Link Escape
DC1	Device Control 1
DC2	Device Control 2
DC3	Device Control 3
DC4	Device Control 4
NAK	Negative Acknowledge
SYN	Synchronous Idle
ETB	End of Transmission Block
CAN	Cancel (CANCL)
EM	End of Medium
SUB	Substitute
ESC	Escape
FS	File Separator
GS	Group Separator
RS	Record Separator
US	Unit Separator
SP	Space
ALT	Alt Mode
ESC	Escape
DEL	
RUB	Delete or Rubout

APPENDIX D

NSC Tiny BASIC Language Summary

STATEMENTS (except for INPUT, may be used as commands)

NEW expr	Establishes a new start-of-program address equal to the value of 'expr'. NSC Tiny BASIC then executes its initialization sequence which clears all variables, resets all hardware/software stacks, disables interrupts, enables BREAK capability from the console, and performs the nondestructive RAM search described in Chapter 2, Section 2. If the value of 'expr' points to a ROM address, the NSC Tiny BASIC program which begins at this address will be automatically executed. Program memory (including the end-of-program pointer used by the editor) is not altered by this command.
NEW	Sets the end-of-program pointer equal to the start-of-program pointer so that a new program may be entered. If a program already exists at the start-of-program address, it will be lost.
RUN	Runs the current program.
CONT	Continues execution of the current program from the point where execution was suspended (via a STOP, console interrupt, or reset).
LIST (expr)	Lists the current program (optionally starting at the line number specified by (expr)).
REM anything	Remark (no operation).
CLEAR	Initializes all variables to 0, disables interrupts, enables BREAK capability from the console, and resets all stacks (GOSUB, FOR-NEXT, DO-UNTIL).
[LET] var = expr	Assigns expression value to variable.
[LET] STAT = expr	Sets the STATUS word equal to the least significant byte of 'expr'. When the STATUS word is used to enable interrupts at the hardware, processing will be deferred for one statement.
[LET] @factor = expr	Sets the memory location pointed to by 'factor' equal to the least significant byte of 'expr'.

[LET] sfactor = "string"	Assigns a string in RAM starting at the address 'factor'. Strings are terminated by a carriage return.
[LET] factor = factor	Memory to memory string assignment,(copy).
PRINT expr	Prints the value of 'expr'.
PRINT "string"	Prints the string.
PRINT sfactor	Prints the string starting at the memory address 'factor'.
IF expr [THEN] statement(s)	Remainder of the program line is executed if expr is true (non-zero).
FOR var = expr TO expr [STEP expr]	FOR loop initialization. FOR loops may be nested up to four levels deep.
NEXT var	FOR loop termination.
DO	DO loop initiation. DO loops may be nested up to eight levels deep.
UNTIL expr	DO loop termination.
GO TO expr	Transfer control to statement number 'expr'.
GOSUB expr	Call subroutine at statement number 'expr'. Subroutine (including those servicing interrupts) may be nested up to eight levels deep.
RETURN	Return from subroutine.
INPUT var	Read value from console into variable.
INPUT sfactor	Read string from console into memory beginning at address 'factor'.
LINK expr	Links to an assembly language subroutine which begins at the address 'expr'.
ON expr1, expr2	Interrupt processing definition. When interrupt number expr1 occurs, NSC Tiny BASIC will execute a GOSUB beginning at line number expr2. If expr 2 is zero, the corresponding interrupt is disabled at the software level. Interrupt numbers may be 1 or 2. Use of the ON statement disables console interrupts (BREAK function). Interrupts must also be enabled at the hardware level by setting the Interrupt Enable bit in the status register (using STAT=1, for example).

DELAY expr Delay for expr time units (nominally milliseconds, 1-1040). Delay 0 gives the maximum delay of 1040 milliseconds.

STOP Terminate program execution. A message is printed and NSC Tiny BASIC returns to COMMAND mode.

OPERATORS

Arithmetic operators:	addition	+
	subtraction	-
	multiplification	*
	division	/
Relational operators:	less than	<
	greater than	>
	equal to	=
	no equal to	<>
	less than or equal	<=
	greater than or	>=
	equal to	>=
Logical operators:	logical AND	AND
	logical OR	OR
	logical NOT	NOT

@factor Read a byte from memory/peripheral, or write a byte to memory/peripheral. Factor is the memory/peripheral address.

FUNCTIONS

STAT Status Register contents.

TOP Top-Of-Program address (first available memory address after end-of-program byte).

INC (X), DEC (X) Increment or decrement a memory location (non-interruptable for multiprocessing).

MOD (X,Y) Modulus function (remainder of x/y).

RND (X,Y) Random number generator (in interval x,y).

COMMANDS (cannot be used as statements)

- NEW expr** Establishes a new start-of-program address equal to the value of expr. NSC Tiny BASIC then executes its initialization sequence which clears all variables, resets all hardware/software stacks, disables interrupts, enables BREAK capability from the console, and performs the non-destructive RAM search described in Section II. If the value of expr points to a ROM address, the NSC Tiny BASIC program which begins at this address will be automatically executed and program memory (including the end-of-program pointer used by the editor) is not altered by this command.
- NEW** NEW followed only by a carriage return sets the end-of-program pointer equal to the start-of-program pointer so that a new program may be entered. If a program already exists at the start-of-program address, it will be lost.
- RUN** Runs the current program.
- CONT** Continues execution of the current program from the point where execution was suspended (via a STOP, console interrupt or reset).
- LIST expr** Lists the current program (optionally starting at the line number specified by expr).

APPENDIX E

NSC Tiny BASIC Grammar

All items in single quotes are actual symbols in NSC Tiny BASIC; all other identifiers are symbols in grammar. The equals sign "=", means "is defined as"; parentheses are used to group several items together as one item; the exclamation point, "!", means an exclusive - or choice between the items on either side of it; the asterisk, "*", means zero or more occurrences of the item to its left; the plus sign, "+", means one or more repetitions; the question mark, "?", means zero or one occurrences; and the semicolon, ";", marks the end of a definition.

```
NSC Tiny BASIC - line = Immediate-statement
                        ! Program-line
                        ;
```

```
Immediate-statement = (Command ! Statement-list) Carriage-return;
```

```
Program-line = [Decimal-number] Statement-list Carriage-return);
```

```
Command = 'NEW' Decimal-number?
          ! 'LIST' Decimal-number?
          ! 'RUN'
          ; 'CONT'
```

```
Statement-list = Statement (';' Statement) *;
```

```
Statement = 'LET' ? Left-part '=' Rel-exp
            ! 'LET' ? '$' Factor '=' (String ! '$' Factor)
            ! 'GO' ('TO' ! 'SUB') Rel-exp
            ! 'RETURN'
            ! ('PR' ! 'PRINT') Print-list
            ! 'IF' Rel-expr 'THEN' ? Statement-list
            ! 'DO'
            ! 'UNTIL' Rel-exp
            ! 'FOR' Variable '=' Rel-exp 'TO' Rel-exp ('STEP' Rel-exp)?
            ! 'NEXT' Variable
            ! 'INPUT' '$' Factor ! Variable-list
            ! 'LINK' Rel-exp
            ! 'REM' Any-Character-Except-Carriage-Return *
            ! 'STOP'
            ! 'CLEAR'
            ! 'DELAY' Rel-exp
            ! 'ON' Rel-exp ', ' ? Rel-exp
            ;
```

```

Factor = (Variable ! Number ! Function ! '(' Rel-exp ')');
Left-part = (Variable ! '@' Factor ! 'STAT') ;
REL-EXP = Term rel-op term
STRING = '"' Any-character-except-"-or-CR'"
VARIABLE = 'A' ! 'B' ! ..... 'Z'
VARIABLE-LIST = Variable (',' Variable)*
PRINT-ITEM = (Rel-exp ! '$' factor ! String)
PRINT-LIST = PRINT-ITEM (',' PRINT-ITEM)*(';')?
Function = 'MOD' '(' Rel-exp ',' Rel-exp ')'
          ! 'RND' '(' Rel-exp ',' Rel-exp ')'
          ! 'INC' '(' Rel-exp ')'
          ! 'DEC' '(' Rel-exp ')'
          ;
Term = Factor Termop Factor

```

APPENDIX F

#IFD02
→ #IFD00
→ IFD01
→ IFD02

```

1J=7936: $J="0123456789ABCDEF": D=J+17: M=D+8: P=M+20: PR"CMD";
2INPUT#P: X=4352: Y=6399: Z=#FF: G=27: GOSUB50: C=T: GOSUB50: F=T: P=P-1: S=3
3IFC=67Y=4352: Z=Y: GOTO15
4IFC=86Z=#8000: GOTO15
5IFC=69X=#8000: Y=#87FF: G=31: GOTO15
6IFC=70G=31: GOTO15
7IFC=80Z=8192: G=35: GOTO15
8IFC=76X=0: Y=1: Z=0: S=1: G=38: GOTO15
9IFC=65X=0: Y=0: Z=0: S=1: G=39: GOTO15
10IFC=68S=2: G=42: GOTO15
11IFC=87Y=8191: S=2: G=46: GOTO15
12IFC=82X=0: Z=0: S=1: G=47: GOTO15
13PR"INPUT ERR": GOTO1
14PR"DONE": GOTO1
15N=1: IFF=#DGOTO6
16R=0
17GOSUB50: IF (T=#D) OR (T=47) OR (T=44) GOTO21
18T=T-48: IF (T<0) OR (T>22) OR ((T>9) AND (T<17)) GOTO13
19IFT>9T=T-7
20R=16*R+T: GOTO17
21IFN=1X=R: GOTO24
22IFN=2Y=R: GOTO24
23Z=R
24N=N+1: IFN>SGOTO6
25IFT=#DGOTO13
26GOTO16
27FORI=XTOY: IFC=67@Z=@I
28IF@Z=@IGOTO30
29A=Z: B=@I: C=@Z: GOSUB48
30Z=Z+1: NEXTI: GOTO14
31FORI=XTOY: IFC=70@I=Z
32IF@I=ZGOTO34
33A=I: B=Z: C=@I: GOSUB48
34NEXTI: GOTO14
35FORI=0TO(Y-X): @ (Z+I)=@ (X+I): IF@ (#6000+Z+I)=@ (X+I) GOTO37
36A=#6000+Z+I: B=@ (X+I): C=@ (#6000+Z+I): GOSUB48
37NEXTI: GOTO14
38PR"TURN READER ON": LINK#8D81: GOTO40
39PR"CONNECT RS-232": LINK#8D88
40IFZ=1PR"CKSUM ERR": GOTO1
41GOTO14
42FORI=XTOYSTEP16: H=I: LINK#8E4E: $M="....."
43FORL=ITOI+15: H=@L: LINK#8E3F
44IF (H>31) AND (H<#7B) @ (M+L-I)=H
45NEXTL: PR$M: NEXTI: GOTO14
46LINK#8E8F: GOTO14
47LINK#8F65: GOTO40
48PR"ADDRESS ";: H=A: LINK#8E4E: PR"SB ";: H=B: LINK#8E3F: PR"IS ";: H=C
49LINK#8E3F: PR"": RETURN
50T=@P: P=P+1: IFT=32GOTO50
51RETURN
    
```

VARIABLES START @ 512 256 bytes of RAM

VARIABLE	LSB	MSB
A	00	01
B	02	03
C	04	05
D	06	07
E	08	09
F	0A	0B
G	0C	0D
H	0E	0F
I	10	11
J	12	13
K	14	15
L	16	17
M	18	19
N	1A	1B
O	1C	1D
P	1E	1F
Q	20	21
R	22	23
S	24	25
T	26	27
U	28	29
V	2A	2B
W	2C	2D
X	2E	2F
Y	30	31
Z	32	33

XX8A STARTS THE TEXT EDITING

#FFD4+5 = Beginning of program Pointer. LSB, MSB

#FFD6+7 = End of program Pointer. LSB, MSB

#FFEC+DB+ Delay for Trans+ Rec. Routines. LSB, MSB.

#053E = Print Subroutine. (call 14)

APPENDIX G

REM ***** 8070 UTILITY PROGRAM *****
 REM ***** BY RON PASQUALINI, NSC *****

*REM This version of the program has been expanded for
 REM legibility. It will not run as shown since some
 REM lines do not have line numbers. The compressed
 REM version of the program is functionally identical
 REM and will run properly.*

REM Initialize variables and Promet for command

```

1 J=7936 : $J="0123456789ABCDEF"           J=7936
D=J+17 : M=D+8 : P=M+20                   D=7953
PR "CMD";                                  M=8014
2 INPUT $P                                  P=8071
X=4352 : Y=6399 : Z=#FF : G=27 : GOSUB 50
C=T : GOSUB 50 : F=T : P=P-1 : S=3
  
```

REM Test command letter, setting default values
 REM as needed for the entered command.

```

3 IF C=67 Y=4352 : Z=Y : GOTO 15           : REM "C"
4 IF C=86 Z=#8000 : GOTO 15               : REM "V"
5 IF C=69 X=#8000 : Y=#87FF : G=31 : GOTO 15 : REM "E"
6 IF C=70 G=31 : GOTO 15                  : REM "F"
7 IF C=80 Z=8192 : G=35 : GOTO 15         : REM "P"
8 IF C=76 X=0 : Y=1 : Z=0 : S=1 : G=38 : GOTO 15 : REM "L"
9 IF C=65 X=0 : Y=0 : Z=0 : S=1 : G=39 : GOTO 15 : REM "A"
10 IF C=68 S=2 : G=42 : GOTO 15           : REM "D"
11 IF C=87 Y=8191 : S=2 : G=46 : GOTO 15  : REM "W"
12 IF C=82 X=0 : Z=0 : S=1 : G=47 : GOTO 15 : REM "R"
  
```

REM Error messages

```

13 PR "INPUT ERR" : GOTO 1
14 PR "DONE" : GOTO 1
  
```

REM Process command operands

```

15 N=1 : IF F=#D GOTO G
16 R=0
17 GOSUB 50 : IF (T=#D) OR (T=47) OR (T=44) GOTO 21
18 T=T-48 : IF (T<0) OR (T>22) OR ((T>9) AND (T<17)) GOTO 13
19 IF T>9 T=T-7
20 R=16*R+T : GOTO 17
21 IF N=1 X=R : GOTO 24
22 IF N=2 Y=R : GOTO 24
23 Z=R
24 N=N+1 : IF N>S GOTO G
25 IF T=#D GOTO 13
26 GOTO 16
  
```

REM Process "C", "V" Commands

```

27 FOR I=X TO Y
   IF C=67 @Z=@I
28   IF @Z=@I GOTO 30
  
```



```

29  A=Z : B=@I : C=@Z : GOSUB 48
30  Z=Z+1
    NEXT I
    GOTO 14

    REM Process "E", "F" Commands

31  FOR I=X TO Y
    IF C=70 @I=Z
32  IF @I=Z GOTO 34
33  A=I : B=Z : C=@I : GOSUB 48
34  NEXT I
    GOTO 14

    REM Process "P" Command

35  FOR I=0 TO (Y-X)
    @ (Z+I) = @ (X+I) @ ((2I) - #1800)
    IF @ (#6000+Z+I) = @ (X+I) GOTO 37
36  A=#6000+Z+I : B=@ (X+I)
    C=@ (#6000+Z+I) : GOSUB 48
37  NEXT I
    GOTO 14 @ ((2I) - #1800)

    REM Process "L" Command

38  PR "TURN READER ON" : LINK #8D81 : GOTO 40

    REM Process "A" Command

39  PR "CONNECT RS-232" : LINK #8D88

    REM Post processing for "L", "A" Commands

40  IF Z=1 PR "CKSUM ERR" : GOTO 1
41  GOTO 14

    REM Process "D" Command

42  FOR I=X TO Y STEP 16
    H=I : LINK #8E4E : $M="....."
43  FOR L=I TO I+15
    H=@L : LINK #8E3F
44  IF (H>31) AND (H<#7B) @ (M+L-I)=H
45  NEXT L
    PR $M
    NEXT I
    GOTO 14

    REM Process "W" Command

46  LINK #8E8F : GOTO 14

    REM Process "R" Command

47  LINK #8F65 : GOTO 40

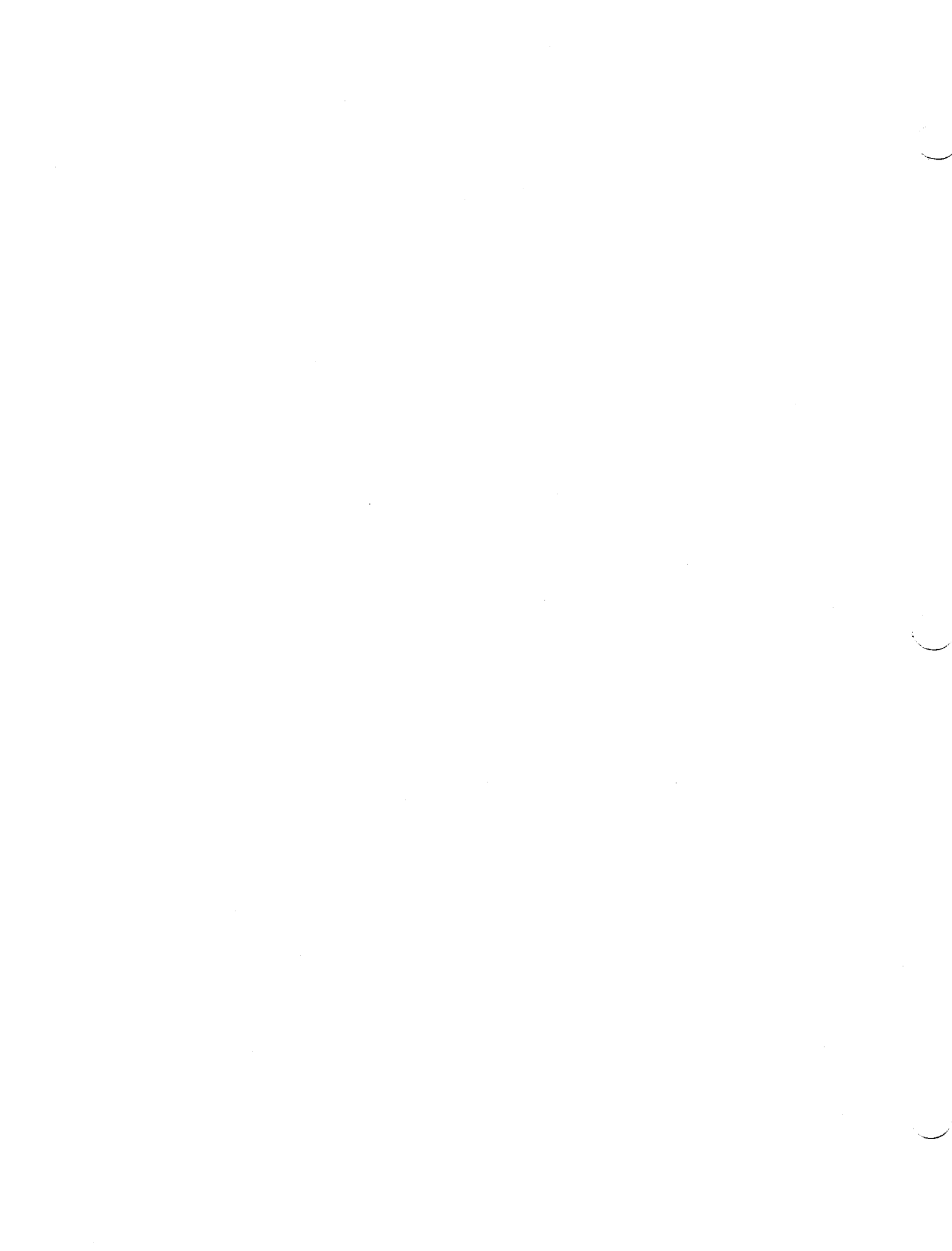
    REM Subroutine: Print verification error

```

```
48 PR "ADDRESS "; : H=A : LINK #8E4E  
PR "SR "; : H=B : LINK #8E3F  
PR "IS "; : H=C  
49 LINK #8E3F : PR " " : RETURN
```

```
REM Subroutine: Get next character from input buffer
```

```
50 T=QP : P=P+1 : IF T=32 GOTO 50  
51 RETURN
```



```
1          .TITLE  ASS070, ' 8070 UTILITY SUBROUTINES'  
2          2F          .LIST  02F  
3  
4  
5  
6          ;          'ASSYLANG' PROGRAM  
7          ;          BY  
8          ;          RON PASQUALINI  
9          ;          NATIONAL SEMICONDUCTOR  
10  
11         ; 'ASSYLANG' INCLUDES ALL OF THE ASSEMBLY LANGUAGE  
12         ; SUBROUTINES REQUIRED BY THE NIBL2 PROGRAM 'UTILITY'.  
13  
14  
15  
16 0000          .=#08D81  
17  
18          .INCLD  ASCILD
```

.PAGE 'ASCILD'

; 'ASCILD' DOWNLOADS AN ASSEMBLY LANGUAGE LM OR NIBL2 SOURCE
 ; PROGRAM AT 4800 BAUD IN RESPONSE TO THE COMMAND 'A'. IT IS
 ; ALSO ENTERED TO LOAD AN ASSEMBLY LANGUAGE LM FROM PAPER
 ; TAPE AT 110 BAUD IN RESPONSE TO THE COMMAND 'L'. FOR BOTH
 ; COMMANDS THE DOWNLOADED PROGRAM MUST BE IN THE FORM OF
 ; ASCII CHARACTERS. THIS SUBROUTINE CALLS THE NIBL2
 ; SUBROUTINE 'GECO'.

; TWO ASCII CHARACTERS EQUAL ONE BYTE, WITH THE MOST
 ; SIGNIFICANT NIBBLE (MSN) LOCATED AT THE LOWER MEMORY
 ; ADDRESS. THE LEAST SIGNIFICANT NIBBLE (LSN) IS LOCATED AT
 ; THE HIGHER MEMORY ADDRESS.

; THE FILE FORMAT FOR A DATA RECORD IS AS FOLLOWS:

- ; 1) START OF RECORD CHARACTER (X'02)
- ; 2) RECORD LENGTH, X'01-X'FF, (2 ASCII CHAR)
- ; 3) MSB OF RECORD LOAD ADDRESS (2 ASCII CHAR)
- ; 4) LSB OF RECORD LOAD ADDRESS (2 ASCII CHAR)
- ; 5) RECORD TYPE (2 ASCII CHAR)
- ; (DATA RECORD=X'00, END RECORD=X'01)
- ; 6) 1-255 DATA BYTES (2 ASCII CHAR PER BYTE)
- ; 7) RECORD CHECKSUM OF THE HEXADECIMAL
- ; EQUIVALENT OF ALL BYTES IN 2) THRU 6)
- ; IN 2'S COMPLEMENT FORM

; THE BAUD RATE FOR DOWNLOADING CAN BE 110 OR OR 4800 BAUD,
 ; DEPENDING UPON THE SUBROUTINE ENTRY POINT.

; THE 'ASCILD' SUBROUTINE REQUIRES 8 BYTES OF STACK MEMORY &
 ; DESTROYS A, E, P2 & P3. THE NIBL2 SUBROUTINE 'GECO' IS
 ; CALLED.

; DISPLACEMENTS RELATIVE TO P3:

0000	NBYTES	= 0	; NUMBER OF DATA BYTES IN
			; DATA RECORD
0001	MCKSUM	= 1	; CHECKSUM FORMED IN MEMORY
0002	RECTYP	= 2	; RECORD TYPE
0003	MSN	= 3	; MOST SIGNIFICANT NIBBLE
			; OF 8 BIT BYTE IN 'GETBYT'
			; SUBROUTINE
0004	CTR	= 4	; CTR FOR DELAY @ END OF SUBR
0009	BYTCTR	= 9	; BYTE CTR FOR 'HEX2AS' SUBR

; DISPLACEMENTS RELATIVE TO P2:

0006	.SET	D,6	; CONTENTS OF NIBL2 VARIABLE
			; D POINTS TO MEMORY LOCATION
			; WHERE ASCII EQUIV OF 2/4
			; DIGIT HEX NUMBER IS STORED.

```

; MS CHAR IS AT LOWEST MEMORY
; ADDRESS, TO WHICH D POINTS
; CONTENTS OF NIBL2 VARIABLE
; H EQUAL STARTING ADDRESS OF
; EACH DATA RECORD
000E .SET H,14
; DISPLACEMENT FOR RECORD
; STARTING ADDRESS
; (NIBL2 VARIABLE X)
002E .SET X,46
; BAUD RATE INDICATOR FLAG
; WHICH ALLOWS PRINTOUT OF
; STARTING ADDRESS OF EACH
; RECORD AT 110 BAUD ONLY.
; (NIBL2 VARIABLE Y)
0030 .SET Y,48
; CHECKSUM ERROR FLAG
; (NIBL2 VARIABLE Z)
0032 .SET Z,50

9F80
FF00 .SET SRAM,OFF00 ; STARTING LOCATION
; OF SCRATCH RAM TO
; WHICH P3 POINTS

FFEC FDELAY = OFFEC ; LOCATION WHERE DLY CONST
; FOR 1 BIT DLY IS STORED
; (REQUIRED BY NIBL2 'GECO'
; SUBROUTINE)
0933 GECO = 00933 ; ENTRY POINT FOR
; NIBL2 'GECO' SUBROUTINE

; BAUD RATE =110
; STORE DELAY COUNT FOR 1 BIT
; DELAY @ 110 BAUD
0581 8D81 845202 B110: LD EA,=X'252
0584 8D84 8DEC ST EA,FDELAY
; CONTINUE
0586 8D86 7405 BRA NEXT
; BAUD RATE =4800
; STORE DELAY COUNT FOR 1 BIT
; DELAY @ 4800 BAUD
0588 8D88 840400 B4800: LD EA,=04
058B 8D8B 8DEC ST EA,FDELAY
; DISABLE INTERRUPTS
0590 8D8D 39FE NEXT: AND S,=0FE
; POINT P3 TO SCRATCH RAM
0594 8D8F 2700FF LD P3,=SRAM
; ASCII CHAR-->A REG & E REG
0592 8D92 203209 LOOP1: JSR GECO
; SAMPLE SA & WAIT UNTIL
; SA=1. (PARITY BIT=1 OR
; STOP BIT=1 HAS OCCURRED)
0595 8D95 06 NSTOP1: LD A,S
0596 8D96 D410 AND A,=010
0598 8D98 6CFB BZ NSTOP1
; SA=1
; ASCII CHAR-->A REG
059A 8D9A 40 LD A,E
; LOOP IF CHAR <> X'02
059B 8D9B E402 XOR A,=02

```

8070 ASSEMBLER REV-A 06/06/79
 AS8070 8070 UTILITY SUBROUTINES
 ASCILD

```

8D9D 7CF3          BNZ      LOOP1          ; (START OF RECORD)
                                     ; X'02 FOUND
      AE
8D9F 20168E       JSR      GETBYT         ; GET RECORD LENGTH (IN HEX)
8DA2 CB00          ST       A,NBYTES,P3    ; AND SAVE IT

8DA4 CB01          ST       A,MCKSUM,P3   ; INITIALIZE MEMORY CHECKSUM

      AE
8DA6 20168E       JSR      GETBYT         ; GET MSB OF LOAD ADDRESS
8DA9 0A           PUSH     A              ; (ADDRH) & SAVE ON THE STACK

8DAA F301         ADD      A,MCKSUM,P3    ; UPDATE MEMORY CHECKSUM
8DAC CB01         ST       A,MCKSUM,P3

      AE
8DAE 20168E       JSR      GETBYT         ; GET LSB OF LOAD ADDRESS
                                     ; (ADDRL) IN A REG & E REG

8DB1 F301         ADD      A,MCKSUM,P3    ; UPDATE MEMORY CHECKSUM
8DB3 CB01         ST       A,MCKSUM,P3

8DB5 38           POP      A              ; ADDRH-->A REG
8DB6 01           XCH      A,E          ; ADDRH-->E REG, ADDRL-->A REG

      80
8DB7 260010       LD       P2,=01000        ; POINT P2 TO NIBL2 VARIABLES
8DBA B22E         ADD      EA,X,P2        ; ADD DISPL (NIBL2 VAR X)

8DBC 8A0E         ST       EA,H,P2        ; SAVE RECORD STARTING ADDR
                                     ; IN NIBL2 VARIABLE H

8DBE 20168E       JSR      GETBYT         ; GET RECORD TYPE IN A REG
8DC1 CB02         ST       A,RECTYP,P3    ; & E REG & SAVE IT

8DC3 F301         ADD      A,MCKSUM,P3    ; UPDATE MEMORY CHECKSUM
8DC5 CB01         ST       A,MCKSUM,P3

8DC7 40           LD       A,E          ; RECORD TYPE-->A REG

8DC8 7C20         BNZ      NOTDTA        ; IF RECORD TYPE = 0
                                     ; IT IS A DATA RECORD
                                     ; A REG=0. RECORD IS
                                     ; A DATA RECORD
                                     ; IF BAUD RATE=110 PRINT
                                     ; OUT RECORD STARTING
                                     ; ADDRESS

8DCA 8230         LD       EA,Y,P2        ; IF Y=1 BAUD RATE=110
8DCC E401         XOR      A,=01
8DCE 7C0A         BNZ      DTAREC
                                     ; BAUD RATE=110
                                     ; PRINT OUT RECORD
                                     ; STARTING ADDRESS

```

8DD0 18	CALL	8	; PRINT CR/LF TO PUT RECORD ; ADDRESS ON A NEW LINE. ; (NECESSARY BECAUSE 'GECO', ; NOT 'GETC', MUST BE USED).
8DD1 22118E ^{AE}	PLI	P2,=ADRMSG	; POINT P2 TO 1ST CHAR OF ; ADDR MSG & SAVE OLD P2
8DD4 1E	CALL	14	; PRINT OUT THE MESSAGE: ; "ADDR=X'" WITHOUT CR/LF
8DD5 204D8E	JSR	PRT4	; PRINT OUT 4 CHAR ASCII ; EQUIV OF 16 BIT HEX ; STARTING ADDRESS, ; WITHOUT CR/LF
8DD8 18	CALL	8	; PRINT CR/LF
8DD9 5E	POP	P2	; RESTORE OLD P2
8DDA 820E DTAREC: LD		EA,H,P2	; RECORD START ADDR-->EA REG
8DDC 46 LD		P2,EA	; RECORD START ADDR-->P2
8DDD 20168E NXTBYT: JSR		GETBYT	; GET DATA BYTE
8DE0 CE01	ST	A,@+1,P2	; STORE BYTE & INCR PTR
8DE2 F301	ADD	A,MCKSUM,P3	; UPDATE MEMORY CHECKSUM
8DE4 CB01	ST	A,MCKSUM,P3	
8DE6 9B00	DLI	A,NBYTES,P3	; DECREMENT BYTE COUNT
8DE8 7CF3	BNZ	NXTBYT	; & LOOP IF COUNT <> 0
8DEA 20168E NOTDTA: JSR		GETBYT	; GET RECEIVED CHECKSUM
8DED 0A	PUSH	A	; SAVE CHECKSUM ON STACK
8DEE 18	CALL	8	; PRINT CR/LF
8DEF 38	POP	A	; RESTORE CHECKSUM TO A REG
8DF0 F301	ADD	A,MCKSUM,P3	; ADD MEMORY CHECKSUM
8DF2 6C08	BZ	RECTST	; TEST SUM FOR ZERO ; SUM <> 0. CHECKSUM ; ERROR HAS OCCURRED
8DF4 260010 ⁸⁰	LD	P2,=01000	; POINT P2 TO NIBL2 VARIABLES
8DF7 840100	LD	EA,=01	; SET NIBL2 VARIABLE Z=1
8DFA 8A32	ST	EA,Z,P2	; TO INDICATE CHECKSUM ERROR
8DFC C302 RECTST: LD		A,RECTYP,P3	; LOAD RECORD TYPE & TEST
8DFE E401 XOR		A,=01	; FOR END RECORD = X'01
8E00 7C90	BNZ	LOOP1	; GET NEXT RECORD IF CURRENT ; RECORD IS NOT AN END RECORD

; CURRENT RECORD = END RECORD.
; DELAY APPROX .54 SEC IN ORDER
; TO SLEW OFF NULLS AT END OF
; END RECORD. THIS WILL INSURE
; THAT SA=1 UPON RETURN TO NIBL2
; PROGRAM @ 4800 BAUD. THIS
; DELAY IS ONLY REQUIRED AT 4800
; BAUD, BUT DOES NOT HAVE ANY
; DETRIMENTAL EFFECT AT 110
; BAUD, USING A TTY WITH A
; READER RELAY.
; SAVE # OF TIMES 'DELAY'
; WILL BE CALLED

8E02 C496 LD A,=150
8E04 CB04 ST A,CTR,P3

8E06 C4FF L1: LD A,=OFF ; LOAD DELAY COUNT
8E08 20F78F JSR DELAY ; DELAY FOR 3609 USEC

8E0B 9B04 DLD A,CTR,P3 ; DECREMENT & LOAD LOOP COUNT
8E0D 7CF7 BNZ L1 ; & REPEAT IF LOOP COUNT <> 0

8E0F 18 CALL 8 ; PRINT CR/LF @ END OF RECORD
; (FOR 110 BAUD USING TTY)

8E10 5C RET ; RETURN

8E11 4144 ADRMSG: .ASCII 'ADDR=' ; ADDRESS MSG FOR 110 BAUD
8E16 A7 .BYTE '/' + 080

.PAGE 'ASCILD - GETBYT'

; 'GETBYT' GETS TWO ASCII CHARACTERS AND COMBINES THEM INTO A
 ; SINGLE 8 BIT BYTE.

; 'GETBYT' REQUIRES 1 BYTE OF SCRATCH RAM (MSN), USES 4 BYTES
 ; OF STACK MEMORY, CALLS THE NIBL2 SUBROUTINE 'GECO', AND
 ; DESTROYS REGISTER A AND REGISTER E.

; THE BYTE WHICH IS GOTTEN IS RETURNED IN THE A REGISTER AND
 ; THE E REGISTER.

; SUBROUTINE PARAMETERS INCLUDE:

			MSN	DISPLACEMENT RELATIVE TO P3
8E17 203209	GETBYT:	JSR	GECO	; GET ASCII EQUIV OF MSN ; IN A REG & E REG
8E1A 06	NSTOP2:	LD	A,S	; SAMPLE SA & WAIT UNTIL
8E1B D410		AND	A,#010	; SA=1. (PARITY BIT=1 OR
8E1D 6CFB		BZ	NSTOP2	; STOP BIT=1 HAS OCCURRED)
				; SA=1
8E1F 40		LD	A,E	; ASCII EQUIV OF MSN-->A REG
8E20 2D02		BND	ATOF1	; TEST FOR X'30<=MSN<=X'39
8E22 7402		BRA	SHIFT1	; X'00<=A REG<=X'09. CONTINUE
8E24 FC37	ATOF1:	SUB	A,#X'37	; CONVERT ASCII A THRU F ; TO HEX A THRU F
8E26 0E	SHIFT1:	SL	A	; SHIFT MSN 4 BITS
8E27 0E		SL	A	; TO THE LEFT, PLACING
8E28 0E		SL	A	; ZEROS INTO LSN
8E29 0E		SL	A	; POSITION
8E2A CB03		ST	A,MSN,P3	; SAVE MSN
8E2C 203209		JSR	GECO	; GET ASCII EQUIV OF LSN ; IN A REG & E REG
8E2F 06	NSTOP3:	LD	A,S	; SAMPLE SA & WAIT UNTIL
8E30 D410		AND	A,#010	; SA=1. (PARITY BIT=1 OR
8E32 6CFB		BZ	NSTOP3	; STOP BIT=1 HAS OCCURRED)
				; SA=1
8E34 40		LD	A,E	; ASCII EQUIV OF LSN-->A REG
8E35 2D02		BND	ATOF2	; TEST FOR X'30<=LSN<=X'39
8E37 7402		BRA	ORNIBL	; X'00<=A REG<=X'09. CONTINUE

8E39 FC37 ATOF2: SUB A,=X'37 ; CONVERT ASCII A THRU F
; TO HEX A THRU F

8E3B DB03 ORNIBL: OR A,MSN,P3 ; OR MSN WITH LSN TO
; FORM 8 BIT CHARACTER

8E3D 48 LD E,A ; PUT CHAR INTO E REG

8E3E 5C RET ; RETURN
19 .INCLD HEX2ASCI

.PAGE 'HEX2ASCI'

; 'HEX2ASCI' WILL CONVERT A HEX NUMBER TO ITS ASCII
 ; EQUIVALENT AND PRINT THE NUMBER WITH A TRAILING SPACE
 ; APPENDED. 2 DIGIT & 4 DIGIT HEX NUMBERS MAY BE CONVERTED
 ; DEPENDING UPON THE ENTRY POINT.

; THE SUBROUTINE REQUIRES 6 BYTES OF STACK MEMORY, DESTROYS
 ; REGISTERS A, E, T, & P2, AND CALLS THE SUBROUTINES
 ; 'CONBYT', 'CONNIB', & NIBL2 CALL 14 (PRTLN).

; THE HEX NUMBER TO BE CONVERTED IS ASSUMED TO BE STORED IN
 ; THE NIBL2 VARIABLE H, AND THE ASCII EQUIVALENT OF THE HEX
 ; NUMBER IS STORED IN THE MEMORY LOCATION POINTED TO BY THE
 ; NIBL2 VARIABLE D. THE OUTPUT STRING CONSISTS OF 3 ASCII
 ; CHARACTERS FOR A 2 DIGIT HEX NUMBER, AND 5 ASCII CHARACTERS
 ; FOR A 4 DIGIT HEX NUMBER. THE MSD IS STORED AT THE LOWEST
 ; MEMORY LOCATION, WHICH IS THE BEGINNING OF THE OUTPUT
 ; STRING.

HEX2ASCI:

```

8E3F 260010 PRT2: LD      P2,=01000    ; POINT P2 TO NIBL2 VARIABLES
8E42 8206      LD      EA,D,P2        ; LOAD CONTENTS OF NIBL2 VAR D
8E44 B40300    ADD     EA,=3           ; ADD DISPL TO END OF STRING
                                   ; + 1
8E47 46        LD      P2,EA         ; END OF STRING LOC + 1-->P2
8E48 C401      LD      A,=1          ; STORE # OF BYTES TO CONVERT
8E4A CB09      ST      A,BYTCTR,P3
8E4C 740D      BRA     INIT          ; CONTINUE
8E4E 260010 PRT4: LD      P2,=01000    ; POINT P2 TO NIBL2 VARIABLES
8E51 8206      LD      EA,D,P2        ; LOAD CONTENTS OF NIBL2 VAR D
8E53 B40500    ADD     EA,=5           ; ADD DISPL TO END OF STRING
                                   ; + 1
8E56 46        LD      P2,EA         ; END OF STRING LOC + 1-->P2
8E57 C402      LD      A,=2          ; STORE # OF BYTES TO CONVERT
8E59 CB09      ST      A,BYTCTR,P3
8E5B C4A0      INIT:  LD      A,=0A0    ; STORE ASCII "SP" WHICH WILL
8E5D CEFF      ST      A,@-1,P2      ; APPEAR AT END OF PRINTED
                                   ; STRING, WITH B7=1 TO DENOTE
                                   ; END OF STRING. DECREMENT P2
8E5F 220010    PLI     P2,=01000    ; POINT P2 TO NIBL2 VAR &
                                   ; SAVE OLD P2
  
```

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HEX2ASCII

```

8E62 820E          LD      EA,H,P2      ; LOAD HEX # TO BE CONVERTED
8E64 09           LD      T,EA         ; TO ASCII & SAVE IT IN T

8E65 5E           POP     P2          ; RESTORE OLD P2

8E66 20728E CONV1: JSR     CONBYT      ; CONV HEX BYTE IN A REG TO
; 2 ASCII CHARACTERS, STORE
; THEM IN THE OUTPUT STRING
; & DECREMENT P2 BY 2

8E69 9B09          DLD     A,BYTCTR,P3  ; DECREMENT BYTE COUNT
8E6B 6C04          BZ      PRINT        ; & EXIT IF COUNT = 0

8E6D 0B           CONV2: LD      EA,T          ; TRANSFER 16 BIT HEX
8E6E 40           LD      A,E          ; # TO BE CONVERTED TO
; TO EA REG, & PLACE
; MSB IN THE A REG

8E6F 74F5          BRA     CONV1        ; CONTINUE
8E71 1E           PRINT: CALL    14      ; PRINT OUT ASCII EQUIV
; OF HEX # WITH TRAILING
; SPACE AND NO CR/LF

8E72 5C           RET                    ; RETURN

```

.PAGE 'HEX2ASCI - CONBYT'

```

; 'CONBYT' CONVERTS THE HEX BYTE PRESENT IN THE A REGISTER TO
; ITS ASCII EQUIVALENT, AND STORES THE TWO ASCII CHARACTERS
; CREATED IN THE MEMORY LOCATIONS POINTED TO BY P2. P2 MUST
; BE SET TO AVAILABLE RAM BEFORE THE SUBROUTINE IS ENTERED,
; AND P2 IS DECREMENTED BY 1 WHEN EACH ASCII CHARACTER IS
; STORED.

; THE SUBROUTINE DESTROYS REGISTERS A AND E, AND IS EXITED
; WITH P2 POINTING TO THE MS ASCII DIGIT, WHICH IS STORED AT
; THE LOWER MEMORY LOCATION.
  
```

```

8E73 48      CONBYT: LD      E,A      ; SAVE BYTE TO BE
;          ; CONVERTED IN E REG

8E74 207F8E  JSR      CONNIB   ; CONVERT & STORE ASCII
;          ; EQUIV OF LS NIBBLE

8E77 40      LD      A,E      ; RESTORE HEX BYTE TO A REG

8E78 3C      SR      A      ; SHIFT MS NIBBLE TO LS
8E79 3C      SR      A      ; NIBBLE POSITION
8E7A 3C      SR      A
8E7B 3C      SR      A

8E7C 207F8E  JSR      CONNIB   ; CONVERT & STORE ASCII
;          ; EQUIV OF MS NIBBLE

8E7F 5C      RET

8E80 D40F    CONNIB: AND     A,#0F    ; MASK OFF LS 4 BITS

8E82 FC0A    SUB     A,#0A    ; SUBTRACT X'A=10

8E84 6404    BP      GE10    ; TEST RESULT
;          ; NIBBLE WAS 0 THRU 9
8E86 F43A    LT10:  ADD     A,#X'3A   ; CONV NIBBLE TO ASCII

8E88 7402    BRA     STORE   ; CONTINUE
;          ; NIBBLE WAS 10 THRU 15
8E8A F441    GE10:  ADD     A,#X'41   ; CONV NIBBLE TO ASCII

8E8C CEFF    STORE:  ST      A,@-1,P2 ; STORE ASCII EQUIV OF
;          ; NIBBLE & DECR P2 BY 1

8E8E 5C      RET

                .INCLD WRTAPE
  
```

20

.PAGE 'WRTAPE'

; 'WRTAPE' INTERFACES THE INS8073 TO A CASSETTE RECORDER FOR
; STORAGE/RETRIEVAL OF USER PROGRAMS. PROGRAMS WHICH MAY BE
; SAVED INCLUDE NIBL2 PROGRAMS AND ASSEMBLY LANGUAGE LM'S.

; WHEN THE 'WRTAPE' SUBROUTINE IS USED IN CONJUNCTION WITH
; THE NIBL2 PROGRAM 'UTILITY', THE USER CAN SPECIFY THE BLOCK
; OF RAM TO BE WRITTEN ON THE TAPE. THE TAPE FORMAT IS AS
; FOLLOWS:

- 1) APPROXIMATELY 5 SECONDS OF 0'S WHICH SERVE AS LEADER
SO THAT THE TAPE SPEED HAS TIME TO STABILIZE ON
PLAYBACK. THE LEADER ALSO ALLOWS THE RECEIVING
PROGRAM TO PROPERLY SYNC TO THE CLOCK PULSES.
- 2) ID CHARACTER=X'AS WHICH IDENTIFIES THE START OF
EACH RECORD.
- 3) A BYTE WHICH SPECIFIES THE RECORD TYPE:
DATA RECORD=X'01 END RECORD=X'03
- 4) A BYTE WHICH IDENTIFIES THE TOTAL NUMBER
OF DATA BYTES IN EACH RECORD, N.
N CAN RANGE FROM 1 TO 256. (0 - 255)
- 5) THE LSB OF THE STARTING ADDRESS WHERE THE DATA
RECORD IS TO BE STORED.
- 6) THE MSB OF THE STARTING ADDRESS WHERE THE DATA
RECORD IS TO BE STORED.
- 7) 1 - 256 PROGRAM BYTES
- 8) A SINGLE BYTE CHECKSUM (IN 2'S COMPLEMENT FORM)
OF ALL BYTES CONTAINED IN THE RECORD EXCEPT FOR
THE ID CHARACTER

; DISPLACEMENTS RELATIVE TO P3:

0000	.SET	NB,0	; NB=REMAINING # OF PGM BYTES ; TO BE WRITTEN (2 BYTES)
0002	.SET	N,2	; N=# DATA BYTES IN DATA REC
0003	.SET	CKSUM,3	; CKSUM IS THE RECORD CHECKSUM ; ACCUMULATED IN MEMORY
0004	.SET	WRCTR,4	; BIT COUNTER FOR ; THE 'WRCHAR' SUBROUTINE
0005	.SET	LDRCTR,5	; LEADER COUNTER FOR THE ; SNDLDR ROUTINE (2 BYTES)

; DISPLACEMENTS RELATIVE TO P2:

002E	.SET	X,46	; LOC OF NIBL2 VARIABLE X ; (MEMORY STARTING ADDR)
0030	.SET	Y,48	; LOC OF NIBL2 VARIABLE Y ; (MEMORY ENDING ADDR)

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WRTAPE

9F80
FF00

```
.SET SRAM,OFF00 ; SCRATCH RAM TO WHICH P3
; POINTS FOR THE 'WRTAPE'
; SUBROUTINE
```

```
8E8F 39FE WRTAPE: AND S,=0FE ; DISABLE INTERRUPTS
8E91 2700FF LD P3,=SRAM ; POINT P3 TO SCRATCH RAM
8E94 39FB AND S,=0FB ; SET F2=0
8E96 3B08 OR S,=08 ; SET F3=1
```

; CALCULATE AND STORE NB = # OF DATA BYTES TO BE WRITTEN

```
8E98 8230 LD EA,Y,P2 ; LOAD ENDING ADDRESS
; (NIBL2 Y) INTO EA REG
8E9A BA2E SUB EA,X,P2 ; SUBTRACT STARTING
; ADDRESS (NIBL2 X)
8E9C B40100 ADD EA,=01 ; ADD 1
8E9F 8B00 ST EA,NB,P3 ; SAVE NB
```

; SET PTR P2 = STARTING ADDRESS WHERE DATA IS TO BE STORED

```
8EA1 822E LDP2: LD EA,X,P2 ; LOAD STARTING ADDRESS
; INTO EA REG
8EA3 46 LD P2,EA ; SET P2=STARTING ADDRESS
```

; SEND LEADER ROUTINE

; THIS ROUTINE TRANSMITS APPROXIMATELY 5 SECONDS OF 0'S
; (APPROX 2500 @ 500 BAUD) TO ACT AS LEADER, ALLOW THE TAPE
; TO SETTLE ON PLAYBACK, AND TO ALLOW PROPER SYNC TO THE
; CLOCK PULSES.

; SNDLDR ROUTINE PARAMETERS:

```
09C4 .SET LDRCNT,2500 ; # OF CLK PULSES IN LEADER
005E .SET BITDLY,94 ; DELAY COUNT TO PRODUCE 1
; BIT DELAY
```

```
8EA4 B4C409 SNDLDR: LD EA,=LDRCNT ; LOAD LEADER COUNT
8EA7 8B05 ST EA,LDRCTR,P3 ; AND STORE IT
```

```
8EA9 20538F LOOPA: JSR PULSE ; WRITE CLK PULSE
```

```
8EAC C45EA LD A,=BITDLY ; LOAD DELAY COUNT
8EAE 20F78F JSR DELAY ; DELAY 1 BIT TIME
```

```
8EB1 8305 LD EA,LDRCTR,P3 ; LOAD LEADER COUNT
8EB3 BC0100 SUB EA,=1 ; DECR LEADER COUNT
```


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8EB6 8B05	ST	EA,LDRCTR,P3	; STORE NEW LEADER COUNT
8EB8 58	OR	A,E	; TEST FOR LEADER COUNT
8EB9 7CEE	BNZ	LOOPA	; =0.
8EBB 84FF00	RECORD: LD	EA,=255	; LOAD 255
8EBE BB00	SUB	EA,NB,P3	; SUBTRACT NB
8EC0 3F	RRL	A	; GET CY INTO A7
8EC1 640B	BP	GT255	; AND TEST IT
8EC3 8300	LE255: LD	EA,NB,P3	; CY=1. NB<=255
8EC5 CB02	ST	A,N,P3	; SET N=NB
8EC7 840000	LD	EA,=0	; SET NB=0
8ECA 8B00	ST	EA,NB,P3	
8ECC 740B	BRA	NXT1	; CONTINUE
8ECE C400	GT255: LD	A,=0	; CY=0. NB>255
8ED0 CB02	ST	A,N,P3	; SET N=0
8ED2 8300	LD	EA,NB,P3	; SET NB=NB-256
8ED4 BC0001	SUB	EA,=256	
8ED7 8B00	ST	EA,NB,P3	
8ED9 C302	NXT1: LD	A,N,P3	; LOAD N INTO A REG
8EDB F401	ADD	A,=01	; ADD REC TYPE=X'01
8EDD CB03	ST	A,CKSUM,P3	; STORE INTO CKSUM
8EDF C4A5	LD	A,=X'A5	; LOAD ID CHAR=X'A5
8EE1 20298F	JSR	WRCHAR	; WRITE CHAR ON TAPE
8EE4 C401	LD	A,=01	; LOAD DATA REC TYPE
8EE6 20298F	JSR	WRCHAR	; =X'01 & WRITE ON TAPE
8EE9 C302	LD	A,N,P3	; LOAD # OF BYTES IN DATA REC
8EEB 20298F	JSR	WRCHAR	; & WRITE ON TAPE
8EEE 32	LD	EA,P2	; LD STARTING ADDR INTO EA
8EEF 20298F	JSR	WRCHAR	; WRITE LSB ON TAPE
8EF2 F303	ADD	A,CKSUM,P3	; ADD CKSUM TO LSB OF STARTING
8EF4 CB03	ST	A,CKSUM,P3	; ADDRESS & STORE NEW CKSUM
8EF6 32	LD	EA,P2	; LD STARTING ADDR INTO EA
8EF7 40	LD	A,E	; MSB OF STARTING ADDR-->A REG
8EF8 20298F	JSR	WRCHAR	; WRITE MSB ON TAPE
8EFB F303	ADD	A,CKSUM,P3	; ADD CKSUM TO MSB OF STARTING
8EFD CB03	ST	A,CKSUM,P3	; ADDRESS & STORE NEW CKSUM
8EFF C601	LOOPD: LD	A,@+1,P2	; LD DATA BYTE & INCR PTR
8F01 20298F	JSR	WRCHAR	; WRITE DATA BYTE ON TAPE
8F04 F303	ADD	A,CKSUM,P3	; ADD CHAR TO CKSUM

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8F06 CB03	ST	A,CKSUM,P3	; STORE NEW CKSUM
8F08 9B02	DLD	A,N,P3	; SET N=N-1
8F0A 7CF3	BNZ	LOOPD	; & LOOP IF N<>0
8F0C C303	LD	A,CKSUM,P3	; LOAD CKSUM INTO A
8F0E E4FF	XOR	A,=OFF	; TAKE 2'S COMPLEMENT
8F10 F401	ADD	A,=01	; OF CKSUM AND
8F12 20298F	JSR	WRCHAR	; WRITE IT ON THE TAPE
8F15 8300	LD	EA,NB,P3	; LOAD NB & TEST FOR 0
8F17 58	OR	A,E	; WRITE NEXT RECORD IF
8F18 7CA1	BNZ	RECORD	; NB<>0
			; WRITE END RECORD ON THE TAPE
8F1A C4A5	LD	A,=X'A5	; NB=0
8F1C 20298F	JSR	WRCHAR	; WRITE ID CHAR ON TAPE
8F1F C403	LD	A,=03	; WRITE END RECORD TYPE
8F21 20298F	JSR	WRCHAR	; =X'03 ON TAPE
8F24 C4FD	LD	A,=X'FD	; WRITE 2'S COMPLEMENT OF
8F26 20298F	JSR	WRCHAR	; CKSUM ON TAPE
8F29 5C	RET		; RETURN

.PAGE 'WRTAPE - WRCHAR'

; 'WRCHAR' WRITES THE 8 BIT CHAR PRESENT IN THE A REG ON THE
 ; TAPE. THE PROGRAM DESTROYS REGISTER E, ASSUMES THAT
 ; POINTER P3 IS POINTING TO 1 BYTE OF AVAILABLE RAM (WRCTR),
 ; AND CALLS THE 'DELAY' SUBROUTINE.

; SUBROUTINE PARAMETERS INCLUDE:

		; WRCTR	LOC WHERE BIT COUNT WILL
			BE STORED RELATIVE TO P3
001A	.SET	HLFDLY,26	; COUNT FOR 1/2 BIT DELAY
001A	.SET	ENDDLY,26	; COUNT FOR END OF BIT DELAY
005F	.SET	FULDLY,95	; COUNT FOR 1 BIT DELAY

8F2A 48	WRCHAR:	LD	E,A	; SAVE CHAR IN E REG
8F2B C408		LD	A,#08	; SET BIT COUNT=8
8F2D CB04		ST	A,WRCTR,P3	
8F2F 40	SHIFT:	LD	A,E	; XFER CHAR TO A REG
8F30 3E		RR	A	; ROTATE LSB TO BIT 7
				; WHERE IT CAN BE SENSED
8F31 48		LD	E,A	; SAVE ROTATED CHAR IN E
8F32 6412		BP	SEND0	; TEST BIT TO BE WRITTEN
8F34 20538F	SEND1:	JSR	PULSE	; BIT=1. SEND CLOCK PULSE
8F37 C41A		LD	A,=HLFDLY	; SET DLY COUNT=1/2 BIT TIME
8F39 20F78F		JSR	DELAY	; DELAY TO MIDDLE OF BIT
8F3C 20538F		JSR	PULSE	; WRITE DATA BIT=1
8F3F C41A		LD	A,=ENDDLY	; DELAY TO END OF
8F41 20F78F		JSR	DELAY	; BIT TIME
8F44 7408		BRA	DECCNT	; CONTINUE
8F46 20538F	SEND0:	JSR	PULSE	; BIT=0. SEND CLOCK PULSE
8F49 C45F		LD	A,=FULDLY	; SET DLY COUNT=1 BIT TIME
8F4B 20F78F		JSR	DELAY	; DELAY 1 BIT TIME
8F4E 9B04	DECCNT:	DLD	A,WRCTR,P3	; DECREMENT BIT COUNT
8F50 7CDD		BNZ	SHIFT	; REPEAT UNTIL BIT COUNT=0
8F52 40		LD	A,E	; RESTORE ORIG CHAR TO A REG
8F53 5C		RET		; RETURN

.PAGE 'WRTAPE - PULSE'

; 'PULSE' WRITES 1 CLOCK OR DATA PULSE ON THE TAPE, CALLS THE
 ; 'DELAY' SUBROUTINE, AND ASSUMES THAT FLAGS F2 & F3 HAVE
 ; BEEN INITIALIZED TO THE STATE F2=0 AND F3=1.

; SUBROUTINE PARAMETERS INCLUDE:

000F .SET D1,15 ; DELAY WHICH SETS DURATION
 ; OF POSITIVE EXCURSION
 000F .SET D2,15 ; DELAY WHICH SETS DURATION
 ; OF NEGATIVE EXCURSION

; OUTPUT PULSE GENERATED BY COMBINING
 ; F2 & F3 OUTPUTS APPEARS AS FOLLOWS:

```

;
;          ++++++
;          + D1 +
;  ++++++   +   ++++++
;                + D2 +
;                ++++++
;

```

8F54 3B04 PULSE: OR S,=04 ; SET F2=1. (F3=1)
 8F56 C40F LD A,=D1 ; SET DELAY COUNT=D1
 8F58 20F78F JSR DELAY ; DELAY FOR D1
 8F5B 39F3 AND S,=0F3 ; SET F2=F3=0
 8F5D C40F LD A,=D2 ; SET DELAY COUNT=D2
 8F5F 20F78F JSR DELAY ; DELAY FOR D2
 8F62 3B08 OR S,=08 ; SET F3=1. (F2=0)
 8F64 5C RET ; RETURN
 .INCLD RDTAPE

.PAGE 'RDTAPE'

; 'RDTAPE' INTERFACES THE INS8073 TO A CASSETTE RECORDER FOR
; STORAGE/RETRIEVAL OF USER PROGRAMS. PROGRAMS WHICH MAY BE
; SAVED AND RETRIEVED INCLUDE NIBL2 PROGRAMS AND ASSEMBLY
; LANGUAGE LM'S.

; THE 'RDTAPE' SUBROUTINE REQUIRES 6 BYTES OF SCRATCHPAD RAM
; AND CALLS THE SUBROUTINES 'GETBIT' AND 'RCVCHR'.

; WHEN A TAPE RESIDENT PROGRAM IS READ INTO RAM, THE USER MAY
; SPECIFY AN OPTIONAL DISPLACEMENT WHICH IS ADDED TO THE
; STARTING ADDRESS OF EACH DATA RECORD. THIS FEATURE ALLOWS
; ASSEMBLY LANGUAGE LM'S AND NIBL2 PROGRAMS TO BE LOADED INTO
; MEMORY AT LOCATIONS SPECIFIED AT LOAD TIME.

; THE FORMAT OF THE DATA WRITTEN ON THE TAPE IS AS FOLLOWS:
;

- 1) APPROXIMATELY 5 SECONDS OF 0'S WHICH SERVE AS LEADER
SO THAT THE TAPE SPEED HAS TIME TO STABILIZE ON
PLAYBACK. THE LEADER ALSO ALLOWS THE RECEIVING
PROGRAM TO PROPERLY SYNC TO THE CLOCK PULSES.
- 2) ID CHARACTER=X'AS WHICH IDENTIFIES THE START
OF EACH RECORD.
- 3) A BYTE WHICH SPECIFIES THE RECORD TYPE:
DATA RECORD=X'01 END RECORD=X'03
- 4) A BYTE WHICH IDENTIFIES THE TOTAL NUMBER
OF DATA BYTES IN EACH RECORD, N.
N CAN RANGE FROM 1 TO 256. (0 - 255)
- 5) THE LSB OF THE STARTING ADDRESS WHERE THE DATA
RECORD IS TO BE STORED.
- 6) THE MSB OF THE STARTING ADDRESS WHERE THE DATA
RECORD IS TO BE STORED.
- 7) 1 - 256 PROGRAM BYTES
- 8) A SINGLE BYTE CHECKSUM (IN 2'S COMPLEMENT FORM)
OF ALL BYTES CONTAINED IN THE RECORD
EXCEPT FOR THE ID CHARACTER

; DISPLACEMENTS RELATIVE TO PTR P3:

0000	.SET	CKSUM,0	; CHECKSUM FORMED IN MEMORY
0001	RCVCTR	= 1	; # OF CHAR BITS RECEIVED
			; IN 'RCVCHR' SUBROUTINE
0002	STADR	= 2	; RECORD STARTING ADDRESS
			; (2 BYTES)
0004	.SET	N,4	; # OF DATA BYTES IN DATA REC
0005	SCOUNT	= 5	; SAMPLE COUNT (# OF SAMPLES
			; IN 'GETBIT' SUBROUTINE)

; DISPLACEMENTS RELATIVE TO PTR P2:

002E	.SET	X,46	; STARTING ADDR DISPLACEMENT
------	------	------	------------------------------

```

; (NIBL2 VARIABLE X)
0032 .SET Z,50 ; CHECKSUM ERROR FLAG
; (NIBL2 VARIABLE Z)

9F80
FF00 .SET SRAM,OFF00 ; SCRATCH RAM TO WHICH P3
; POINTS

8F65 39FE RDTAPE: AND S,=0FE ; DISABLE INTERRUPTS
8F67 2700FF LD P3,=SRAM ; POINT P3 TO SCRATCH RAM
809F

8F6A C400 REPEAT: LD A,=0 ; LOAD 0
8F6C 48 LD E,A ; SET CHAR=0 IN E REG
8F6D CB00 ST A,CKSUM,P3 ; SET CKSUM=0

8F6F 20C18F SYNCLP: JSR GETBIT ; SHIFT BIT INTO CHAR
; WHICH IS RETURNED IN
; A REG AND E REG
8F72 E4A5 XOR A,=X'A5 ; TEST FOR CHAR=X'A5
8F74 7CF9 BNZ SYNCLP ; GOTO SYNCLP IF CHAR<>X'A5
; CHAR=X'A5

8F76 20E78F JSR RCVCHR ; GET RECORD TYPE IN
; A REG & E REG
8F79 F300 ADD A,CKSUM,P3 ; ADD CKSUM TO RECORD TYPE
8F7B CB00 ST A,CKSUM,P3 ; STORE NEW CKSUM

8F7D 40 LD A,E ; LOAD RECORD TYPE INTO A REG
8F7E E401 XOR A,=01 ; TEST A REG FOR DATA RECORD
8F80 7C38 BNZ EREC ; DATA RECORD XMITTED IF A=01
; A=01. DATA RECORD BEING RECD

8F82 20E78F DREC: JSR RCVCHR ; GET N=# OF DATA BYTES IN
; THE RECORD IN THE A REG
8F85 CB04 ST A,N,P3 ; SAVE N
8F87 F300 ADD A,CKSUM,P3 ; ADD CKSUM TO N
8F89 CB00 ST A,CKSUM,P3 ; STORE NEW CKSUM

8F8B 20E78F JSR RCVCHR ; ADDR1-->A REG
8F8E 0A PUSH A ; SAVE ADDR1 ON STACK
8F8F F300 ADD A,CKSUM,P3 ; ADD CKSUM TO ADDR1
8F91 CB00 ST A,CKSUM,P3 ; STORE NEW CKSUM

8F93 20E78F JSR RCVCHR ; ADDR2-->A REG & E REG
8F96 F300 ADD A,CKSUM,P3 ; ADD CKSUM TO ADDR2
8F98 CB00 ST A,CKSUM,P3 ; STORE NEW CKSUM
8F9A 38 POP A ; ADDR2-->A REG. (ADDR2

```

```

      8F9B B22E          ADD      EA,X,P2      ; IS ALREADY IN E REG)
                                          ; ADD IN DISPLACEMENT
                                          ; (NIBL2 VARIABLE X)

      8F9D 56           PUSH     P2           ; SAVE NIBL2 VARIABLE PTR
      8F9E 46           LD       P2,EA      ; XFER REC STARTING ADDR TO P2

      8F9F 20E78F GETDTA: JSR      RCVCHR    ; DATA BYTE-->A REG
      8FA2 CE01         ST       A,@+1,P2   ; STORE BYTE & INCR PTR
      8FA4 F300         ADD      A,CKSUM,P3  ; ADD CKSUM TO DATA BYTE
      8FA6 CB00         ST       A,CKSUM,P3  ; STORE NEW CKSUM
      8FA8 9B04         DLD      A,N,P3     ; DECR CHAR COUNT,N, &
                                          ; LOAD INTO A REG
      8FAA 7CF3         BNZ      GETDTA     ; GET NEXT DATA BYTE IF
                                          ; COUNT,N, IS NOT 0

                                          ; CHAR COUNT=N=0
      8FAC 5E           POP      P2         ; RESTORE NIBL2 VARIABLE PTR
      8FAD 20E78F      JSR      RCVCHR    ; TAPE CKSUM-->REG A
      8FB0 F300         ADD      A,CKSUM,P3  ; ADD CKSUM STORED IN
                                          ; MEMORY TO TAPE CKSUM
      8FB2 6CB6         BZ       REPEAT     ; IF A REG=0 BOTH CHECKSUMS
                                          ; MATCH; GET A NEW RECORD

                                          ; A REG <= 0. CHECKSUMS DIFFER
      8FB4 840100 SERR: LD       EA,=01    ; SET ERROR FLAG,
      8FB7 8A32         ST       EA,Z,P2   ; NIBL2 VARIABLE Z, = 1
      8FB9 5C          RET

                                          ; A REG <= 0. END RECORD RECD
      8FBA 20E78F EREC: JSR      RCVCHR    ; TAPE CKSUM-->A REG
      8FBD F300         ADD      A,CKSUM,P3  ; ADD CKSUM STORED IN
                                          ; MEMORY TO TAPE CKSUM
      8FBF 7CF3         BNZ      SERR      ; IF A REG=0 CHECKSUMS MATCH

                                          ; A REG=0. CHECKSUMS MATCH
      8FC1 5C          RET                  ; RETURN

```

.PAGE 'RDTAPE - GETBIT'

```

; 'GETBIT' RECEIVES 1 BIT INTO BIT 7 OF THE E REGISTER. (THE
; E REGISTER MUST BE SET TO 0 BEFORE A CHARACTER CAN BE
; FORMED). 'GETBIT' IS CALLED 8 TIMES BY THE 'RCVCHR'
; SUBROUTINE IN ORDER TO RECIEVE AN 8 BIT CHARACTER INTO THE
; E REGISTER. 'GETBIT' IS ALSO REPEATEDLY CALLED BY THE
; 'RDTAPE' PROGRAM SYNCHRONIZATION LOOP IN ORDER TO LOCATE
; THE START OF RECORD CHARACTER (X'A5').

; INVERTED DATA AND CLOCK PULSES ARE RECEIVED ON THE SB INPUT
; (WHEN SB=0 DATA/CLOCK ARE PRESENT).

; 'GETBIT' ASSUMES THAT P3 IS POINTING TO 1 BYTE OF AVAILABLE
; SCRATCHPAD RAM (SCOUNT), AND CALLS THE SUBROUTINE 'DELAY'.

; GETBIT SUBROUTINE PARAMETERS:

```

```

0039          HDLY1 = 57          ; DELAY TO START OF FIRST SAMPLE
          ; SCOUNT IS THE SAMPLE COUNT (# OF SAMPLES
          ; TAKEN BEFORE A '0' DATA BIT IS RETURNED)

```

```

8FC2 C40C    GETBIT: LD      A,=12      ; SET SAMPLE COUNT=9
8FC4 CB05    ST      A,SCOUNT,P3

8FC6 06      GETCLK: LD      A,S        ; WAIT FOR CLOCK PULSE ON
                                           ; SB INPUT

           ;;;; OR      S,=04        ; ***PULSE F2*****
           ;;;; AND     S,=0FB       ; *****

8FC7 D420    AND     A,=020          ; MASK OFF SB
8FC9 7CFB    BNZ     GETCLK         ; WAIT UNTIL SB GOES LOW

8FCB C439    LD      A,=HDLY1       ; CLOCK PULSE IS PRESENT
8FCD 20F78F  JSR     DELAY          ; DELAY TO START OF
                                           ; SAMPLE TIME
8FD0 06      SMPL:  LD      A,S        ; SAMPLE INVERTED BIT ON SB

           ;;;; OR      S,=08        ; ***PULSE F3*****
           ;;;; AND     S,=0F7       ; *****

8FD1 D420    AND     A,=020

8FD3 6C08    BZ      RET1           ; TEST SAMPLED BIT =0 OR 1
                                           ; SAMPLED BIT=0

8FD5 9B05    SMPLO: DLD     A,SCOUNT,P3 ; DECREMENT SAMPLE COUNT &
8FD7 7CF7    BNZ     SMPL          ; CONTINUE IF COUNT<>0

8FD9 40      RET0:  LD      A,E        ; FINAL VALUE OF DATA BIT=0
                                           ; LOAD CHARACTER

```


8070 ASSEMBLER REV-A 06/06/79
 AS8070 8070 UTILITY SUBROUTINES
 RDTAPE - GETBIT

8FDA 3C		SR	A	:	INTO THE A REG & SHIFT
				:	IT RIGHT BY 1 BIT.
				:	BIT 7 =0 BY DEFAULT
8FDB 48		LD	E,A	:	PUT CHAR INTO E REG
8FDC 5C		RET		:	RETURN
				:	FINAL VALUE OF DATA BIT=1
8FDD 06	RET1:	LD	A,S	:	WAIT UNTIL SB=1
8FDE D420		AND	A,=020	:	(DATA PULSE GOES AWAY)
8FEO 6CFB		BZ	RET1	:	
8FE2 40		LD	A,E	:	LOAD CHARACTER
8FE3 3C		SR	A	:	INTO THE A REG & SHIFT
8FE4 DC80		OR	A,=080	:	IT RIGHT BY 1 BIT
				:	SET BIT 7 =1
8FE6 48		LD	E,A	:	PUT CHAR INTO E REG
8FE7 5C		RET		:	RETURN

.PAGE 'RDTAPE - RRVCHR'

; 'RRVCHR' RECEIVES ONE 8 BIT CHARACTER INTO THE A REGISTER
; AND THE E REGISTER.

; 'RRVCHR' ASSUMES THAT PTR P3 IS POINTING TO 1 BYTE OF
; AVAILABLE SCRATCHPAD RAM (RRVCTR), AND CALLS THE SUBROUTINE
; 'GETBIT' 8 TIMES IN ORDER TO RECEIVE A COMPLETE 8 BIT
; CHARACTER.

; PARAMETERS FOR 'RRVCHR' INCLUDE:

; RRVCTR IS THE COUNTER WHICH COUNTS
; THE NUMBER OF BITS RECEIVED

```
8FE8 C408 RRVCHR: LD      A,#08      ; SET BIT COUNT =8
8FEA CB01      ST      A,RRVCTR,P3

8FEC C400      LD      A,#0        ; CLEAR THE E REG WHERE
8FEE 48        LD      E,A        ; CHAR WILL BE FORMED

8FEF 20C18F LOOP2: JSR     GETBIT    ; GET 1 BIT INTO E REG

8FF2 9B01      DLD     A,RRVCTR,P3 ; DECREMENT BIT COUNT

8FF4 7CF9      BNZ    LOOP2       ; CONTINUE UNTIL COUNT=0

8FF6 40        LD      A,E        ; PUT CHAR INTO A REG

8FF7 5C        RET                ; RETURN
                .INCLD DELAY
```

22

.PAGE 'DELAY'

; 'DELAY' GENERATES A DELAY BY DECREMENTING A DELAY COUNT
; WHICH HAS BEEN PREVIOUSLY LOADED INTO THE A REGISTER.

; WHEN EXECUTED FROM EXTERNAL MEMORY, THE TOTAL TIME DELAY
; (UCYCLES) GENERATED BY THE SUBROUTINE, INCLUDING THE
; PREVIOUSLY EXECUTED INSTRUCTIONS 'JSR DELAY' & 'LD
; A,=DELAYCOUNT', IS AS FOLLOWS:

; TOTAL DELAY = 39 + 14 * DELAYCOUNT

; WHERE DELAYCOUNT RANGES FROM 1 TO 255.

```
8FF8 FC01 DELAY: SUB      A,=01      ; DECREMENT PREVIOUSLY
8FFA 7CFC          BNZ      DELAY     ; LOADED DELAY COUNT
8FFC 5C          RET              ; LOOP UNTIL COUNT = 0
23          0000          .END      ; RETURN
```

000 → 800
100 → 900
200 → A00
300 → B00
400 → C00
500 → D00
600 → E00
700 → F00

8070 ASSEMBLER REV-A 06/06/79
 ASS070 8070 UTILITY SUBROUTINES

ADRMSG 8E11	ASCILD 8D81 *	ATOF1 8E24	ATOF2 8E39
B110 8D81 *	B4800 8D88 *	BITDLY 005E	BYTCTR 0009
CKSUM 0000	CONBYT 8E73	CONNIB 8E80	CONV1 8E66
CONV2 8E6D *	CTR 0004	D 0006	D1 000F
D2 000F	DECCNT 8F4E	DELAY 8FF8	DREC 8F82 *
DTAREC 8DDA	ENDDLY 001A	EREC 8FBA	FDELAY FFEC
FULDLY 005F	GE10 8E8A	GECO 0933	GETBIT 8FC2
GETBYT 8E17	GETCLK 8FC6	GETDTA 8F9F	GT255 8ECE
H 000E	HDLY1 0039	HEX2AS 8E3F *	HLFDLY 001A
INIT 8E5B	L1 8E06	LDP2 8EA1 *	LDRCNT 09C4
LDRCTR 0005	LE255 8EC3 *	LOOP1 8D92	LOOP2 8FEF
LOOPA 8EA9	LOOPD 8EFF	LT10 8E86 *	MCKSUM 0001
MSN 0003	N 0004	NB 0000	NBYTES 0000
NEXT 8D8D	NOTDTA 8DEA	NSTOP1 8D95	NSTOP2 8E1A
NSTOP3 8E2F	NXT1 8ED9	NXTBYT 8DDD	ORNIBL 8E3B
PRINT 8E71	PRT2 8E3F *	PRT4 8E4E	PULSE 8F54
RCVCHR 8FE8	RCVCTR 0001	RDTAPE 8F65 *	RECORD 8EBB
RECTST 8DFC	RECTYP 0002	REPEAT 8F6A	RETO 8FD9 *
RET1 8FDD	SCOUNT 0005	SEND0 8F46	SEND1 8F34 *
SERR 8FB4	SHIFT 8F2F	SHIFT1 8E26	SMPL 8FD0
SMPLO 8FD5 *	SNDLDR 8EA4 *	SRAM FF00	STADR 0002 *
STORE 8E8C	SYNCLP 8F6F	WRCHAR 8F2A	WRCTR 0004
WRTAPE 8E8F *	X 002E	Y 0030	Z 0032

NO ERROR LINES

SOURCE CHECKSUM = FEF2

OBJECT CHECKSUM = ODA5

INPUT FILE 1:ASSYLANG.SRC ON UT8070

LISTING FILE 1:ASSYLANG.LST ON UT8070

OBJECT FILE 1:ASSYLANG.LM ON UT8070

Disc CARD

RAM STARTS AT #1000 - 1FFF

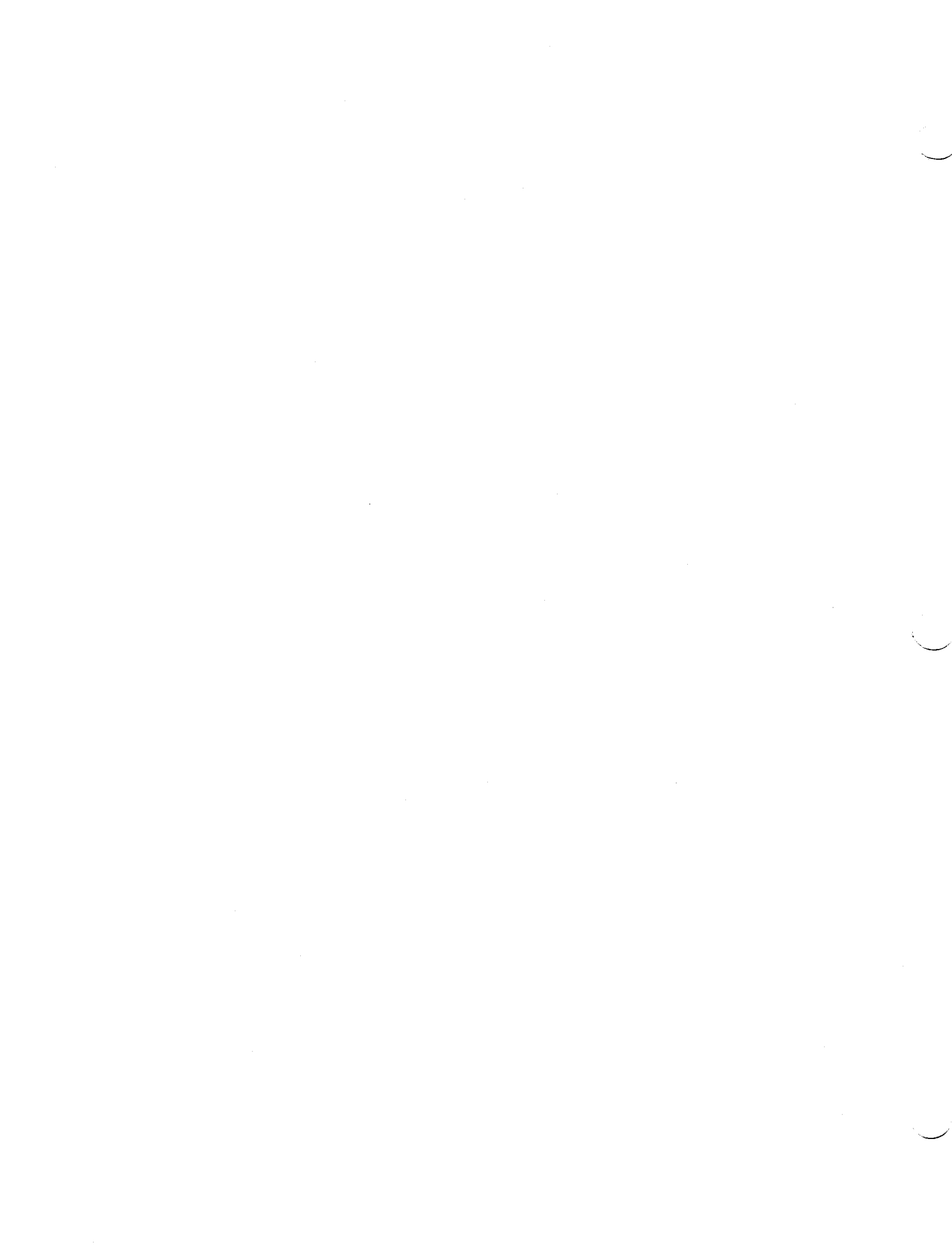
ROM STARTS AT #0000 - #0FFF

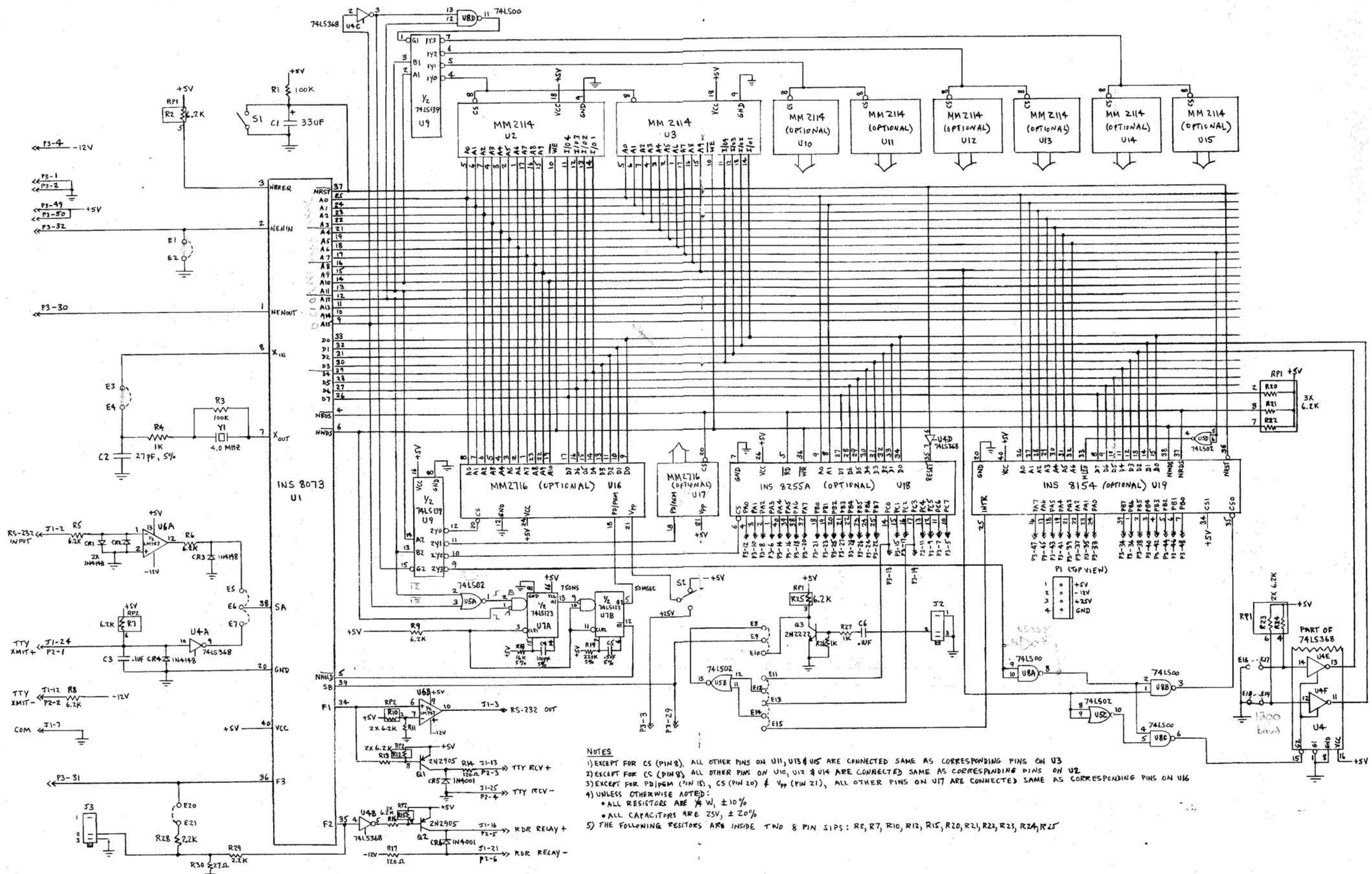
-> ENTER G400 TO GET INTO BASIC.

USART IS AT LOCATION:

Command = 9

Data = 8





- NOTES**
- EXCEPT FOR CS (PIN 8), ALL OTHER PINS ON U11, U13 & U15 ARE CONNECTED SAME AS CORRESPONDING PINS ON U3
 - EXCEPT FOR CC (PIN 8), ALL OTHER PINS ON U10, U12 & U14 ARE CONNECTED SAME AS CORRESPONDING PINS ON U2
 - EXCEPT FOR PD1PDM (PIN 15), CS (PIN 20) & YPP (PIN 21), ALL OTHER PINS ON U17 ARE CONNECTED SAME AS CORRESPONDING PINS ON U16
 - UNLESS OTHERWISE NOTED:
 - ALL RESISTORS ARE 1/4 W, ±10%
 - ALL CAPACITORS ARE 25V, ±20%
 - THE FOLLOWING RESISTORS ARE INSIDE TWO 8 PIN SIPs: R6, R7, R10, R12, R15, R20, R21, R22, R23, R24, R25



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