

A2Z BASIC COMPILER - QUICK START GUIDE

GENERALITIES

Separation	\n return line		#appli_config code_size[dec], var_size[dec], separation[1,2],
Comment	/ss		offset_H_code[hex]

DECLARATION

TYPE	SIZE		TABLE		CONSTANT
#char	1		#int toto [10]		#const char toto =1
#int	2		#int toto [10][10]		#const char toto [10]="ABCD" text #const char toto [10]=1,2,3,4 #const int toto [10]=x89AB hexa
#CACHE	2				
#define	text value				Warning : space compulsory

FUNCTIONS

FUNCTION DECLARATION	FUNCTION CALL	Authorized funct Call inside
#subf toto(in loc_A, in loc_B, out loc_C) / in before out #char loc_A endfunct	toto (A, B, C)	subf ASMf macro
#ASMf toto (in loc_A, in loc_B, out loc_C) / prefer using CACHE_XX (30 to 39)	toto (A, B, C)	macro
#macro toto(3) / means 3 parameters / parameters are substitute	toto (A, B, C)	/

INSTRUCTIONS

assign x=y		conditionnal statement
x (dest)	y (source)	if (A==B) { ... } else { ... } while (A==B) { for (A=1 : A<10 : A=A+1) { Any ASM code
var	var	
CACHE_xx	CACHE_xx	
	MATH	
core register (addr_A_H, ext_A, etc...)	constant=immediate = 45 (dec)	
#label 4003 goto 4003	/condition computation condgoto 4003	

CACHE USAGE

Range	Usage
CACHE_1	ASMf return address
CACHE_2	Instrunction stack pointer (for subf)
10 .. 29	Temporar variable for math/logic (assign)
30 .. 39	ASMf parameters passing
50 .. 69	user