

TITLE Square root
 TITRE _____

PAGE 1 OF 1
 PAGE DE

Square root of a 2-byte number (maximum 65535).

Application of the example from the manual "**MK14 MicroComputer Training Manual**" page 71

1) Input the number :

go to address 0F20

then input the number xxxx in two parts

[Abort]0F20[Term]xx[MEM]xx[MEM]

2) Launch :

[Abort]0F24[G0]

3) Result :

[Abort]0F21[Term] display the result

```
:100F20000000000000C400C8FB03B8F8F0F601C4FEDE
:100F3000F40001F0EDC8EB40F0E7C8E51D94029025
:100F4000E7C400C8DCF8DCC8D93F00000000000009E
:00000001FF
```

```
0f24 .OR 0xf24

0f20 NbrH .eq 0xf20
0f21 NbrL .eq 0xf21
0f22 Calc .eq 0xf22

0f24 SQR:
0f24 c4 00 LDI 0x00
0f26 c8 fb ST Calc

0f28 BCL:
0f28 03 SCL
0f29 b8 f8 DLD Calc
0f2b f0 f6 ADD Calc
0f2d 01 XAE
0f2e c4 fe LDI 0xFE
0f30 f4 00 ADI 0x00
0f32 01 XAE
0f33 f0 ed ADD NbrL
0f35 c8 eb ST NbrL
0f37 40 LDE
0f38 f0 e7 ADD NbrH
0f3a c8 e5 ST NbrH
0f3c 1d SRL
0f3d 94 02 JP FIN
0f3f 90 e7 JMP BCL
0f41 FIN:
0f41 c4 00 LDI 0x00
0f43 c8 dc ST NbrH
0f45 f8 dc CAD Calc
0f47 c8 d9 ST NbrL
0f49 3f XPPC 3
```

Calculates the factorial of n (n stored in register 0f20)
Limited to 8! Result is **16 bits**, therefore a maximum of FFFF. (65535 in **decimal**)

Example : 8!

```

1) Input 8 at address 0f20 : [Abort]0F20[Term]08[Mem]
2) Launch the program : [Abort]0F27[G0]
3) Result at addresses 0f25 and 0f26 : [Abort]0F24[Term] ... [Mem]
display : 9d80 (40320 in decimal)

```

0f27	.OR	0xf27
0f20	Nbr	.eq 0xf20
0f21	Mul	.eq 0xf21
0f22	Cpt	.eq 0xf22
0f23	Nbr1H	.eq 0xf23
0f24	Nbr1L	.eq 0xf24
0f25	Nbr2H	.eq 0xf25
0f26	Nbr2L	.eq 0xf26

0f27	FAC:		
0f27	c0	f8	LD Nbr
0f29	c8	f7	ST Mul
0f2b	c8	fa	ST Nbr2L
0f2d	c4	00	LDI 0
0f2f	c8	f3	ST Nbr1H
0f31	c8	f3	ST Nbr2H
0f33	c8	f0	ST Nbr1L
0f35	90	0e	JMP BC1
0f37	BC0:		
0f37	c0	eb	LD Nbr1H
0f39	c8	eb	ST Nbr2H
0f3b	c0	e8	LD Nbr1L
0f3d	c8	e8	ST Nbr2L
0f3f	c4	00	LDI 0
0f41	c8	e1	ST Nbr1H
0f43	c8	e0	ST Nbr1L

0f45		BC1:
0f45	c0 db	LD Mu1
0f47	03	SCL
0f48	fc 01	CAI 1
0f4a	c8 d6	ST Mu1
0f4c	c8 d5	ST Cpt
0f4e		BC2:
0f4e	02	CCL
0f4f	c0 d4	LD Nbr1L
0f51	f0 d4	ADD Nbr2L
0f53	c8 d0	ST Nbr1L
0f55	c0 cd	LD Nbr1H
0f57	f0 cd	ADD Nbr2H
0f59	c8 c9	ST Nbr1H
0f5b	b8 c6	DLD Cpt
0f5d	9c ef	JNZ BC2
0f5f	b8 c0	DLD Nbr
0f61	9c d4	JNZ BC0
0f63	3f	XPPC 3

```
:100F2000000000000000C0F8C8F7C8FAC400C8FC  
:100F3000F3C8F3C8F0900EC0EBC8EBC0E8C8E8C433  
:100F400000C8E1C8E0C0DB03FC01C8D6C8D502C0B8  
:100F5000D4F0D4C8D0C0CDF0CDC8C9B8C69CEFB8C5  
:100F6000C09CD43F000000000000000000000012  
:00000001FF
```

TITLE Factorial
 TITRE

 PAGE 1 OF 1
 PAGE DE

Calculates the factorial of n (n stored in register 0f20)
 Limited to 5! Result is 8 bits, therefore a maximum of FF. (255 in **decimal**)

Example : 5!

- 1) Input 5 at address **0f20** : [Abort]0F20[Term]05[Mem]
- 2) Launch the program : [Abort]0F25[G0]
- 3) Result at address **0f24** : [Abort]0F24[Term]
 display : **78** (120 in **decimal**)

```
:100F2000000000000000C0FAC8F9C8FAC400C8F49074
:100F300008C0F0C8F0C400C8EAC0E703FC01C8E27A
:100F4000C8E2C0DF02F0DEC8DAB8D99CF5B8D29C9E
:100F5000E03F000000000000000000000000000072
:00000001FF
```

```
0f25      .OR      0xf25
0f20      Nbr      .eq 0xf20
0f21      Mul      .eq 0xf21
0f22      Cal1     .eq 0xf22
0f23      Cal2     .eq 0xf23
0f24      Fact     .eq 0xf24

0f25      FAC:
0f25 c0 fa      LD Nbr
0f27 c8 f9      ST Mul
0f29 c8 fa      ST Fact
0f2b c4 00      LDI 0
0f2d c8 f4      ST Cal1
0f2f 90 08      JMP BC1
0f31      BC0:
0f31 c0 f0      LD Cal1
0f33 c8 f0      ST Fact
0f35 c4 00      LDI 0
0f37 c8 ea      ST Cal1
0f39      BC1:
0f39 c0 e7      LD Mul
0f3b 03        SCL
0f3c fc 01      CAI 1
0f3e c8 e2      ST Mul
0f40 c8 e2      ST Cal2
0f42      BC2:
0f42 c0 df      LD Cal1
0f44 02        CCL
0f45 f0 de      ADD Fact
0f47 c8 da      ST Cal1
0f49 b8 d9      DLD Cal2
0f4b 9c f5      JNZ BC2
0f4d b8 d2      DLD Nbr
0f4f 9c e0      JNZ BC0
0f51 3f        XPPC 3
```

TITLE Fibonacci
 TITRE _____

 PAGE 1 OF 1
 PAGE DE

Calculate the nth Fibonacci number (stored at address 0F20)
 (n is limited to 13 since 8-bit memory registers are limited to FF)

1) Input :
 input of rank nn at address 0F20 (in hex)
 [Abort]0F20[Term]nn[MEM]

2) Launch :
 [Abort]0F25[G0]

3) Result :
 [Abort]0F21[Term] display the result (in hex)

```
:100F2000000000000000C401C8F9C400C8F6C0F2C83F
:100F3000F4B8F202C0ECF0EBC8EAC0E6C8E5C0E4E1
:100F4000C8E0B8E19CEDC400C8D9C8D83F00000093
:00000001FF
```

0f25		.OR	0xf25
	0f20	Nbr	.eq 0xf20
	0f21	Fibo	.eq 0xf21
	0f22	Clc1	.eq 0xf22
	0f23	Clc2	.eq 0xf23
	0f24	Decr	.eq 0xf24

0f25	c4	01	FIB: LDI 1
0f27	c8	f9	ST Fibo
0f29	c4	00	LDI 0
0f2b	c8	f6	ST Clc1
0f2d	c0	f2	LD Nbr
0f2f	c8	f4	ST Decr
0f31	b8	f2	DLD Decr
0f33	02		LBL: CCL
0f34	c0	ec	LD Fibo
0f36	f0	eb	ADD Clc1
0f38	c8	ea	ST Clc2
0f3a	c0	e6	LD Fibo
0f3c	c8	e5	ST Clc1
0f3e	c0	e4	LD Clc2
0f40	c8	e0	ST Fibo
0f42	b8	e1	DLD Decr
0f44	9c	ed	JNZ LBL
0f46	c4	00	LDI 0
0f48	c8	d9	ST Clc1
0f4a	c8	d8	ST Clc2
0f4c	3f		XPPC 3

TITLE GCD
 TITRE

 PAGE 1 OF 1
 PAGE DE

Calculate the Greatest Common Divisor between two numbers n1 and n2
 (n1 and n2 are limited to 255 because 8-bit memory registers are limited to FF)

1) Numbers entry :
 go to address 0F20
 then input first number xx then input second number yy
 [Abort]0F20[Term]xx[MEM]yy[MEM]

2) Launch :
 [Abort]0F24[G0]

3) Result :
 [Abort]0F20[Term] display the GCD

Examples :

7D (125)	5F (95)	=>	05 (5)
AF (175)	32 (50)	=>	19 (25)
FC (252)	60 (96)	=>	0C (12)

```
:100F200000000000C0FB03F8F9C8F8981F061C1C5D
:100F30001C1C1C1C980CC0E8C8E8C0E5C8E2C01A
:100F4000E2C8DFC0DD03F8D9C8D890D83F00000060
:00000001FF
```

0f24	GCD:
0f24 c0 fb	LD Nbr1
0f26 03	SCL
0f27 f8 f9	CAD Nbr2
0f29 c8 f8	ST Nbr3
0f2b 98 1f	JZ FIN
0f2d 06	CSA
0f2e 1c	SR
0f2f 1c	SR
0f30 1c	SR
0f31 1c	SR
0f32 1c	SR
0f33 1c	SR
0f34 1c	SR
0f35 98 0c	JZ CAL
0f37 c0 e8	LD Nbr1
0f39 c8 e8	ST Nbr3
0f3b c0 e5	LD Nbr2
0f3d c8 e2	ST Nbr1
0f3f c0 e2	LD Nbr3
0f41 c8 df	ST Nbr2
0f43	CAL:
0f43 c0 dd	LD Nbr2
0f45 03	SCL
0f46 f8 d9	CAD Nbr1
0f48 c8 d8	ST Nbr2
0f4a 90 d8	JMP GCD
0f4c	FIN:
0f4c 3f	XPPC 3



2-byte addition with carry.

Relative addressing of data in P2: P2 = 0F00

input : **0F** => **0FFB** P2H

00 => 0FFC P2L

Application of the example from the manual "**MK14 MicroComputer Training Manual**" page 45

1) Numbers entry :

go to address 0F20

then input first number xxxx in two parts

[Abort]0F20[Term]xx[MEM]xx[MEM]

then input second number yyyy in two parts

yy[MEM]yy[MEM]

2) Launch :

[Abort]0F24[GO]

3) Result :

[Abort]0F22[Term]

[MEM]

display the first byte of the result

display the second byte of the result

```
:0A0F20000000000002C223F221CA03
:090F2A0023C222F220CA223F007A
:020FFB000F00E5
:00000001FF
```

0xf24		.OR	0xf24
	0020	Nbr1H	.EQ 0x020
	0021	Nbr1L	.EQ 0x021
	0022	Nbr2H	.EQ 0x022
	0023	Nbr2L	.EQ 0x023
0xf24		ADD:	
0xf24	02	CCL	
0xf25	c2 23	LD Nbr2L(2)	
0xf27	f2 21	ADD Nbr1L(2)	
0xf29	ca 23	ST Nbr2L(2)	
0xf2b	c2 22	LD Nbr2H(2)	
0xf2d	f2 20	ADD Nbr1H(2)	
0xf2f	ca 22	ST Nbr2H(2)	
0xf31	3f	XPPC 3	

2-byte addition with carry.

Application of the example from the manual "**MK14 MicroComputer Training Manual**" page 45

1) Numbers entry :
 go to address 0F20
 then input first number xxxx in two parts
 [Abort]0F20[Term]xx[MEM]xx[MEM]
 then input second number yyyy in two parts
 yy[MEM]yy[MEM]

2) Launch :
 [Abort]0F24[GO]

3) Result :
 [Abort]0F22[Term] display the first byte of the result
 [MEM] display the second byte of the result

```
:0A0F20000000000002C0FDF0F9C857
:090F2A00F9C0F6F0F2C8F23F0034
:00000001FF
```

```
0f24      .OR 0xf24
0f20      Nbr1H .EQ 0xf20
0f21      Nbr1L .EQ 0xf21
0f22      Nbr2H .EQ 0xf22
0f23      Nbr2L .EQ 0xf23
```

```
0f24      ADD:
0f24 02    CCL
0f25 c0 fd LD Nbr2L
0f27 f0 f9 ADD Nbr1L
0f29 c8 f9 ST Nbr2L
0f2b c0 f6 LD Nbr2H
0f2d f0 f2 ADD Nbr1H
0f2f c8 f2 ST Nbr2H
0f31 3f    XPPC 3
```

Displaying 8-character text

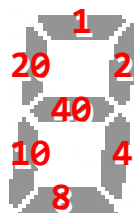
7-segment displays =====

The MK14 features eight 7-segment displays, located in the upper part.

For each 7-segment display, a single byte value can define which segments are displayed.

Each illuminated segment corresponds to a hexadecimal value.

If a segment is not illuminated, its value is 0.



The sum of the hexadecimal values of all segments determines the displayed character.



$$1+2+4+8+10+20+40 = 7F$$



$$1+0+4+8+10+0+0 = 1D$$



TITLE Display text
TITRE

PAGE 2 OF 2
PAGE DE

1) Initialize pointer P2 to 0F20

Input : 0F => 0FFB (P2H)

20 => 0FFC (P2L)

2) Text of 8 characters, starting from the end, from address 0F20 to 0F27 :

0F20 73 P

0F21 37 M

0F22 39 C

0F23 6D S

0F24 5C O

0F25 54 N

0F26 77 A

0F27 54 N

3) Display :

go to address 185 then G0

[Abort]185[G0]

gives :

88888008

0	1	2	3	4	5	6	7	8	9
3F	06	5B	4F	66	6D	7D	07	7F	6F
A	B	C	D	E	F	G	H	I	J
77	7C	39	5E	79	71	3D	74	04	1E
K	L	M	N	O	P	Q	R	S	T
75	38	37	54	5C	73	67	50	6D	70
U	V	W	X	Y	Z				
3E	1C	1D	76	6E	1B	00			

Application of the example from the manual "**MK14 MicroComputer Training Manual**" page 100

Original

YOU-CAN-SEE-S-OF-C-IF-A-JOLLY-FINE-BUY-

```
:180F2000C40D35C40031C40F36C47332C460C8F0C40701C280C9808F8A
:180F380001C4FF027094F3B8DF9CEDC6FF94E590DD8079796D4037774C
:180F500039403E3F6E406D77406E3E7F4079373071406E38383F1F4049
:130F680077406D30403940713F406D4079796D4037773946
:00000001FF
```

nano-SCMP

```
0F20: C4 0D 35 C4 31 C4 0F 36 C4 73 32 C4 60 C8 F0 C4
0F30: 07 01 C2 80 C9 80 8F 01 C4 FF 02 70 94 F3 B8 DF
0F40: 9C ED C6 FF 94 E5 90 DD 80 73 37 39 6D 40 5C 54
0F50: 77 54 40 73 37 39 6D 40 5C 54 77 54 40 73 37 39
0F60: 6D 40 5C 54 77 54 40 73 37 39 6D 40 5C 54 77 54
0F70: 40 73 37 39 6D 40 5C 54 77 54 40 00 00 00 00 00
```

```
:100F2000C40D35C431C40F36C47332C460C8F0C4B4
:100F30000701C280C9808F01C4FF027094F3B8DF3B
:100F40009CEDC6FF94E590DD807337396D405C54AD
:100F50007754407337396D405C5477544073373958
:100F60006D405C547754407337396D405C5477540E
:100F7000407337396D405C547754400000000000E6
:00000001FF
```

CLONES-PHWEB-ME

```
0F20: C4 0D 35 C4 31 C4 0F 36 C4 73 32 C4 60 C8 F0 C4
0F30: 07 01 C2 80 C9 80 8F 01 C4 FF 02 70 94 F3 B8 DF
0F40: 9C ED C6 FF 94 E5 90 DD 80 79 37 40 7c 79 1d 74
0F50: 73 40 6d 79 54 5c 38 39 00 79 37 40 7c 79 1d 74
0F60: 73 40 6d 79 54 5c 38 39 00 79 37 40 7c 79 1d 74
0F70: 73 40 6d 79 54 5c 38 39 00 00 00 00 00 00 00 00
```

```
:100F2000C40D35C431C40F36C47332C460C8F0C4B4
:100F30000701C280C9808F01C4FF027094F3B8DF3B
:100F40009CEDC6FF94E590DD807937407c791d7477
:100F500073406d79545c3839007937407c791d7461
:100F600073406d79545c3839007937407c791d7451
:100F700073406d79545c38390000000000000000B7
:00000001FF
```