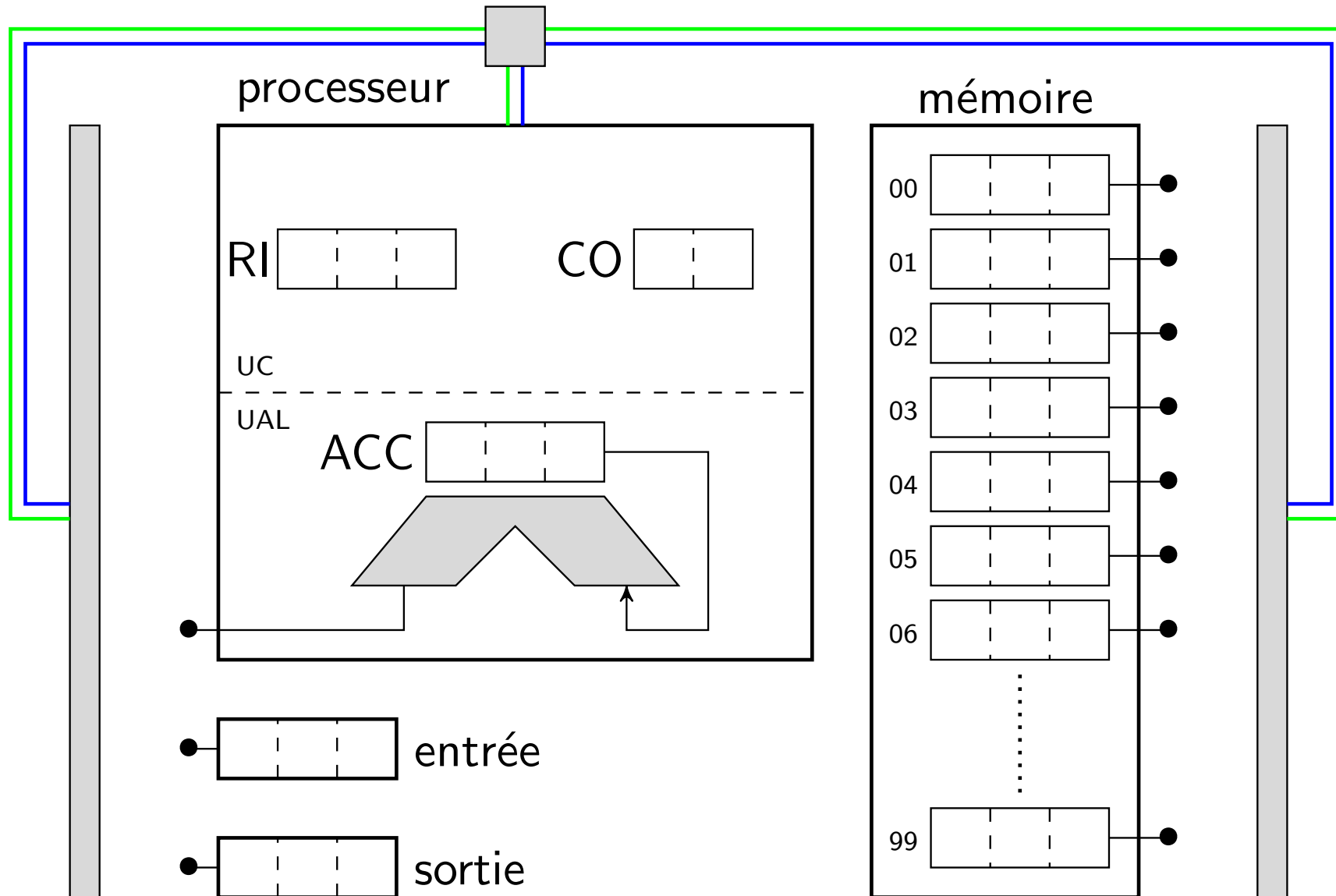
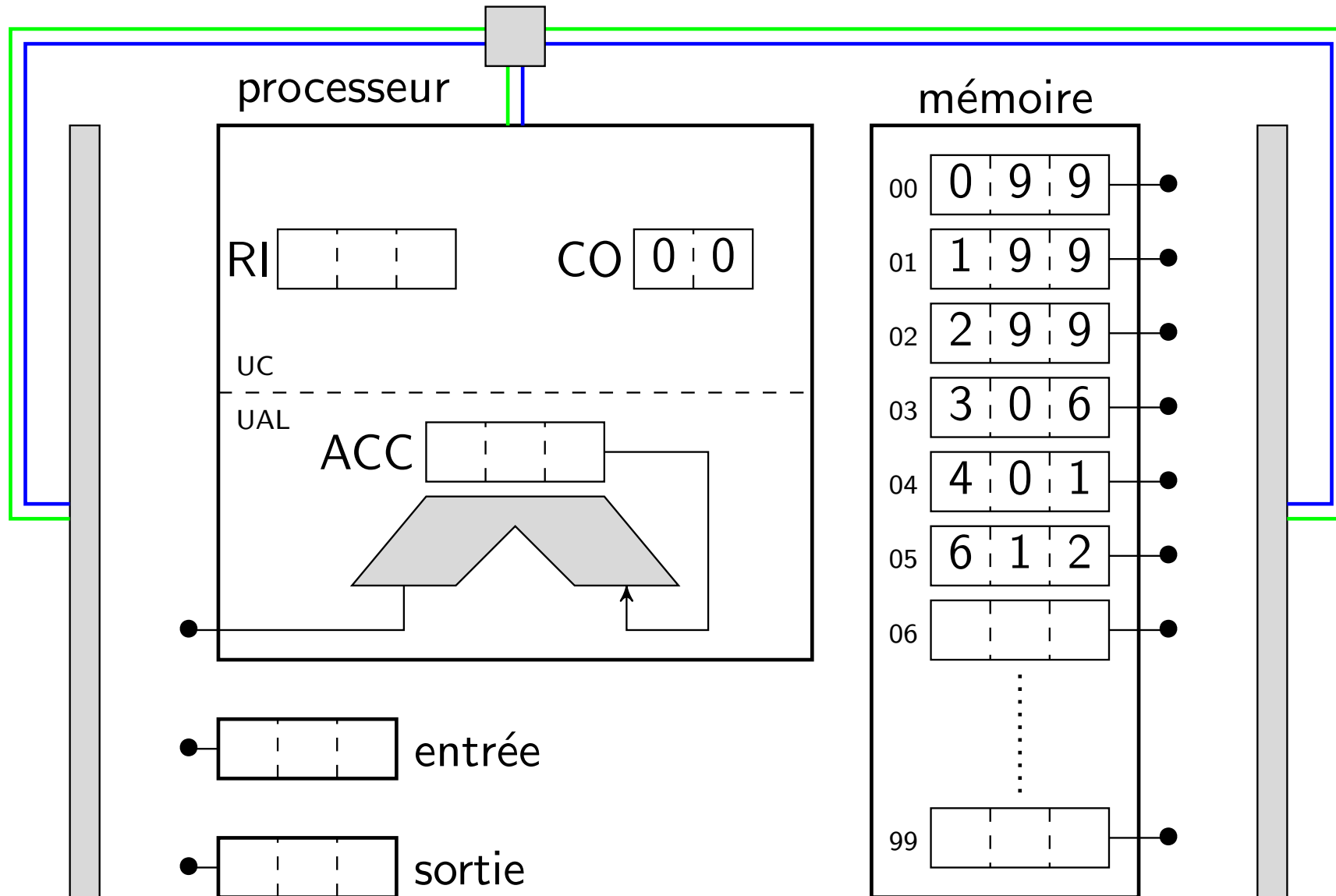


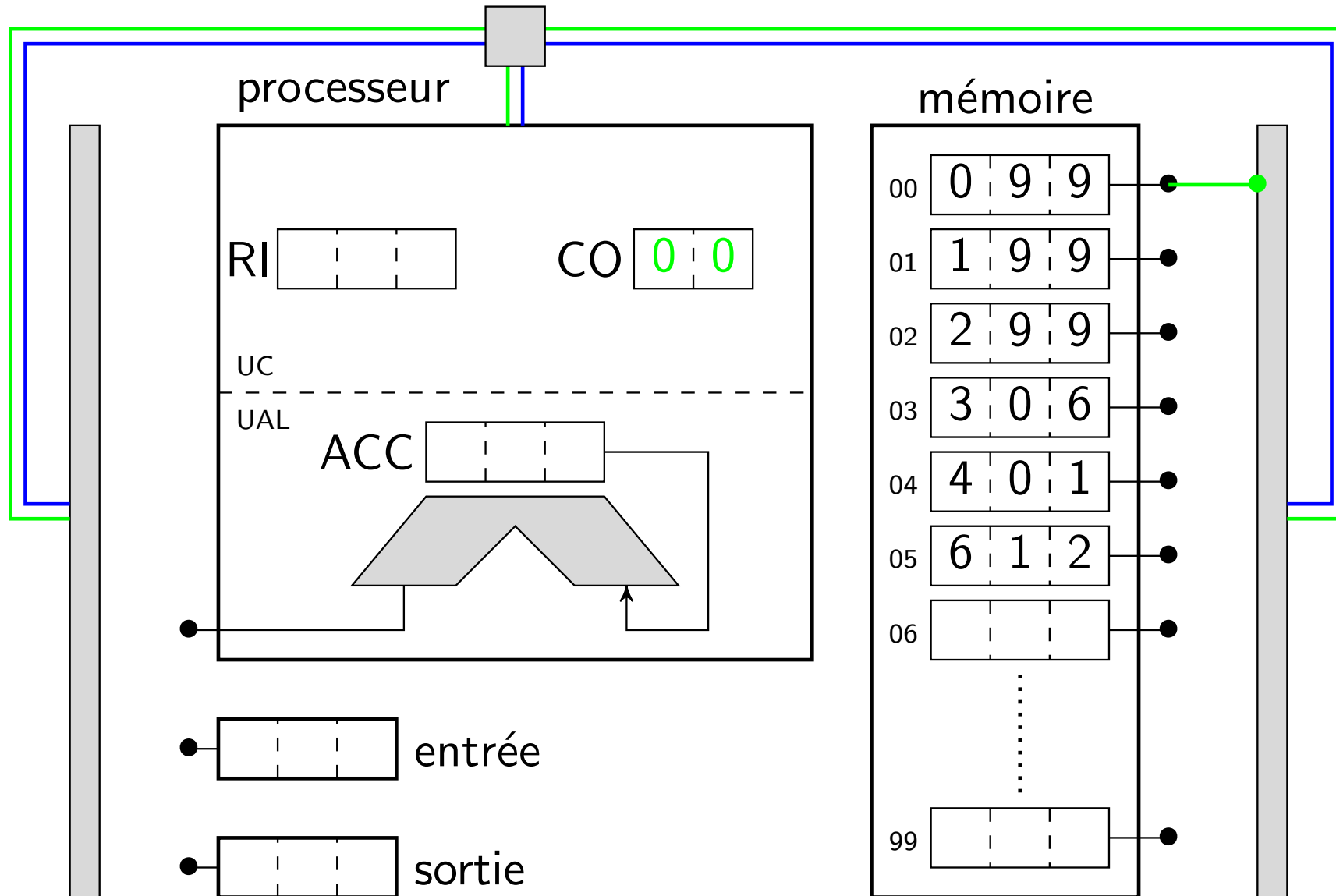
Ordinapoche



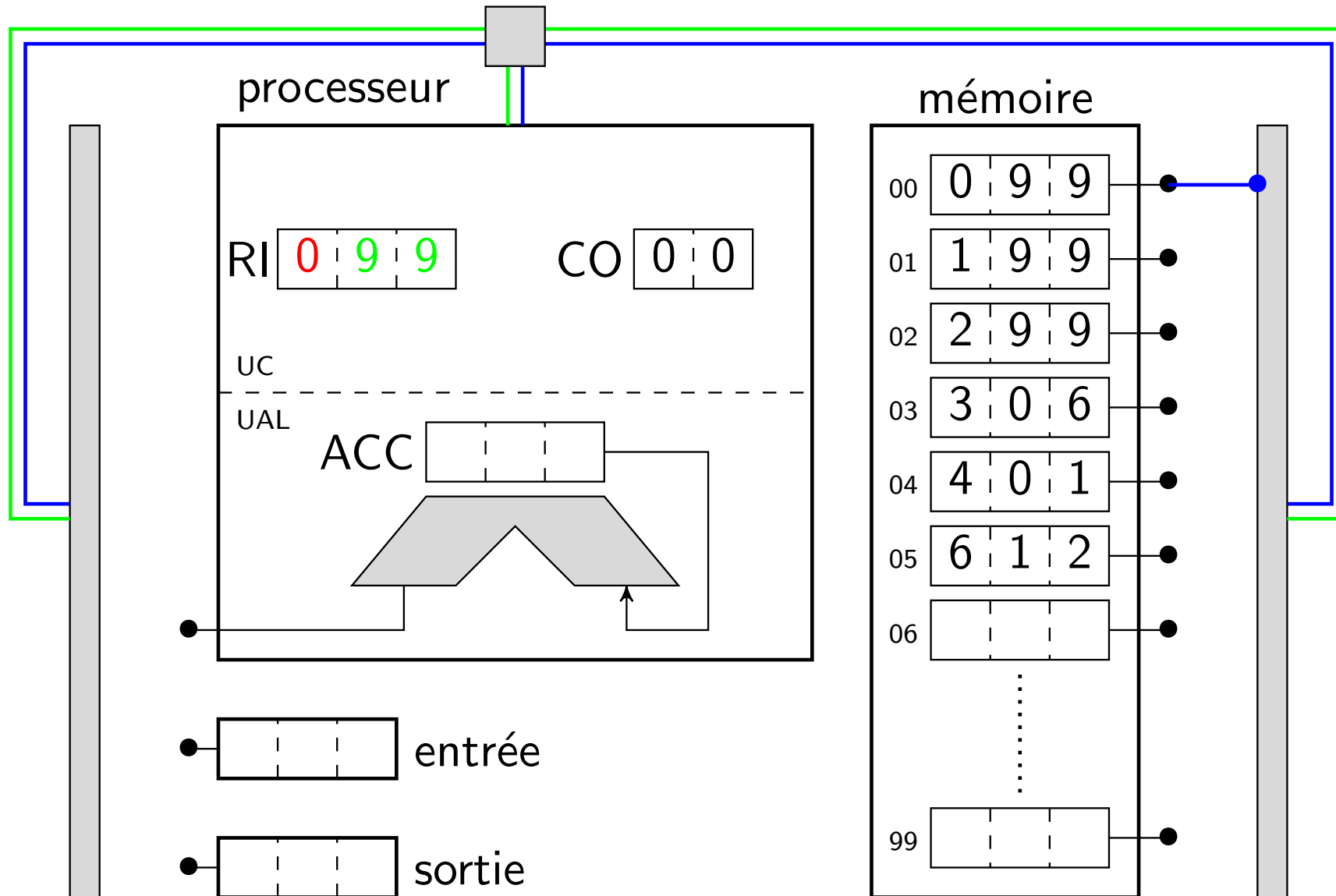
Ordinapoche - input (code 0, assembleur INP)



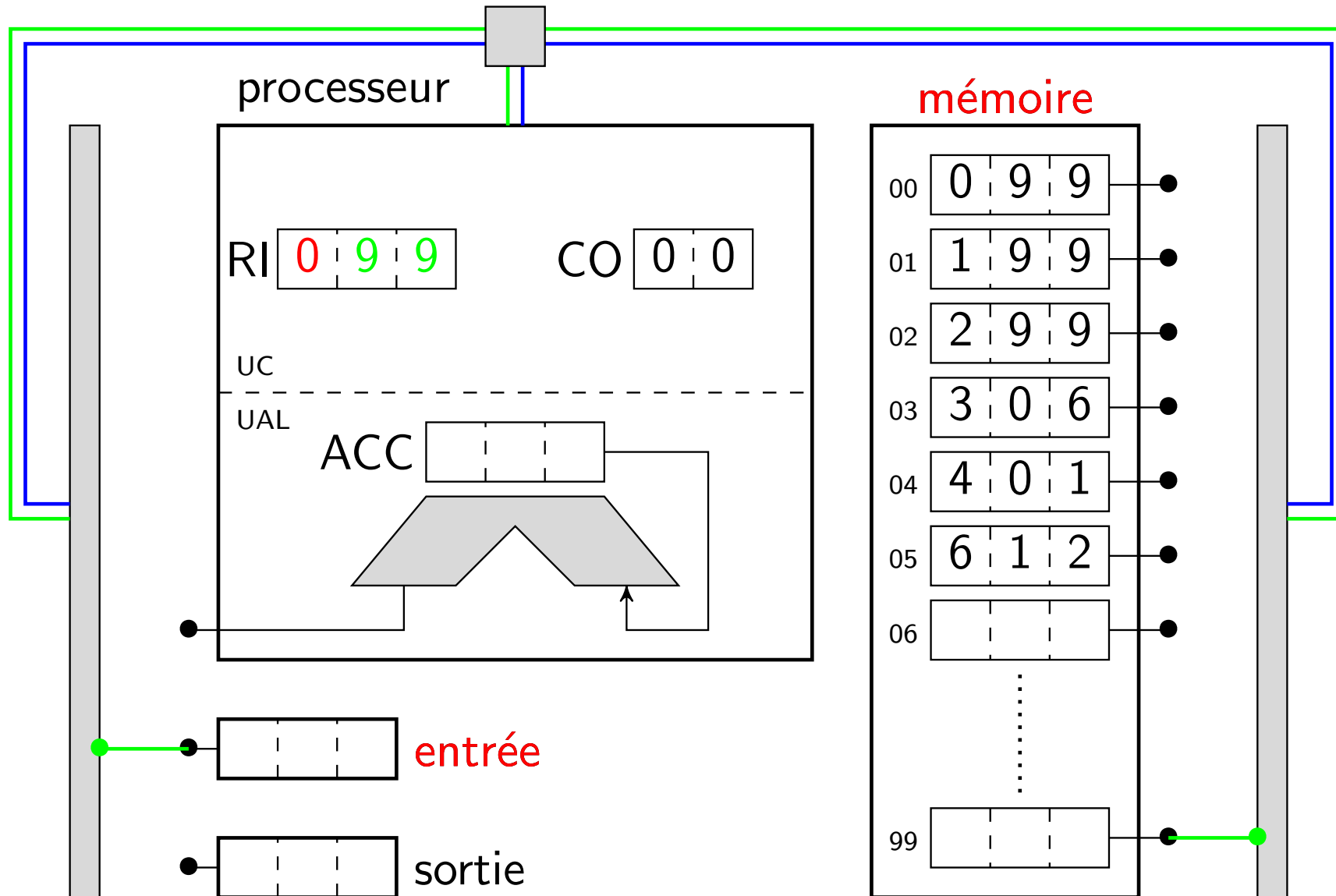
Ordinapoche - input (code 0, assembleur INP)



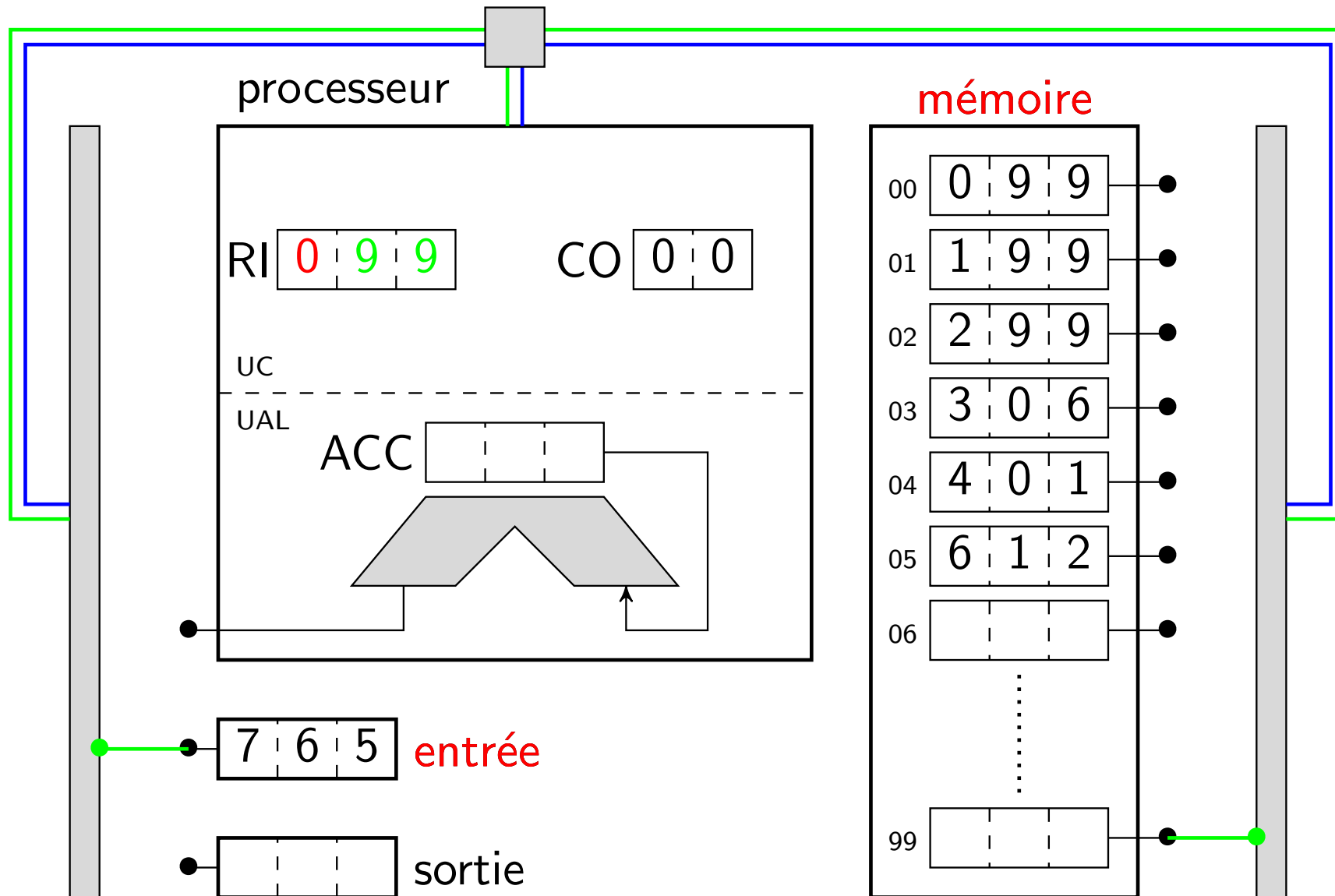
Ordinapoche - input (code 0, assembleur INP)



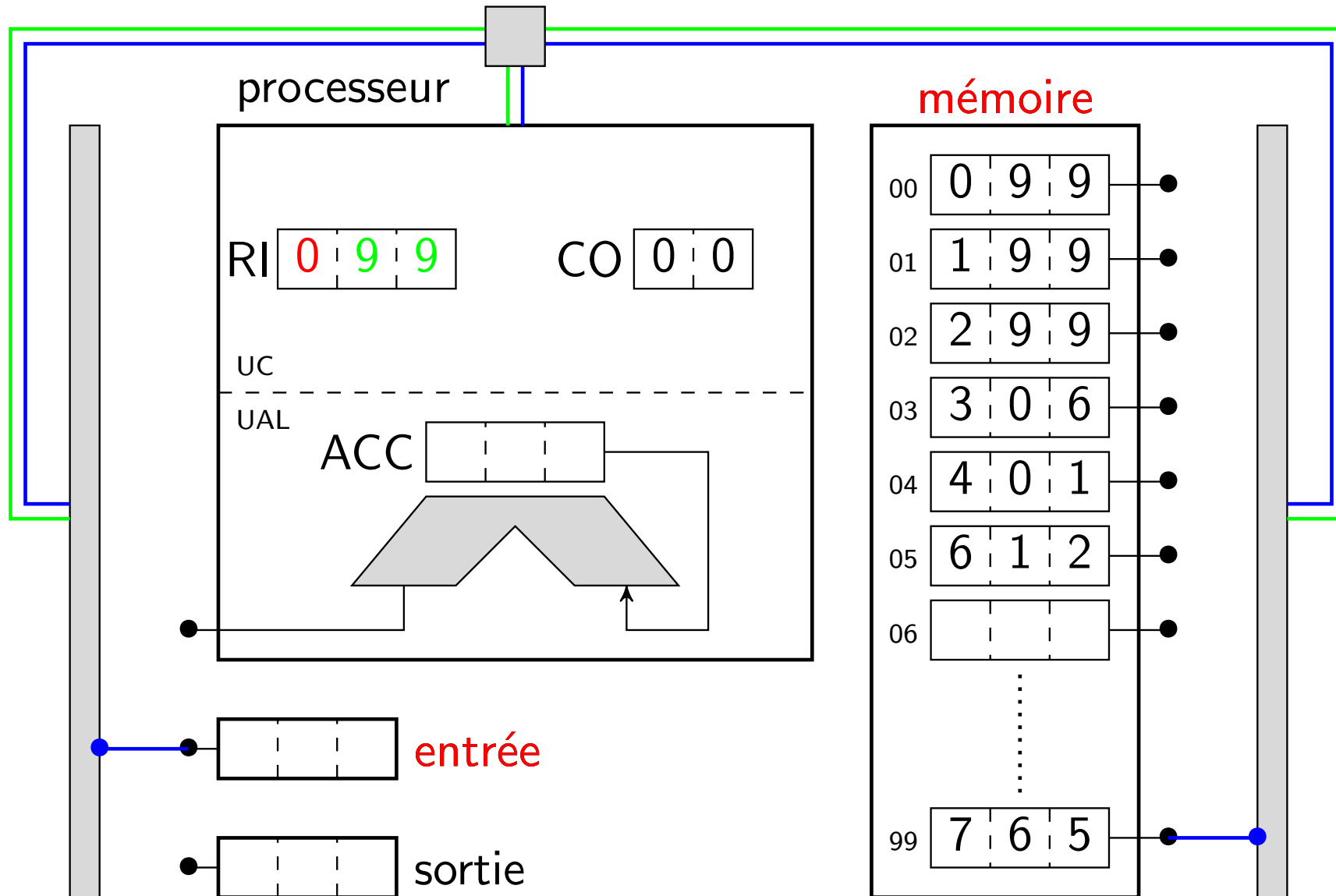
Ordinapoche - input (code 0, assembleur INP)



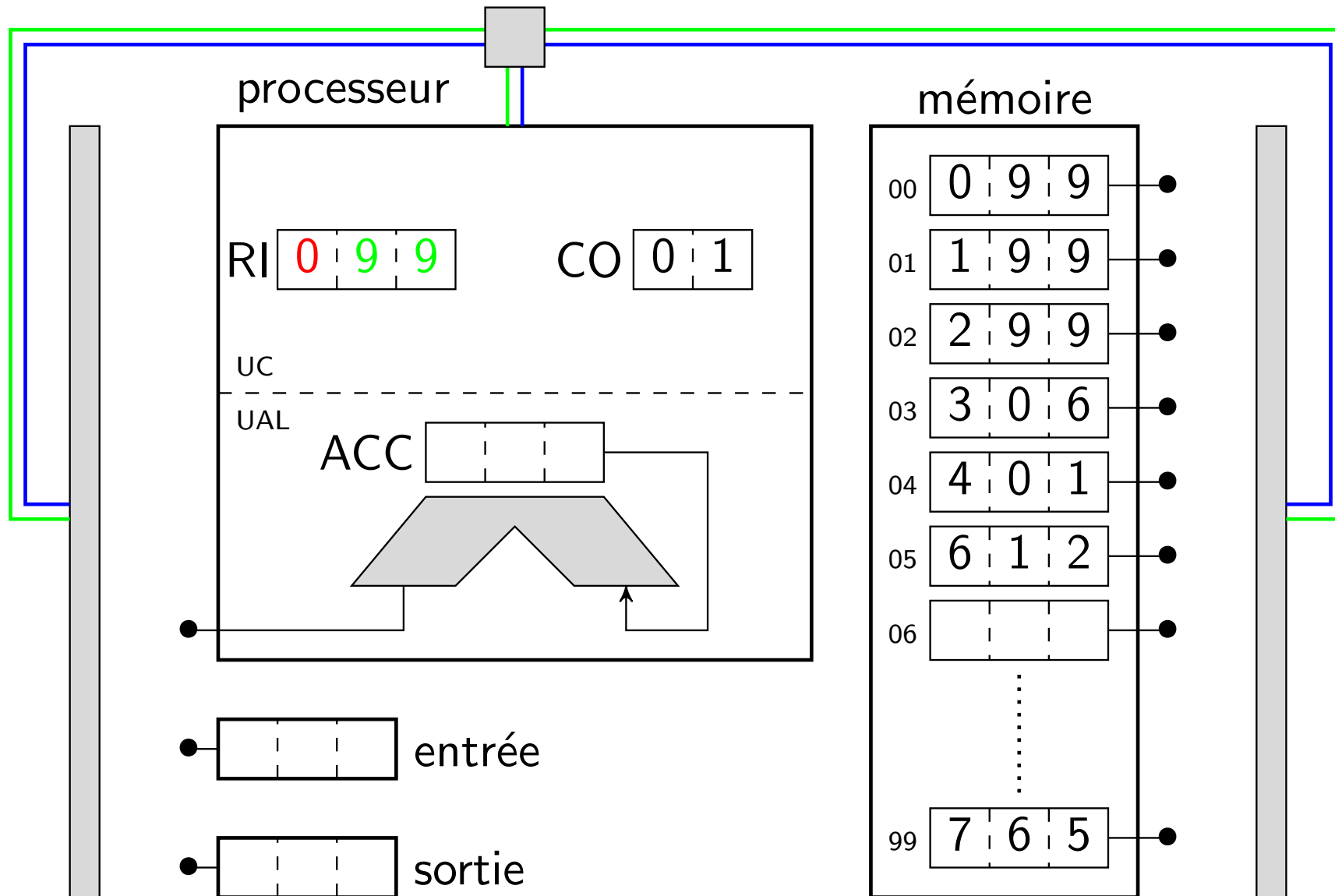
Ordinapoche - input (code 0, assembleur INP)



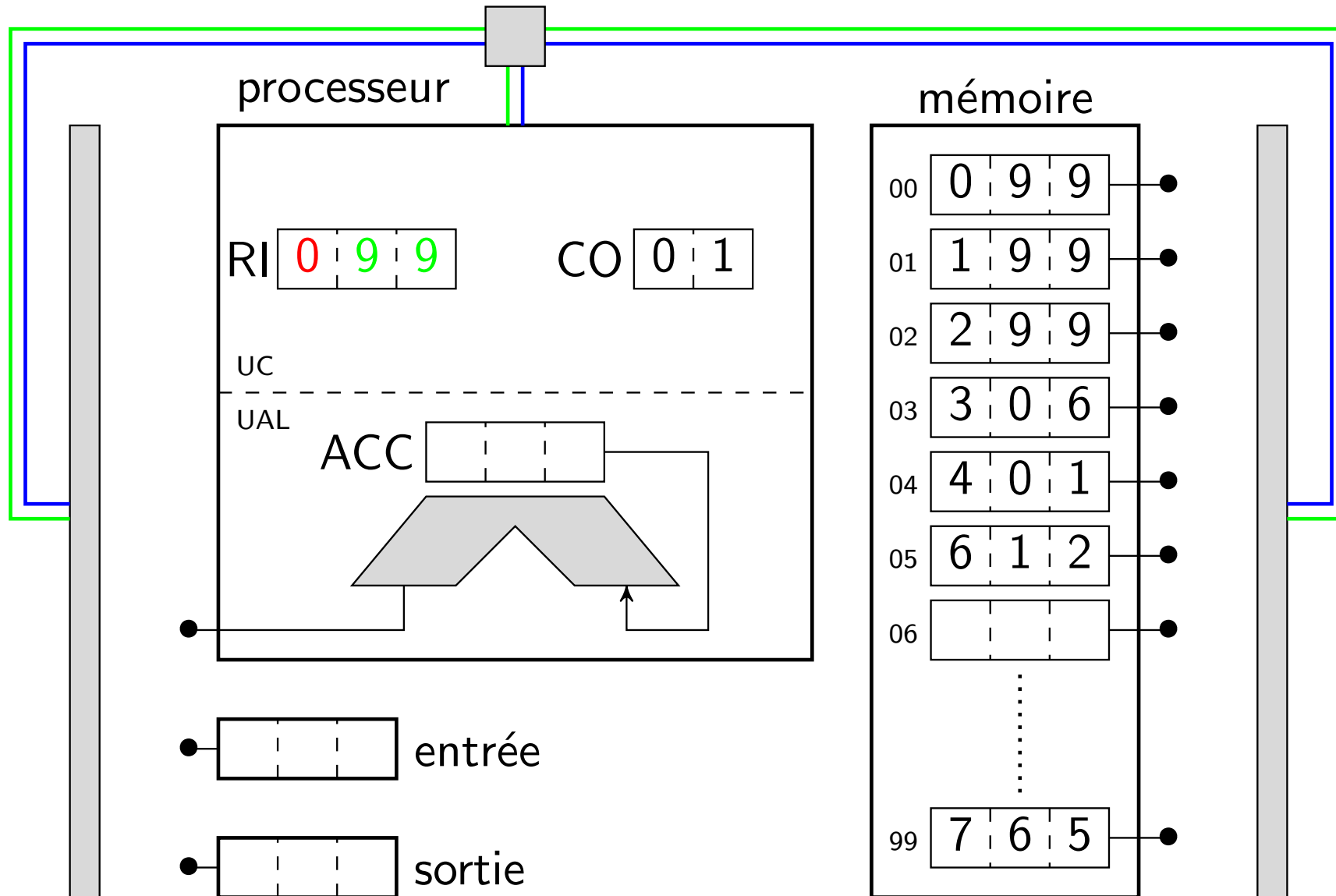
Ordinapoche - input (code 0, assembleur INP)



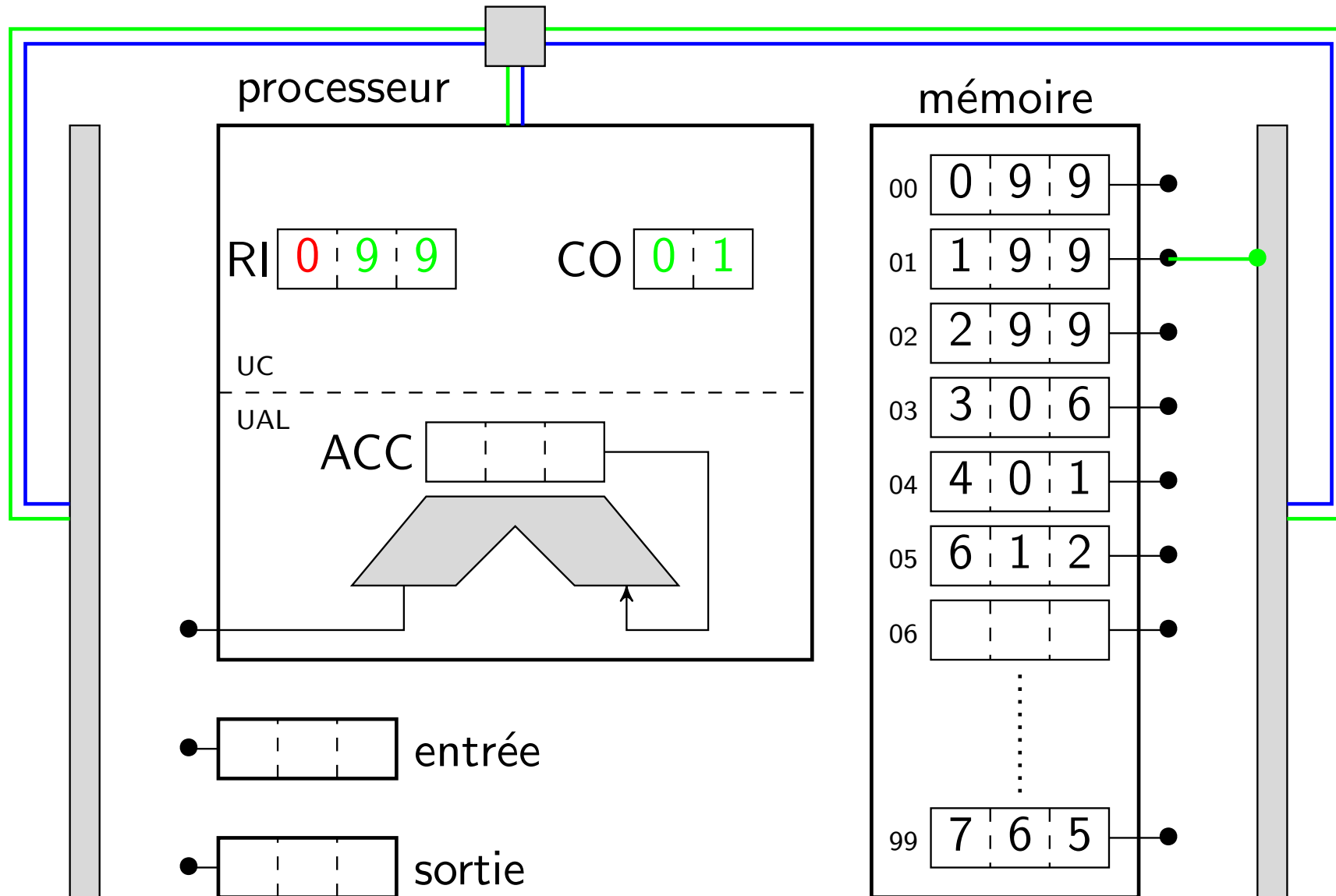
Ordinapoche - input (code 0, assembleur INP)



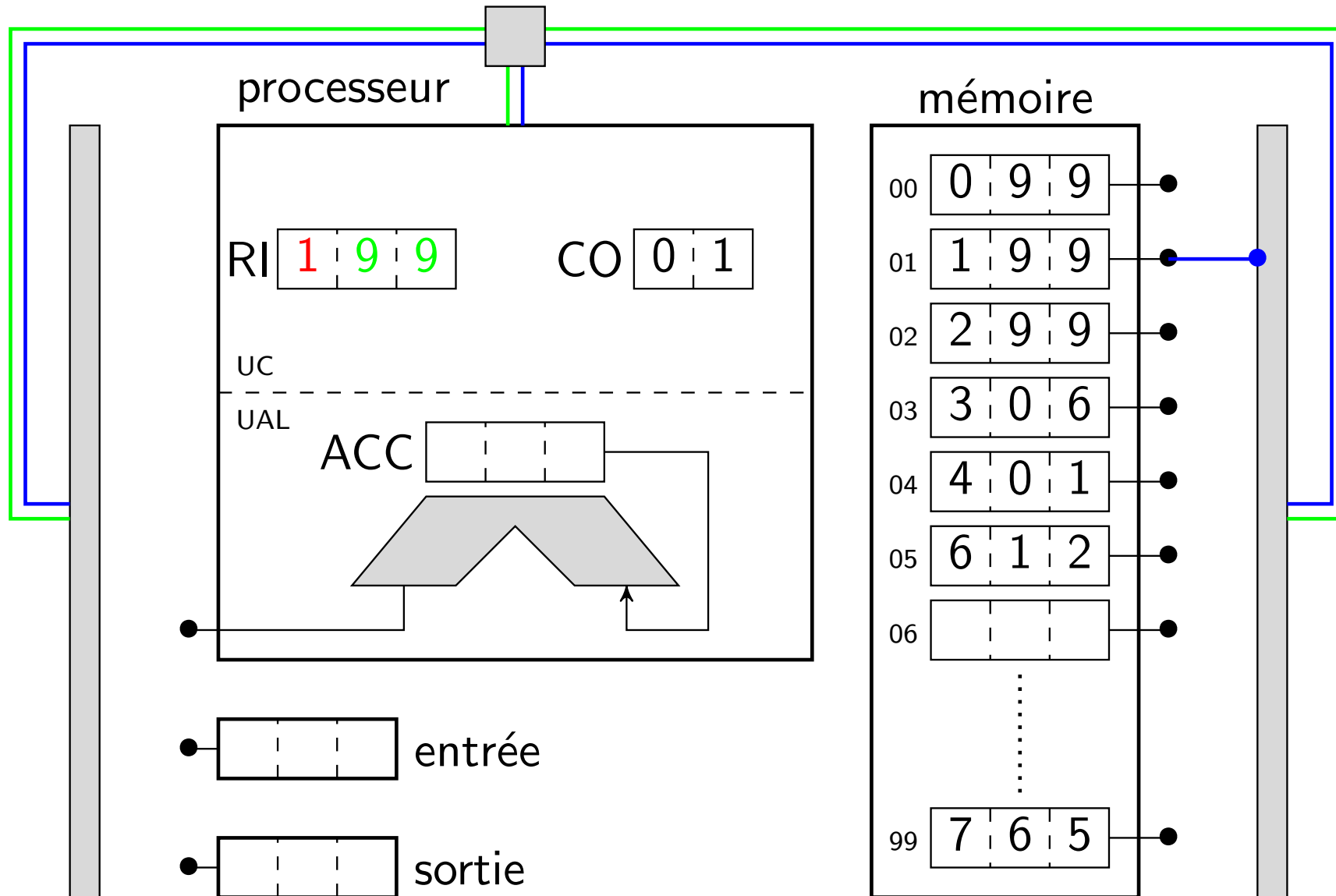
Ordinapoche - output (code 1, assembleur OUT)



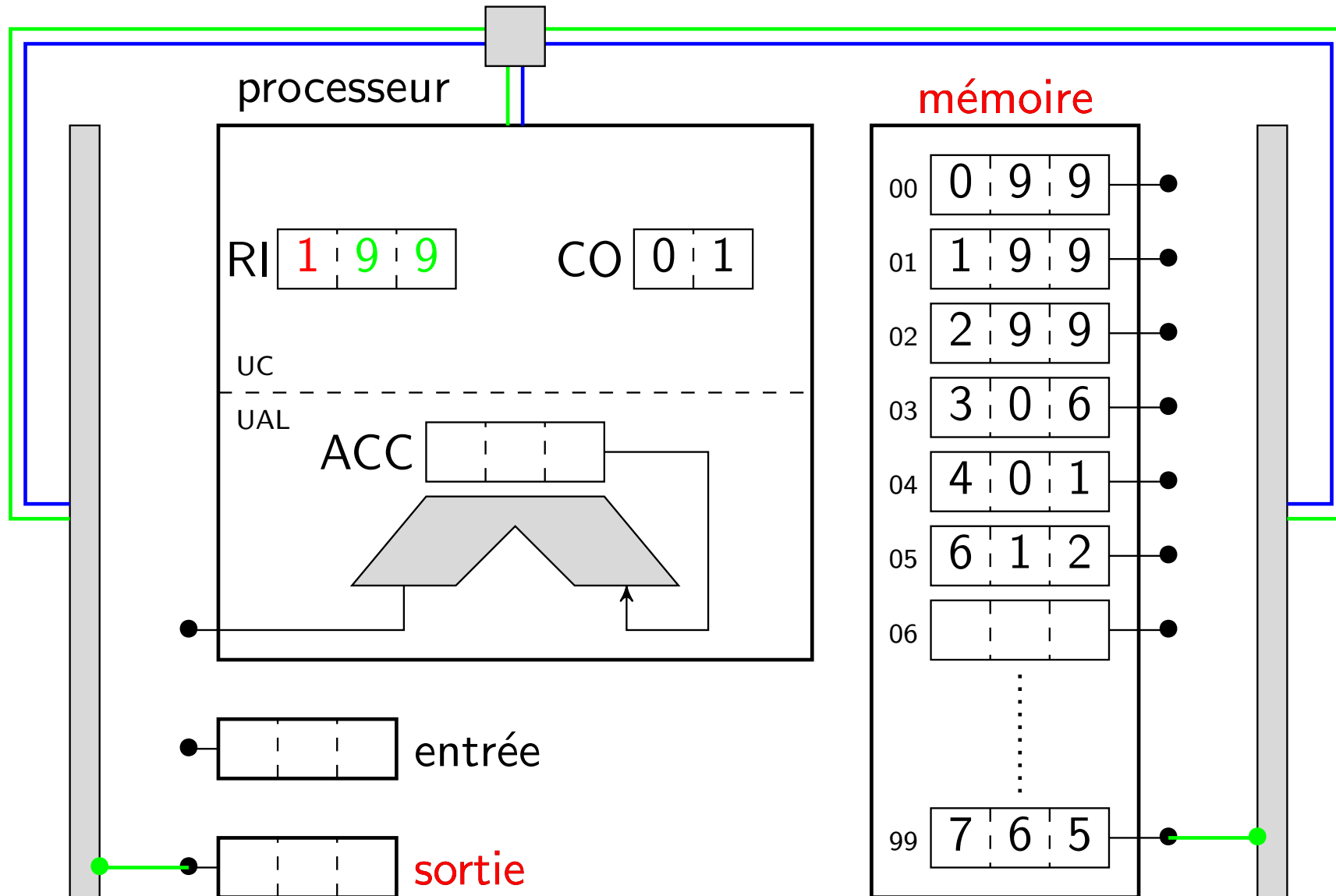
Ordinapoche - output (code 1, assembleur OUT)



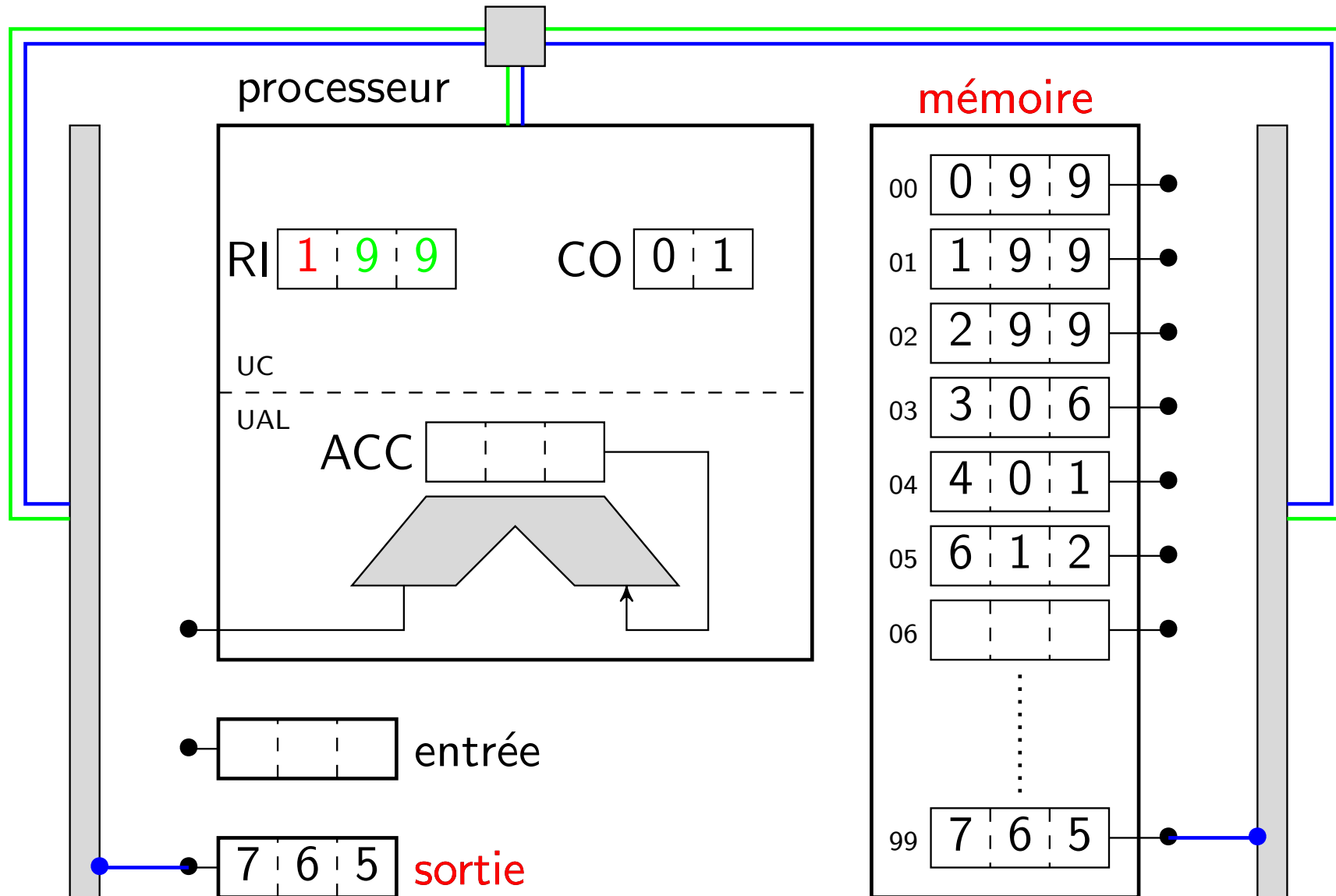
Ordinapoche - output (code 1, assembleur OUT)



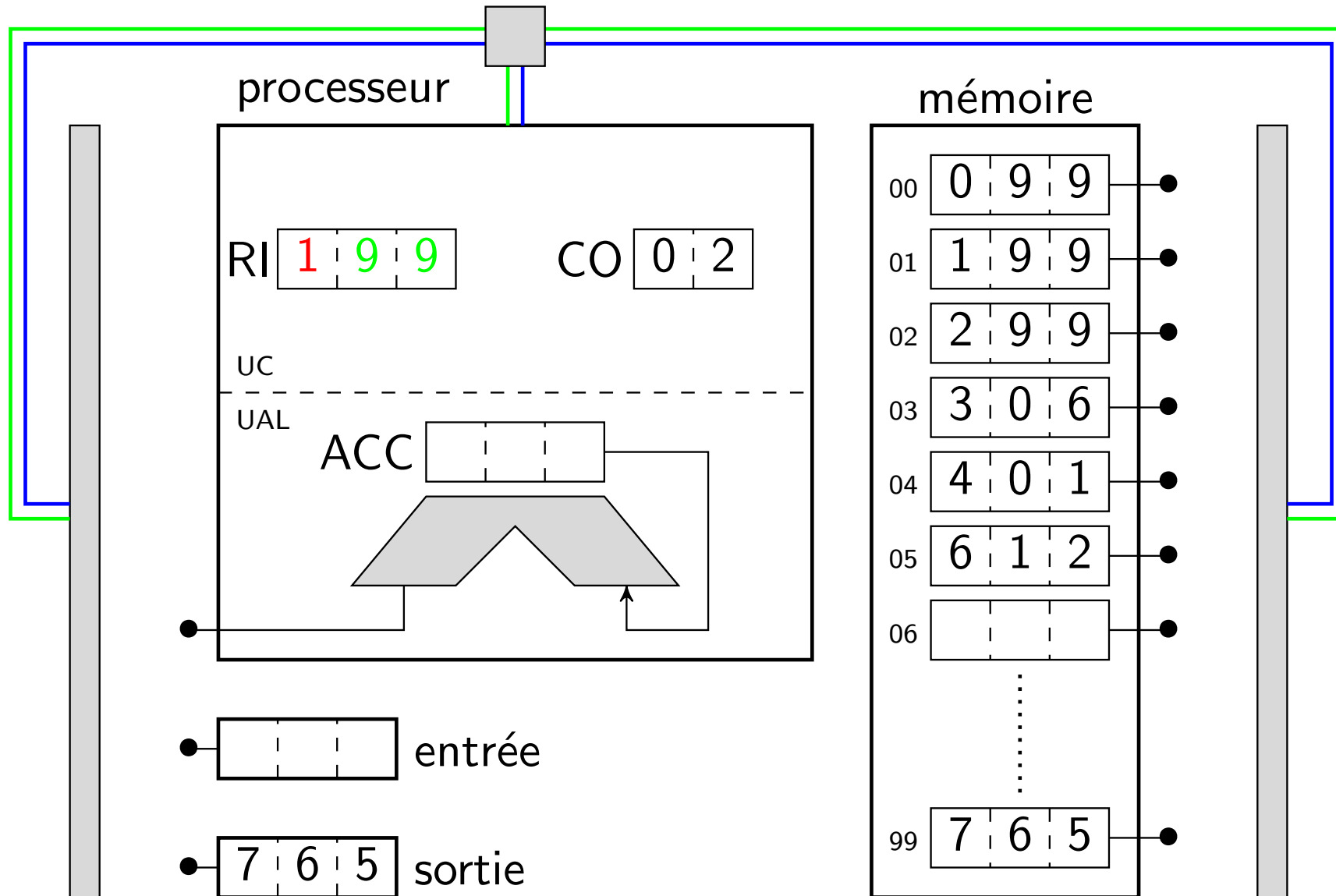
Ordinapoche - output (code 1, assembleur OUT)



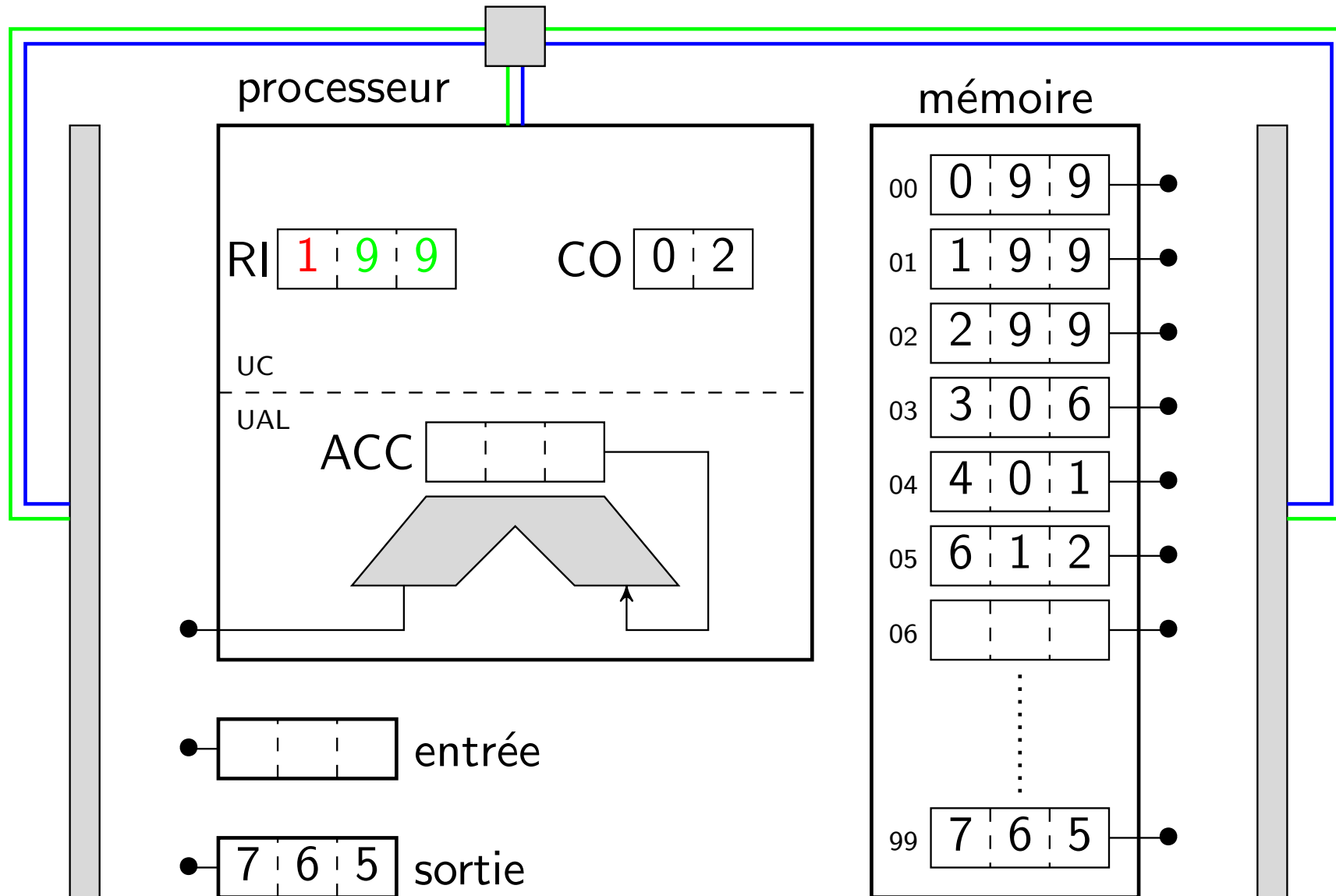
Ordinapoche - output (code 1, assembleur OUT)



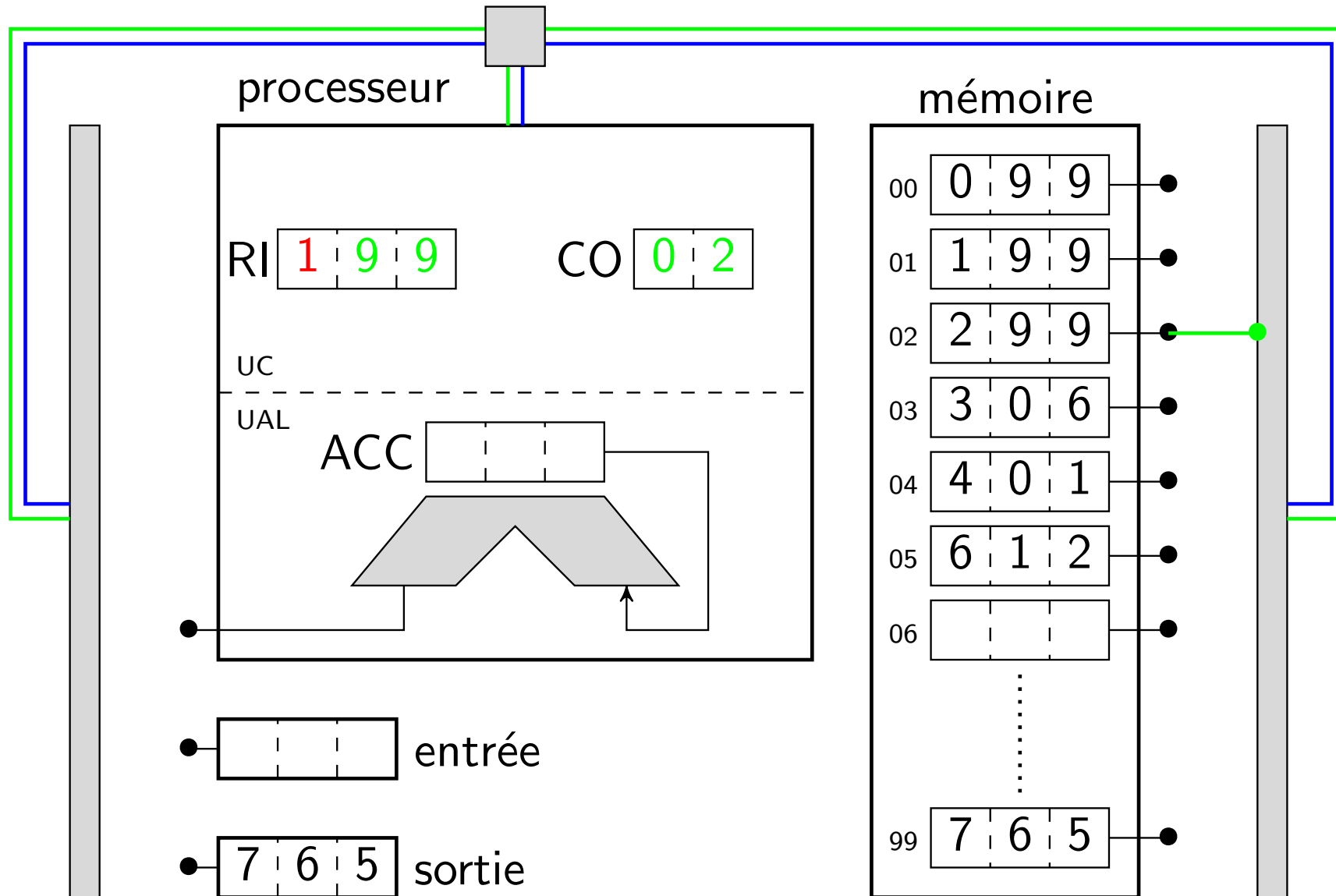
Ordinapoche - output (code 1, assembleur OUT)



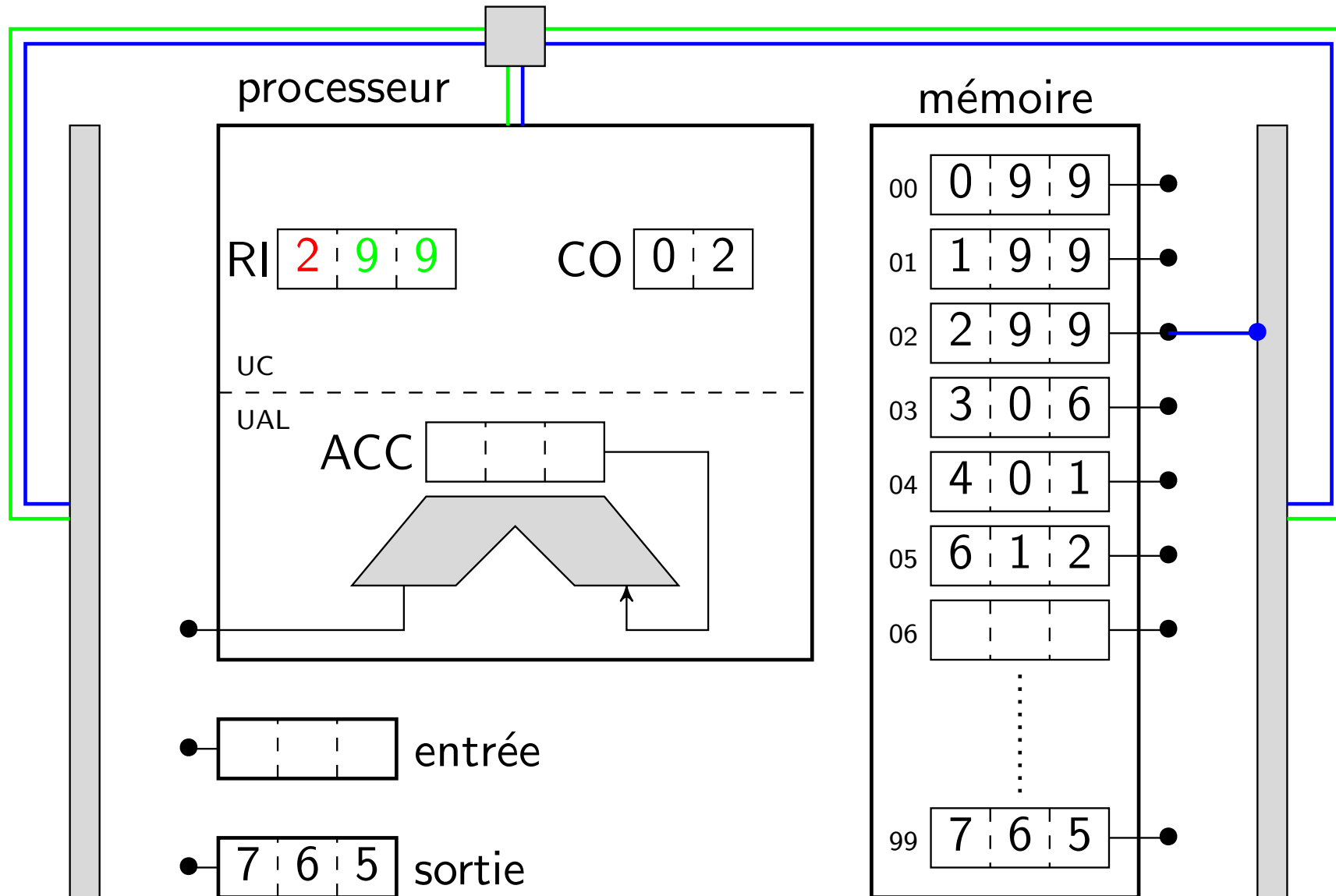
Ordinapoche - clear and add (code 2, assembleur CLA)



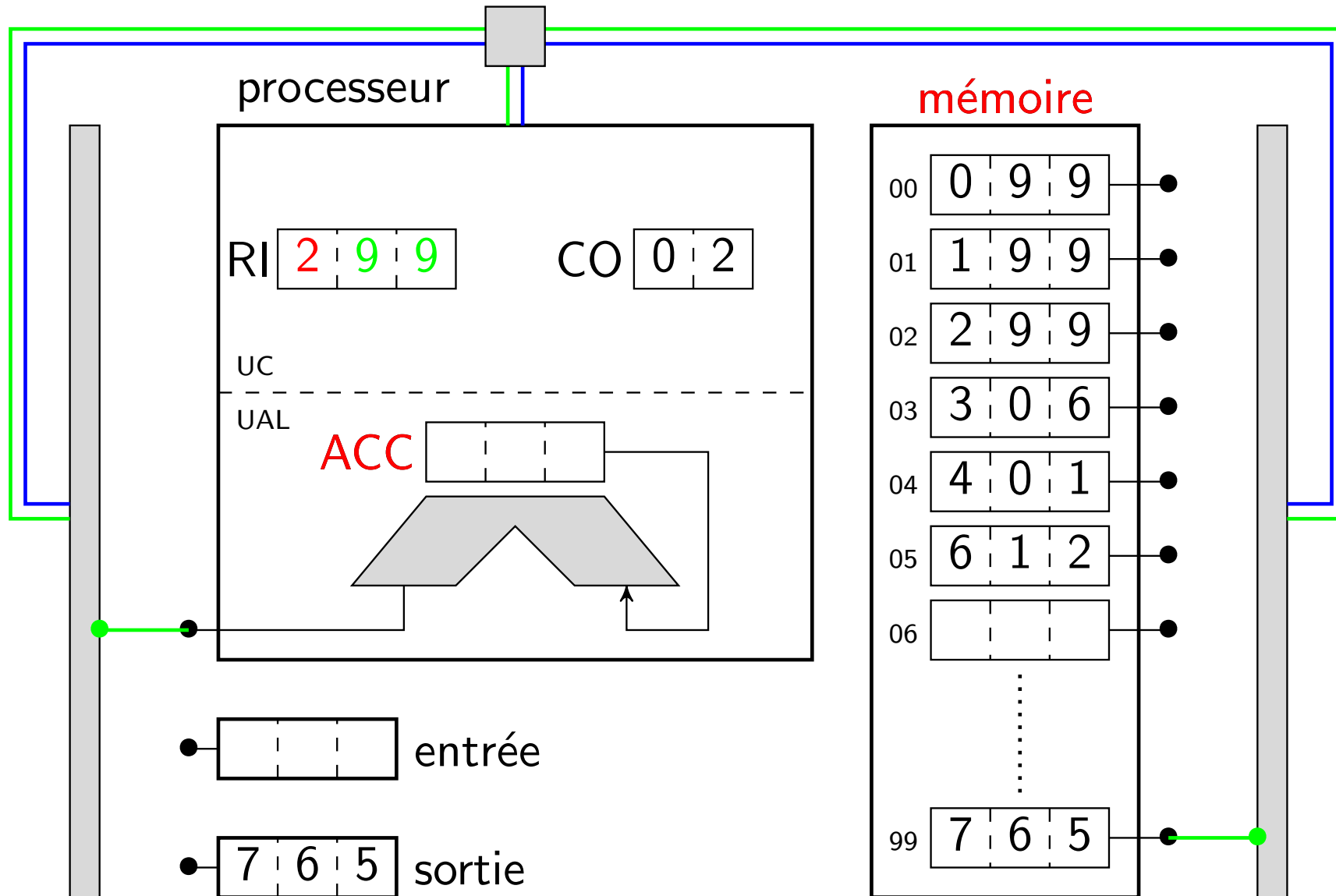
Ordinapoche - clear and add (code 2, assembleur CLA)



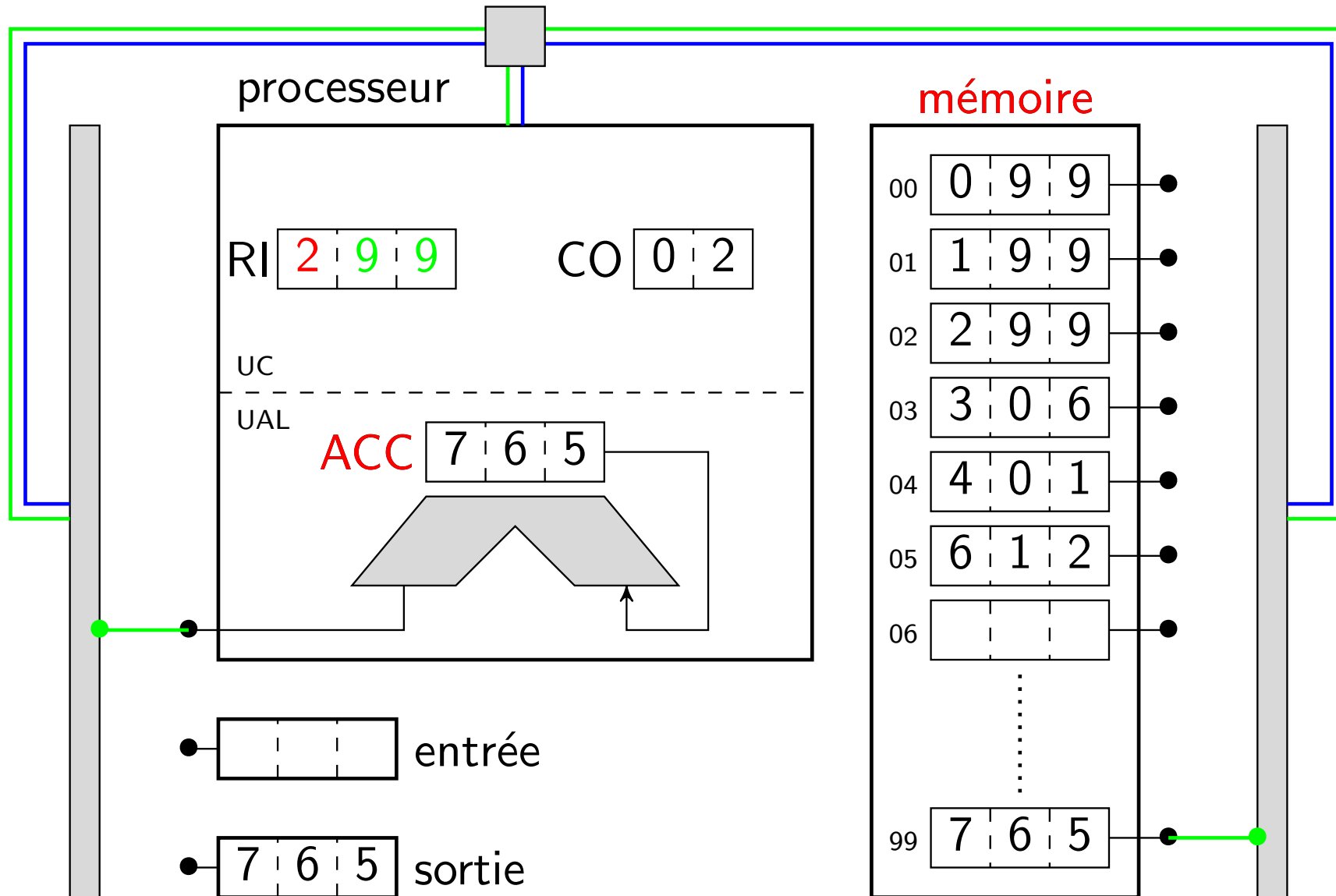
Ordinapoche - clear and add (code 2, assembleur CLA)



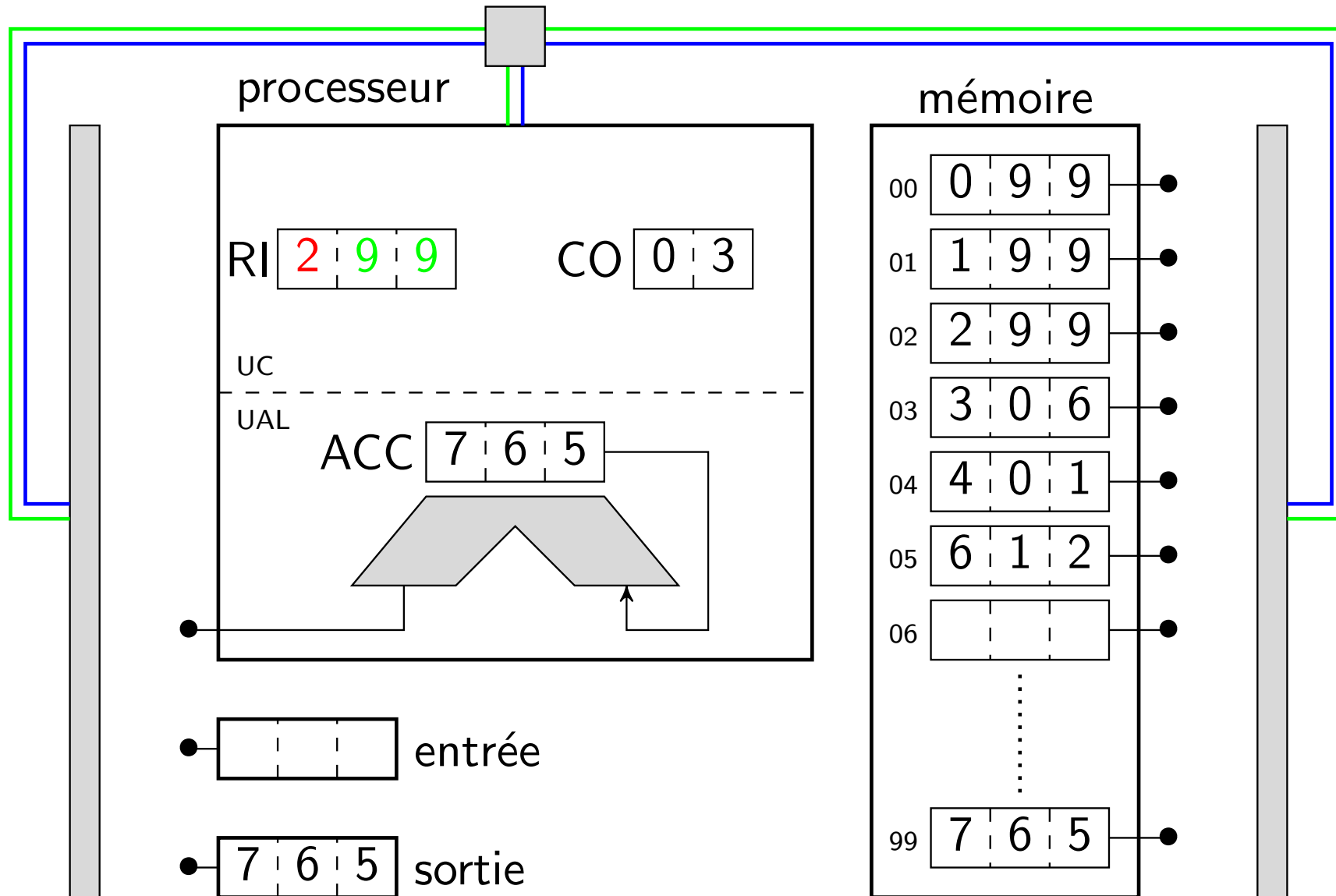
Ordinapoche - clear and add (code 2, assembleur CLA)



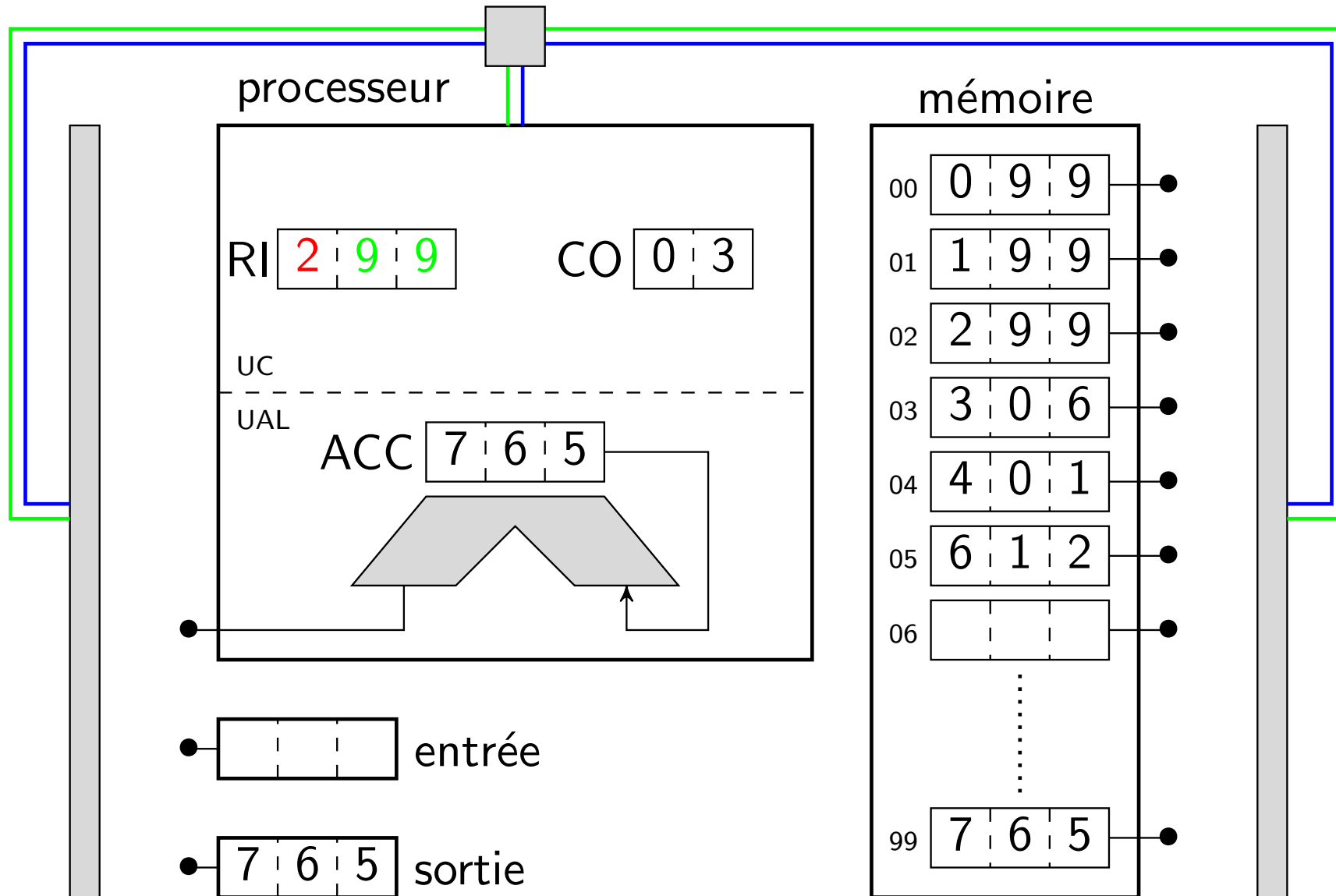
Ordinapoche - clear and add (code 2, assembleur CLA)



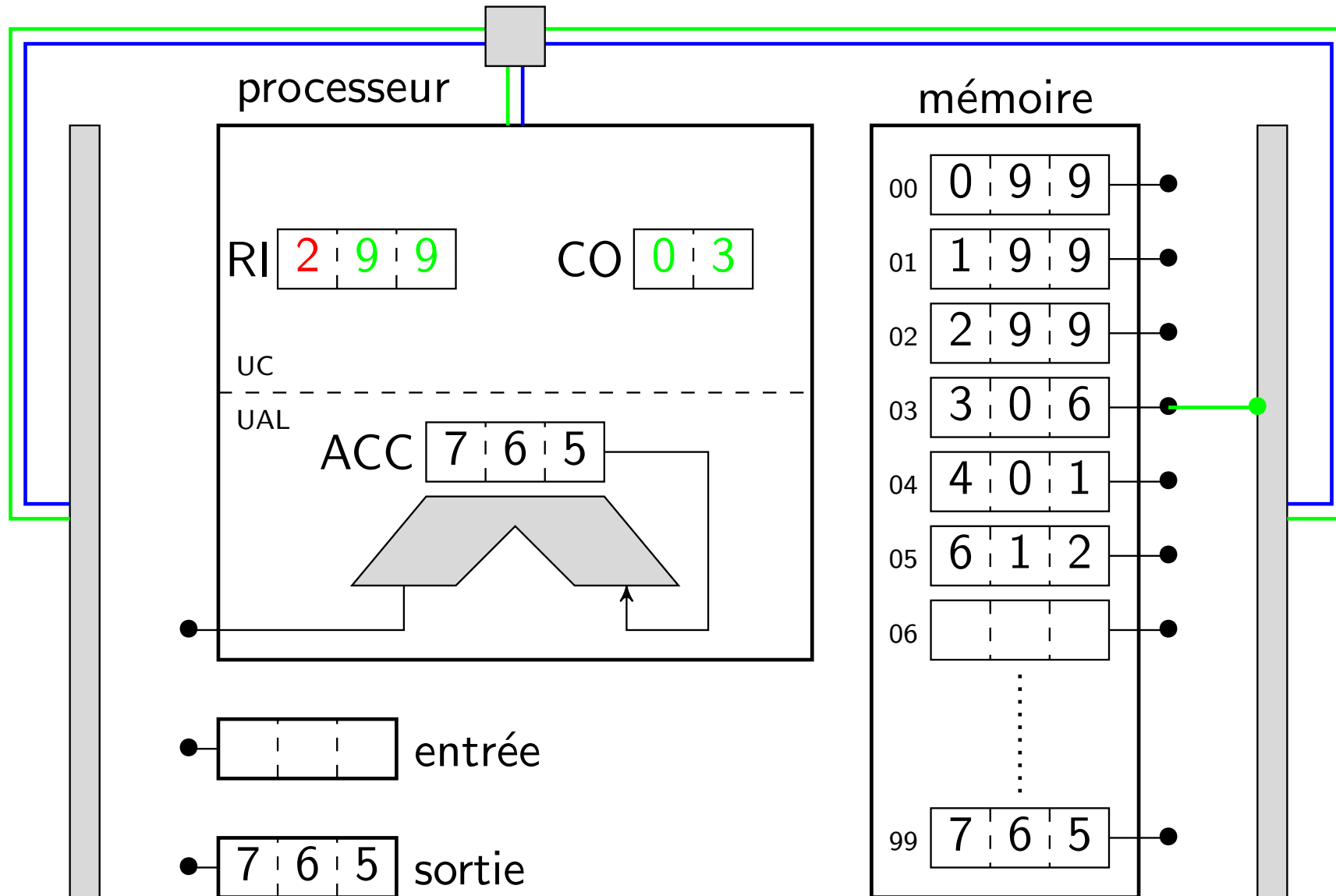
Ordinapoche - clear and add (code 2, assembleur CLA)



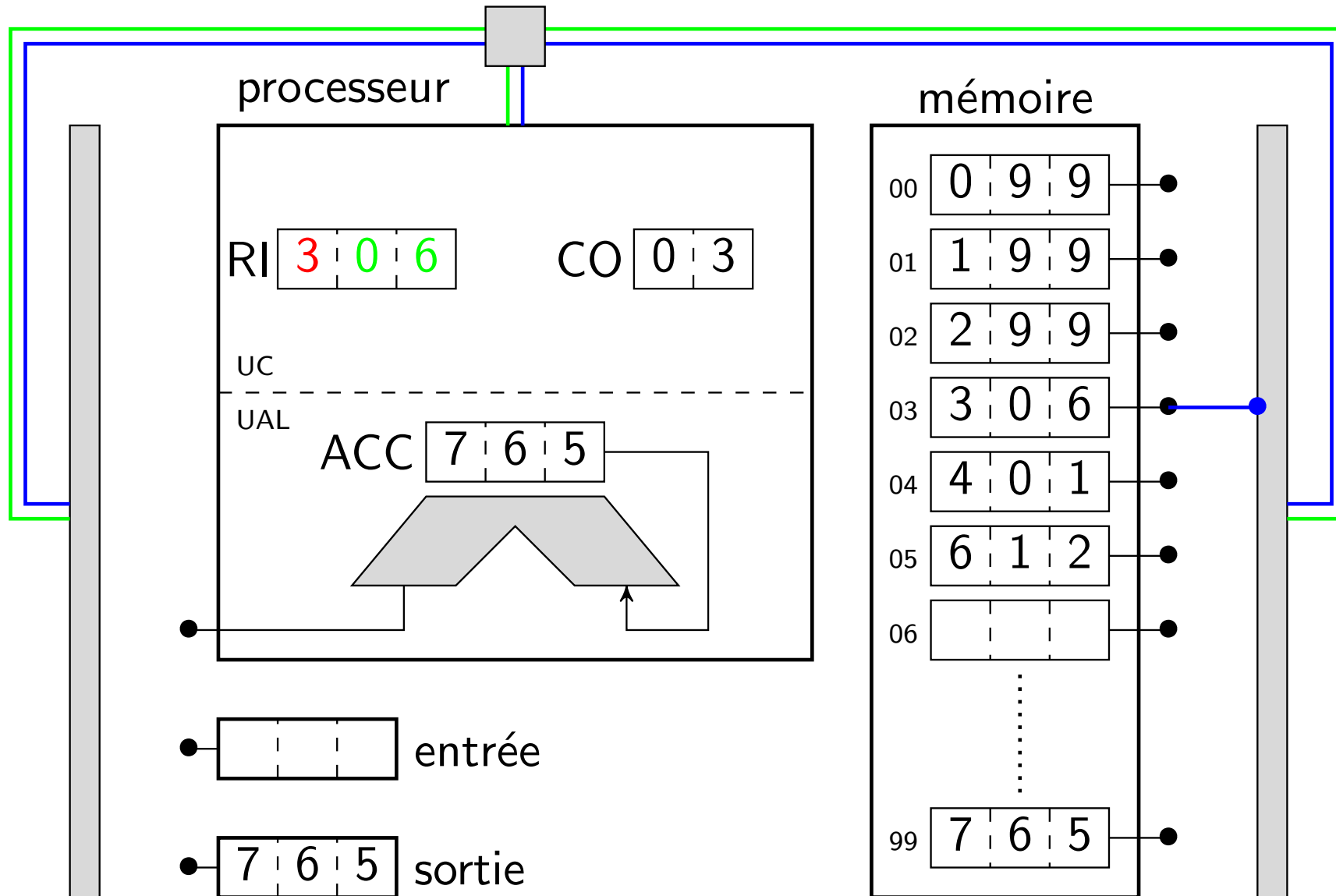
Ordinapoche - store (code 3, assembleur STO)



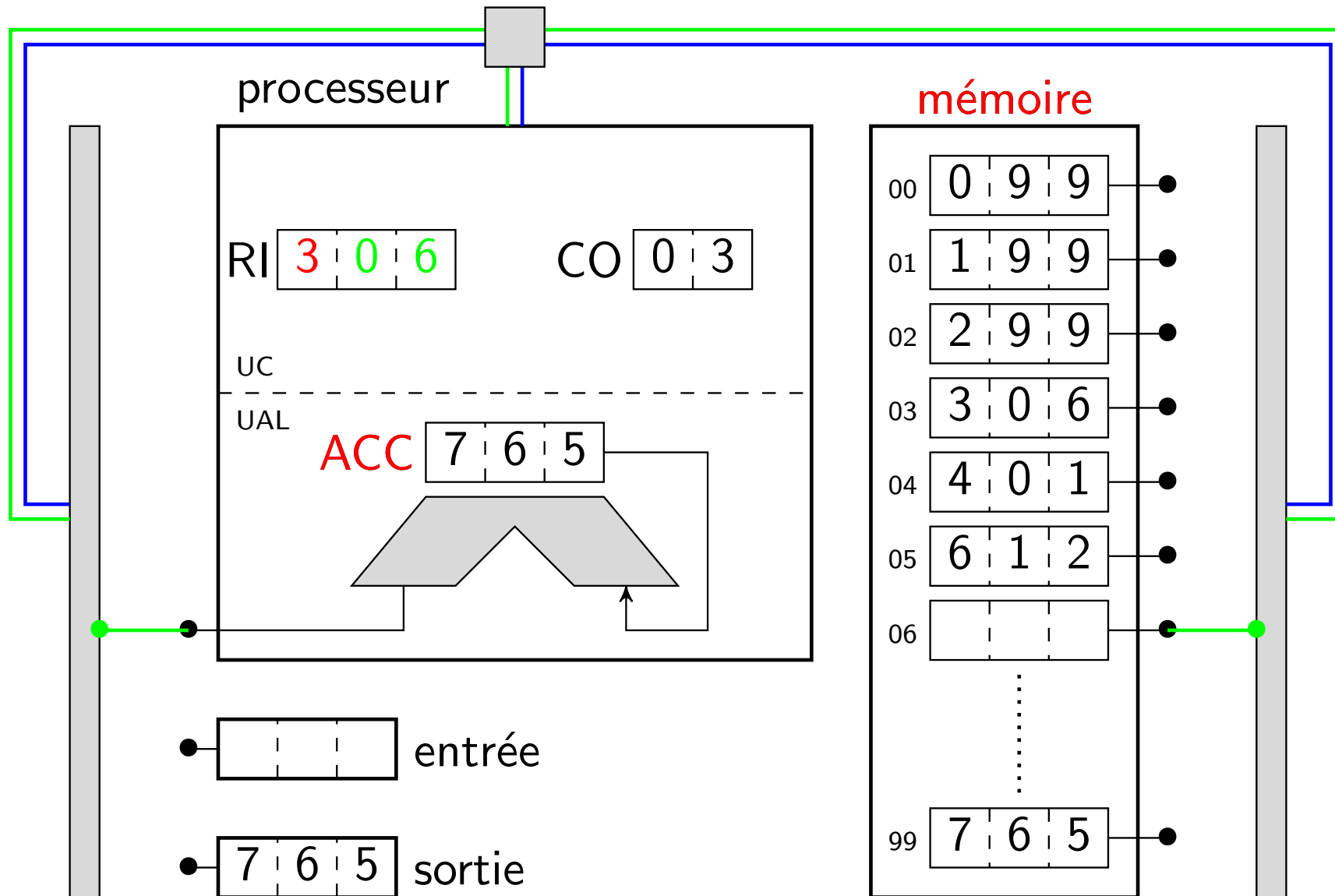
Ordinapoche - store (code 3, assembleur STO)



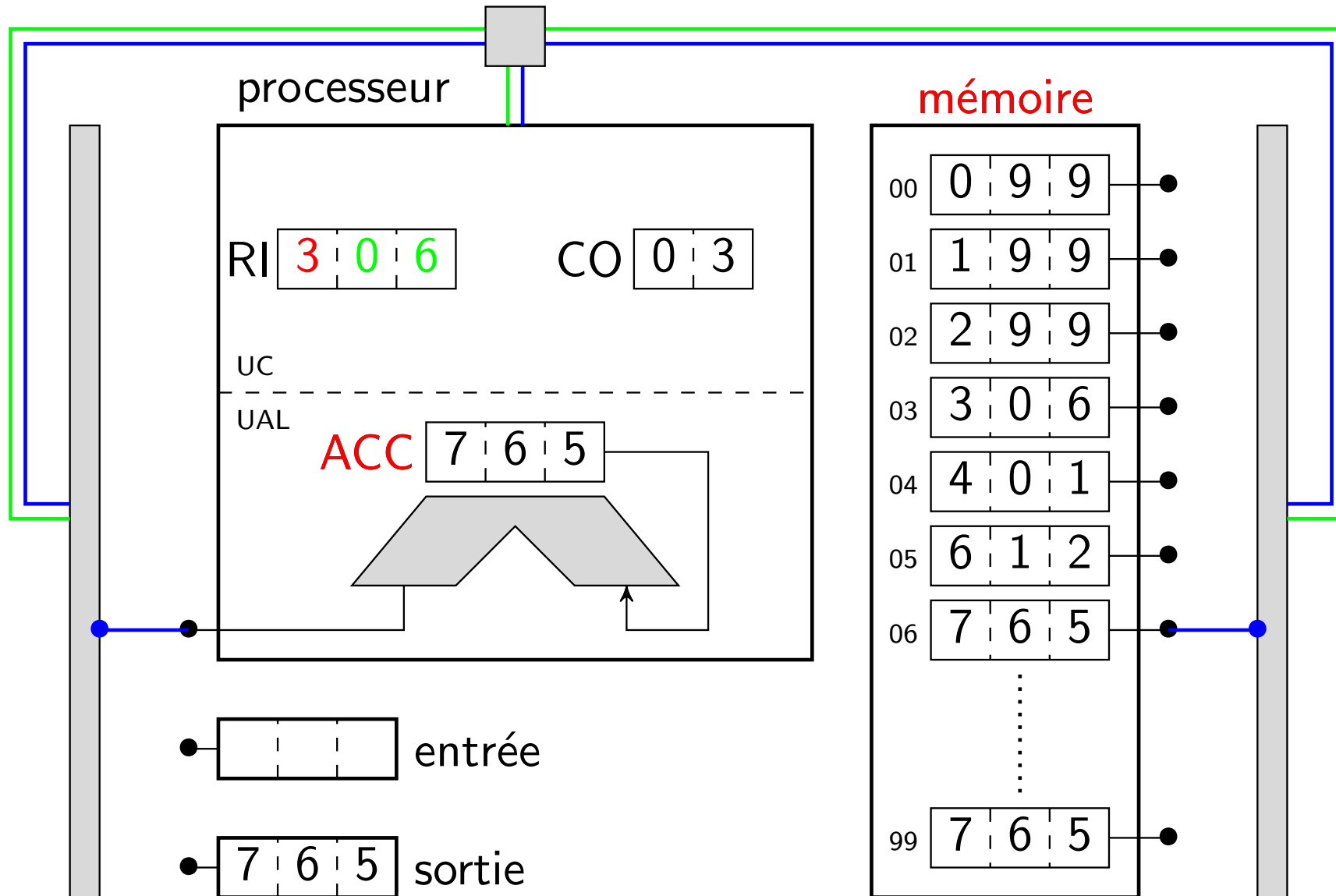
Ordinapoche - store (code 3, assembleur STO)



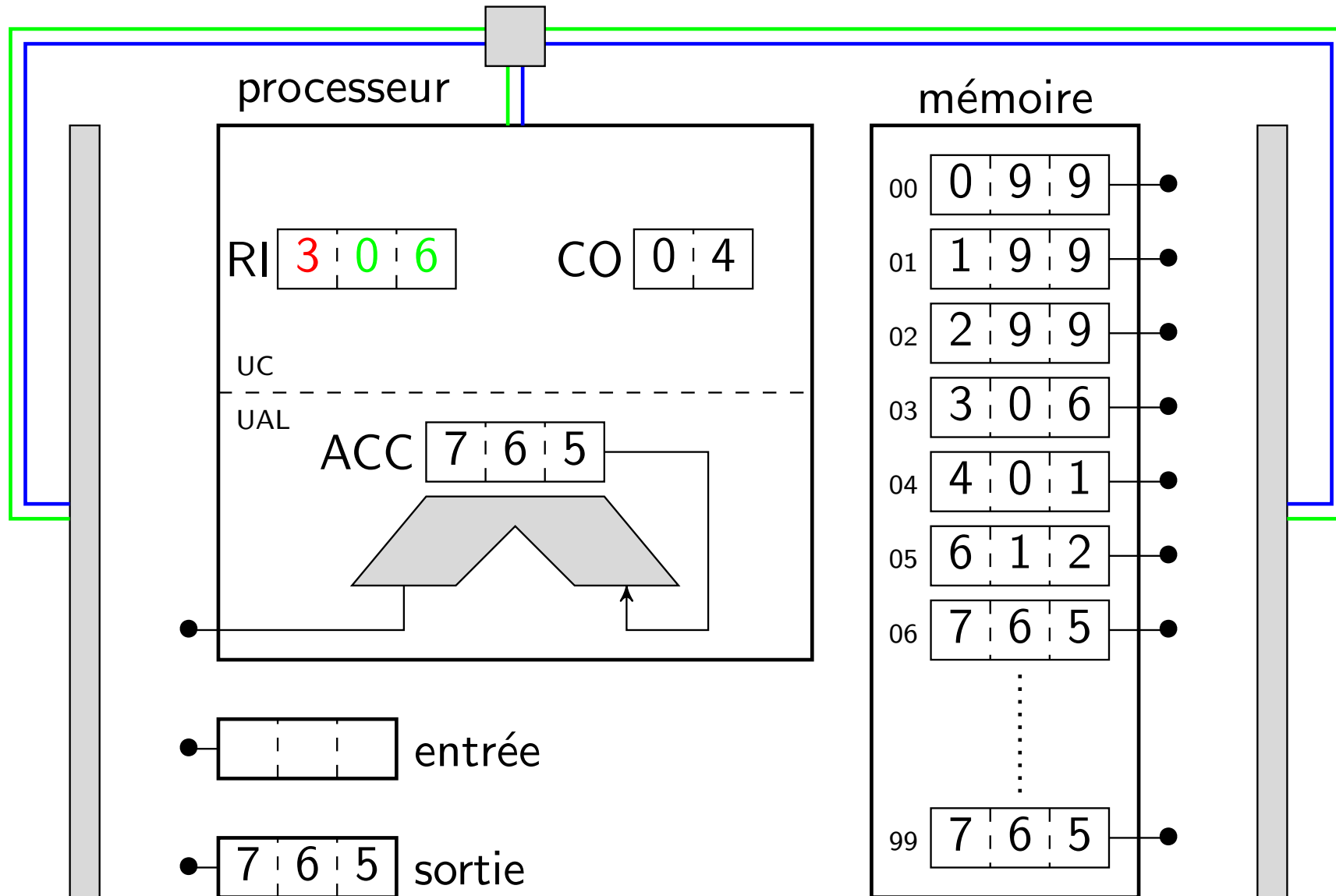
Ordinapoche - store (code 3, assembleur STO)



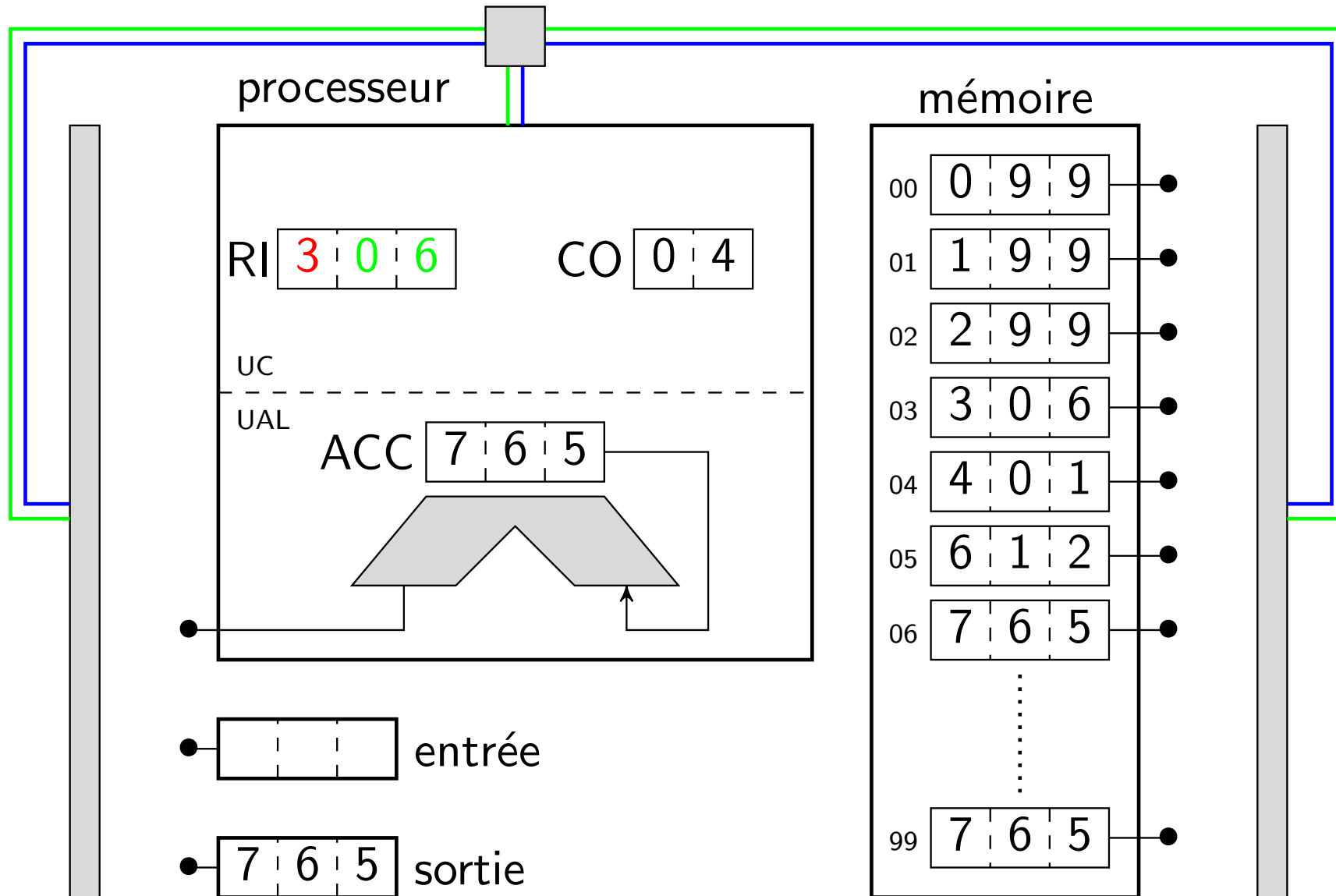
Ordinapoche - store (code 3, assembleur STO)



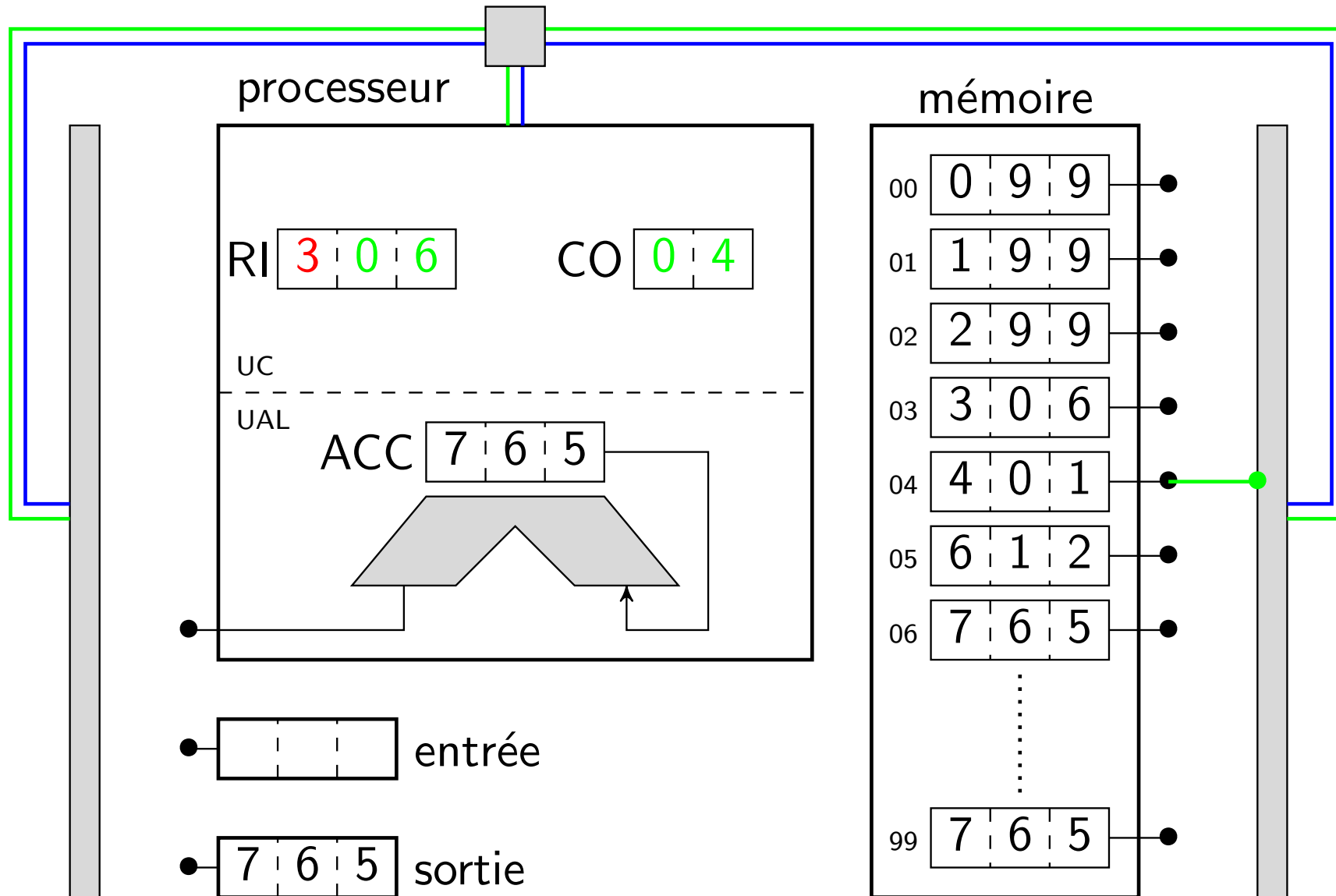
Ordinapoche - store (code 3, assembleur STO)



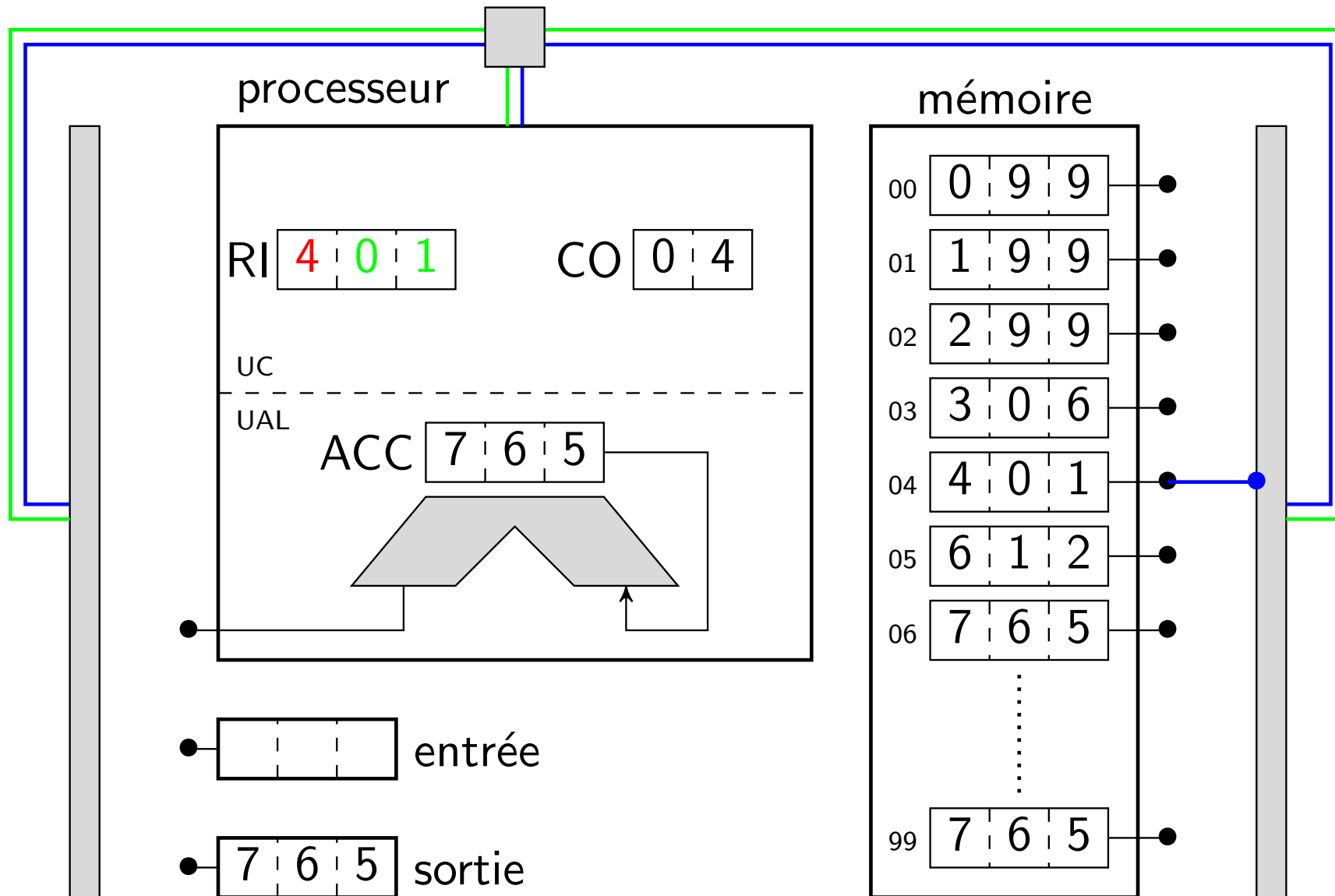
Ordinapoche - add (code 4, assembleur ADD)



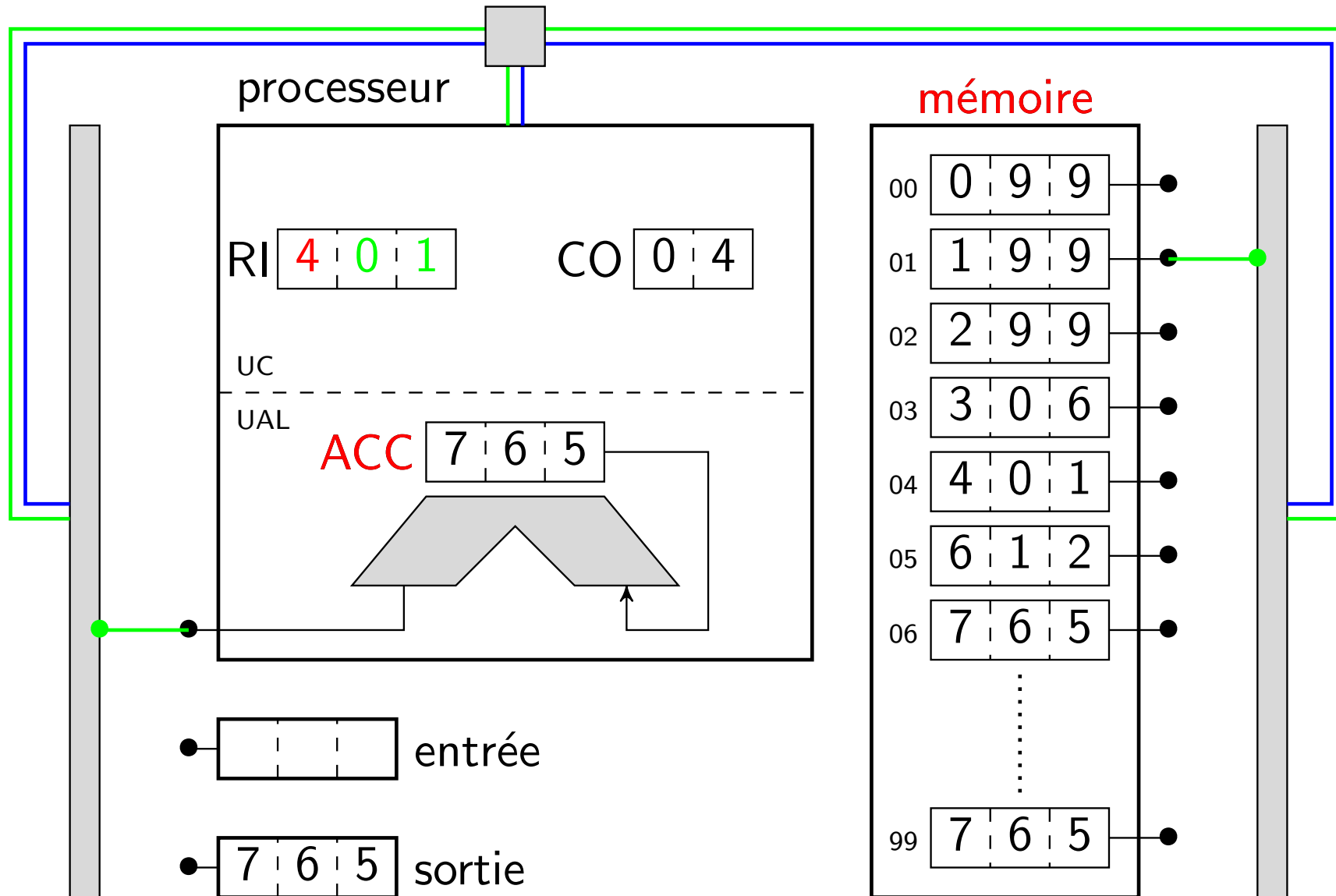
Ordinapoche - add (code 4, assembleur ADD)



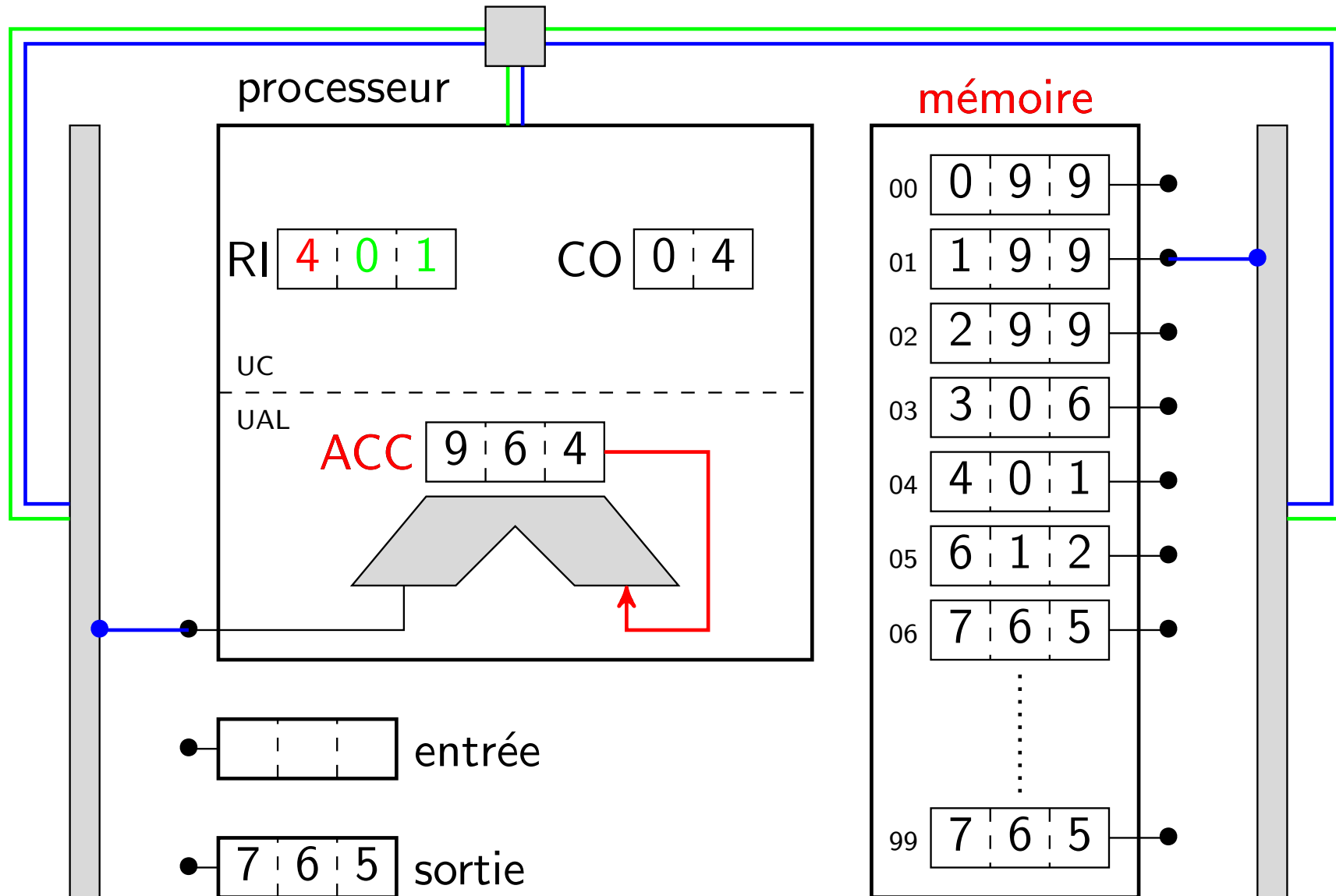
Ordinapoche - add (code 4, assembleur ADD)



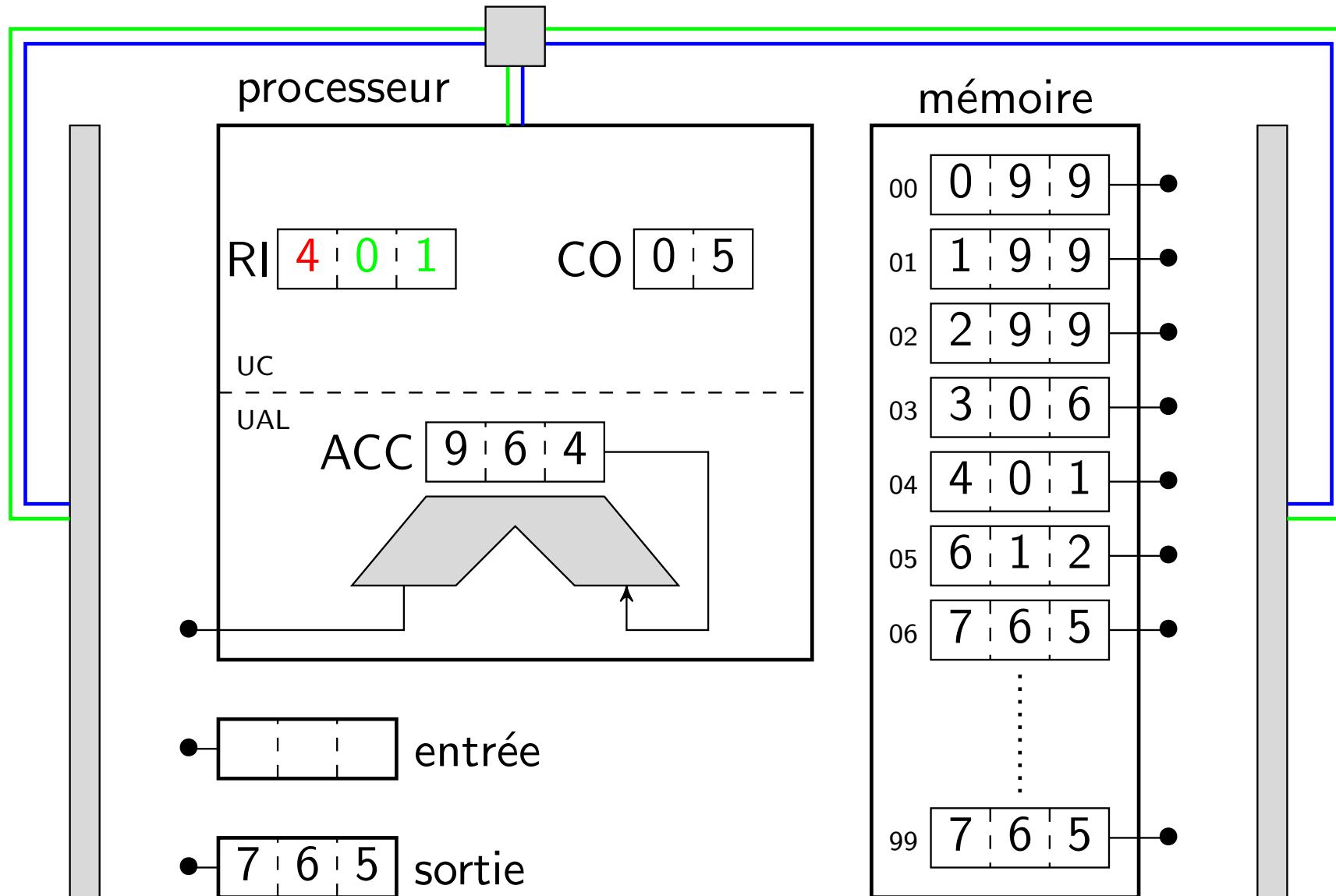
Ordinapoche - add (code 4, assembleur ADD)



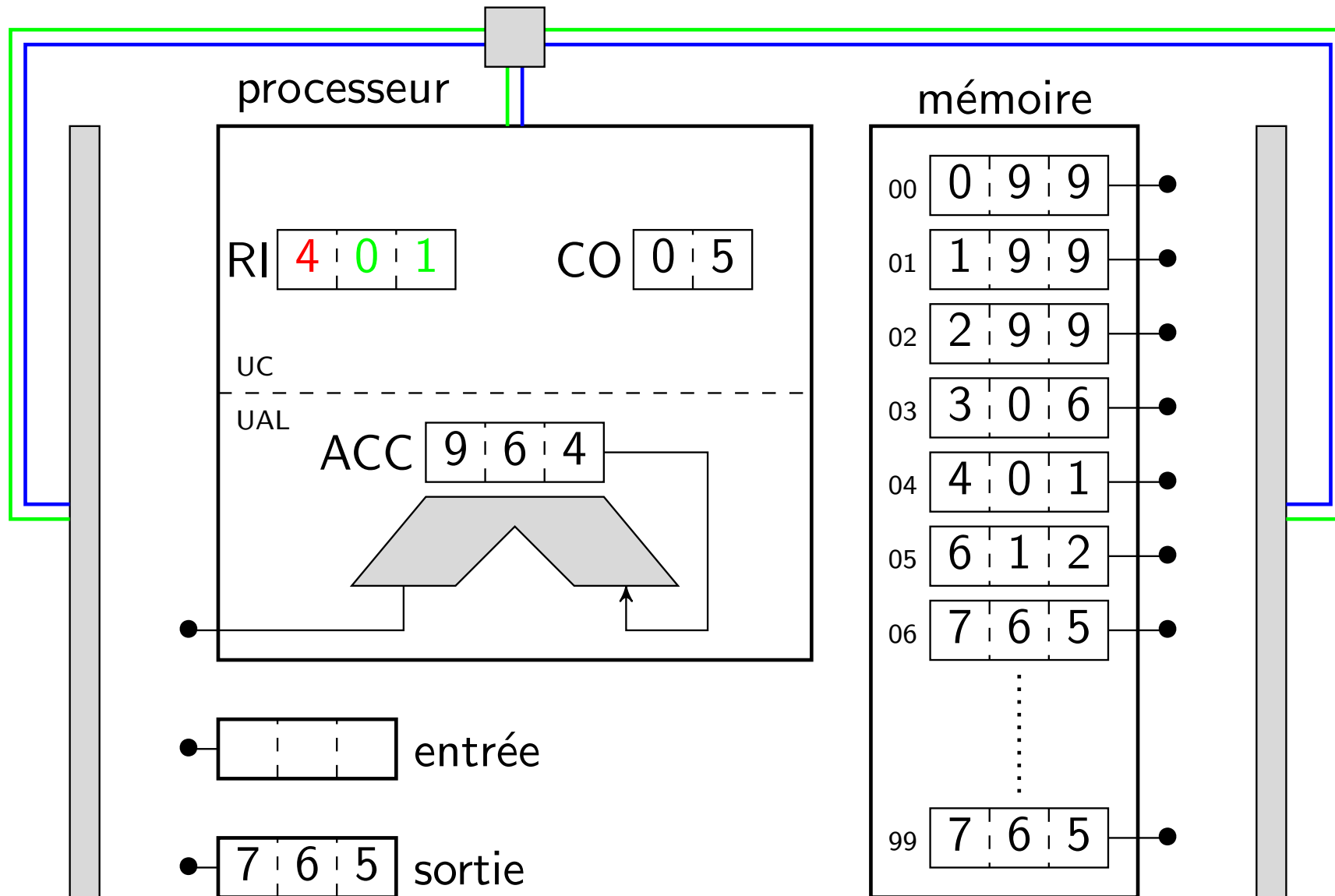
Ordinapoche - add (code 4, assembleur ADD)



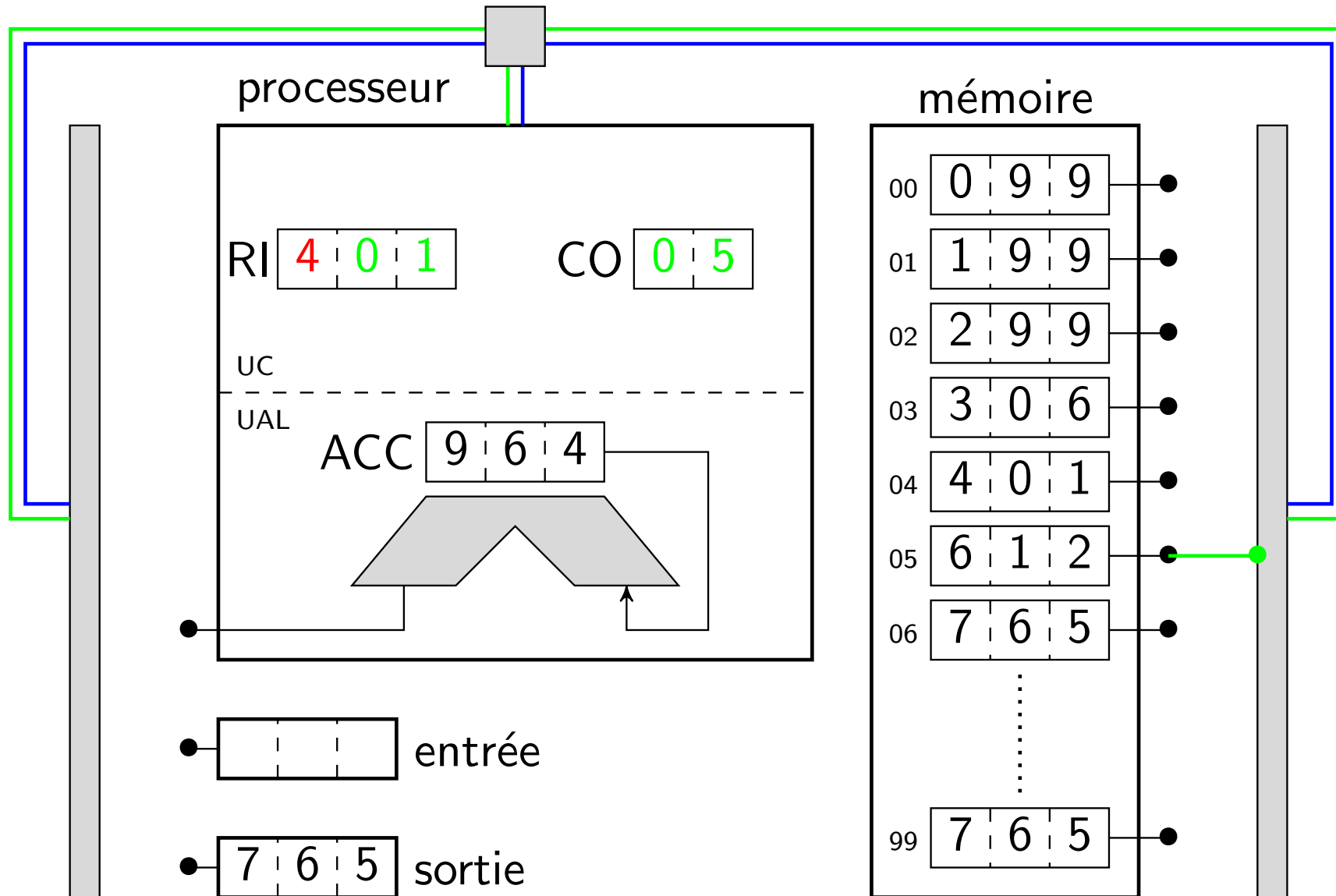
Ordinapoche - add (code 4, assembleur ADD)



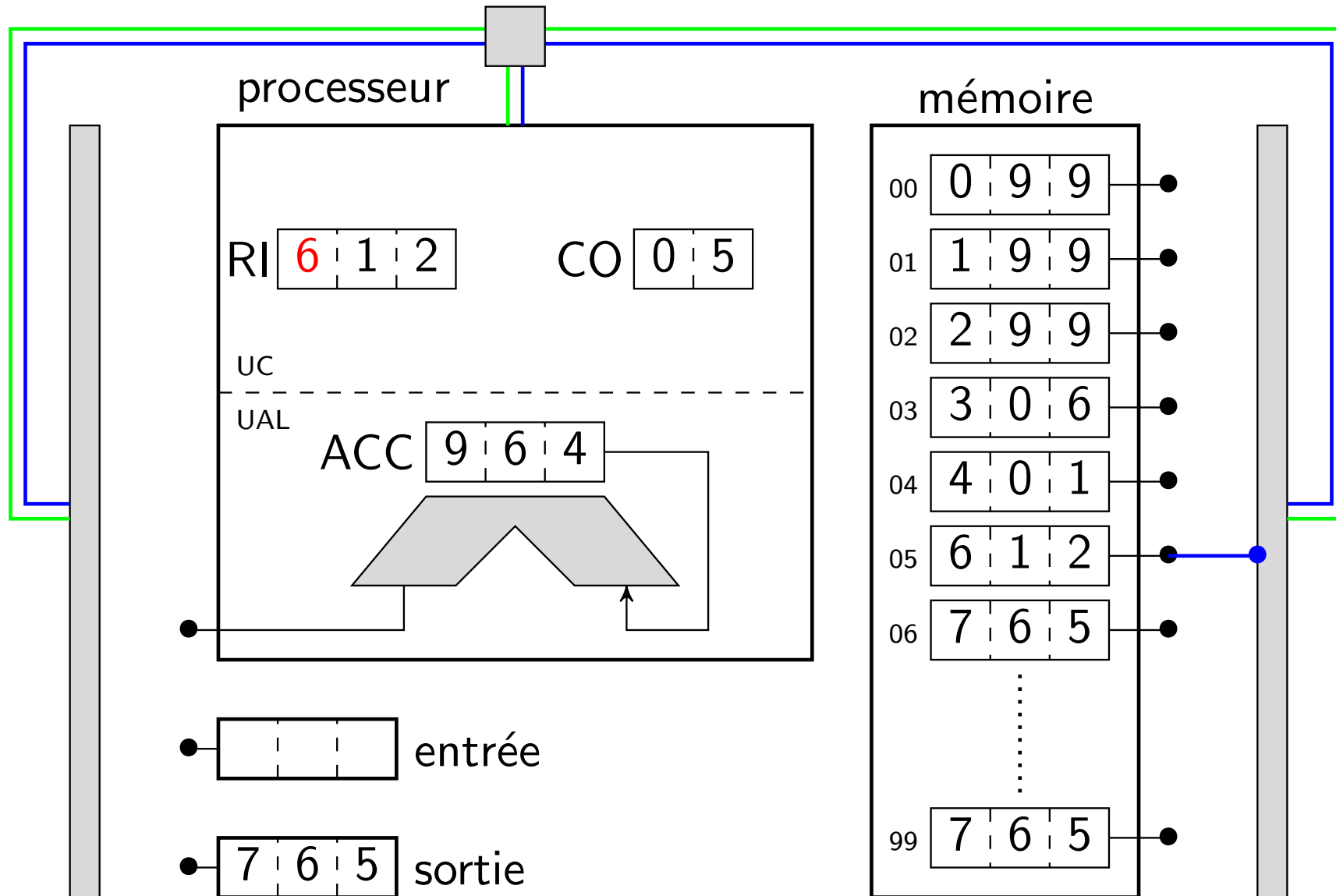
Ordinapoche - shift (code 6, assembleur SHT)



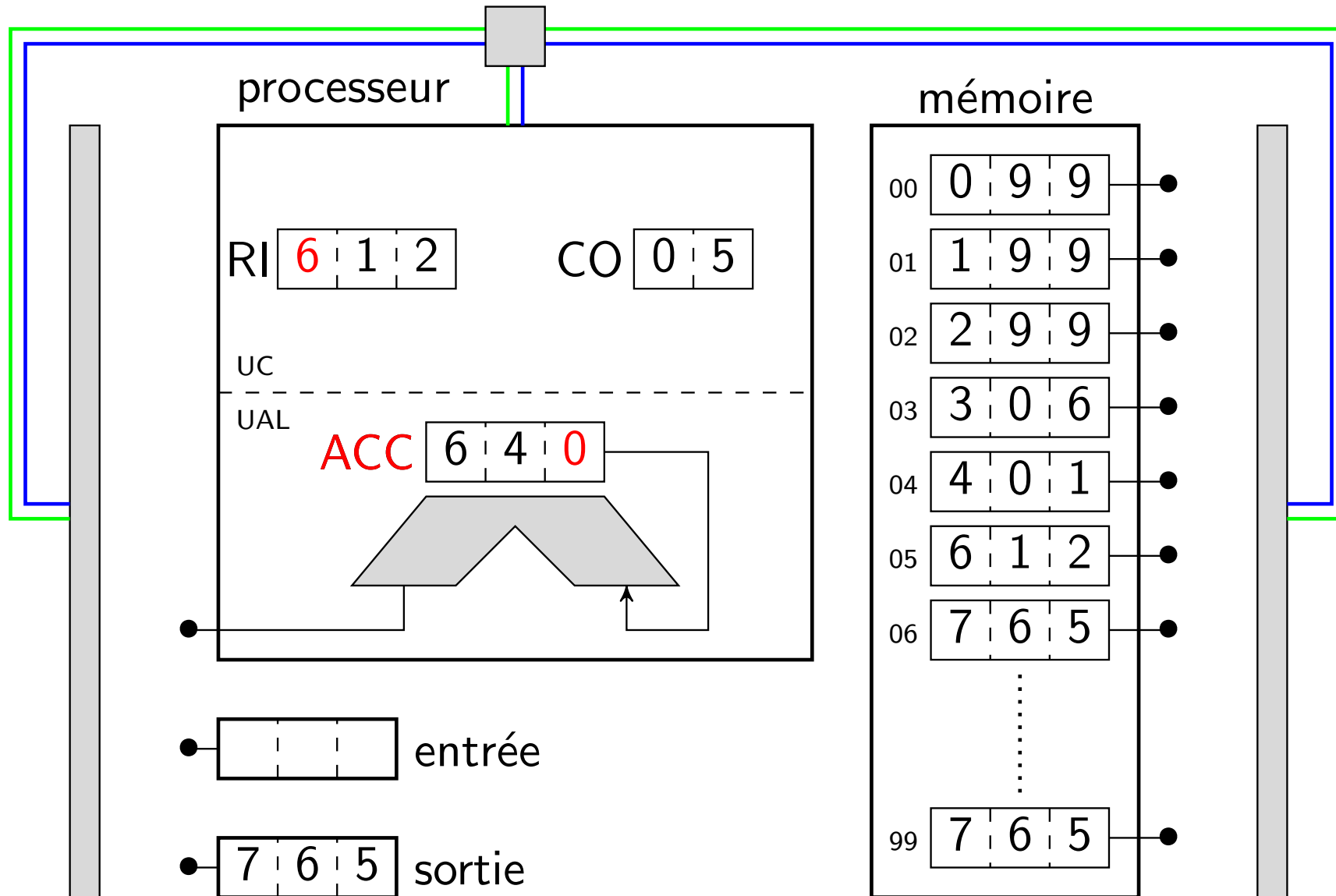
Ordinapoche - shift (code 6, assembleur SHT)



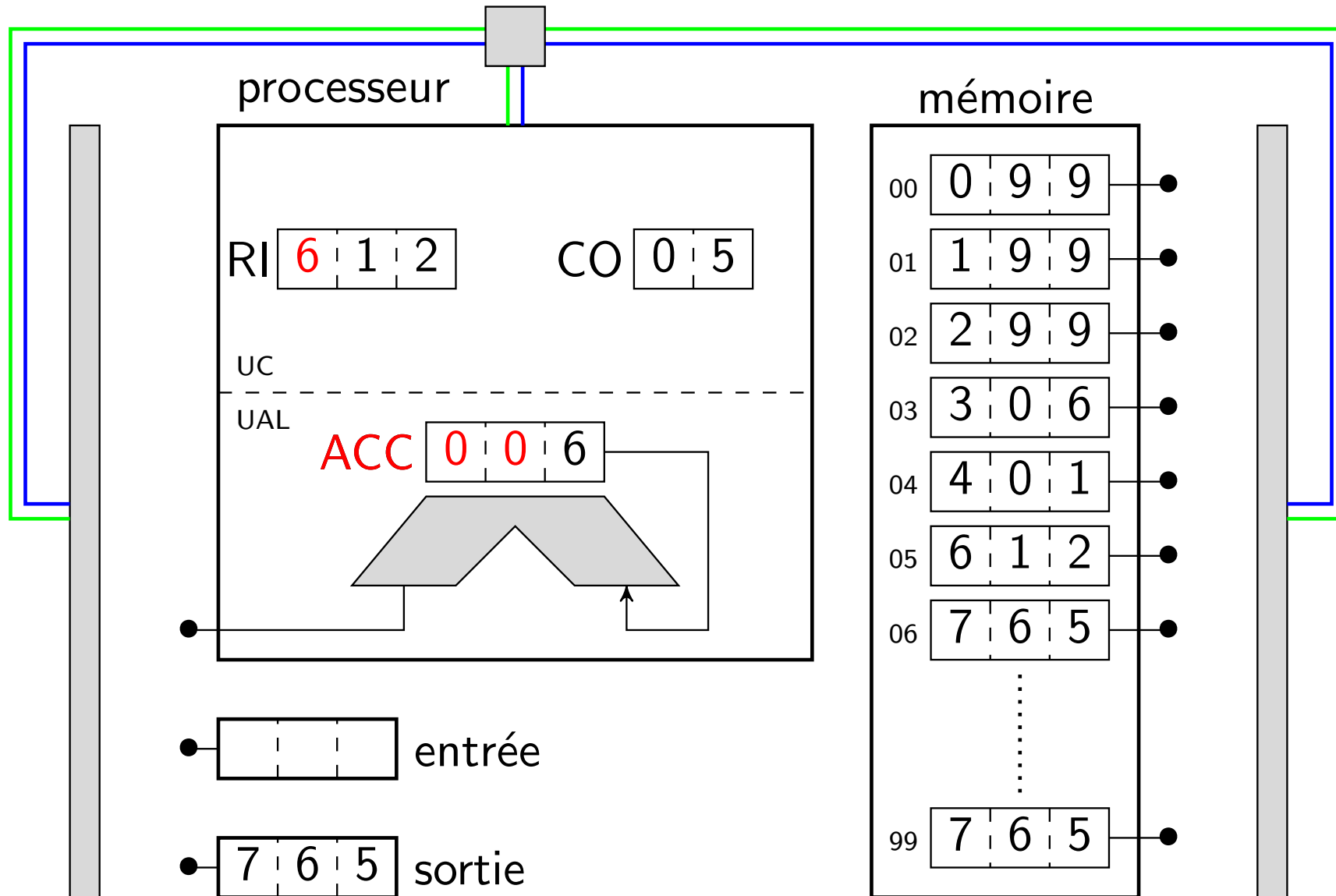
Ordinapoche - shift (code 6, assembleur SHT)



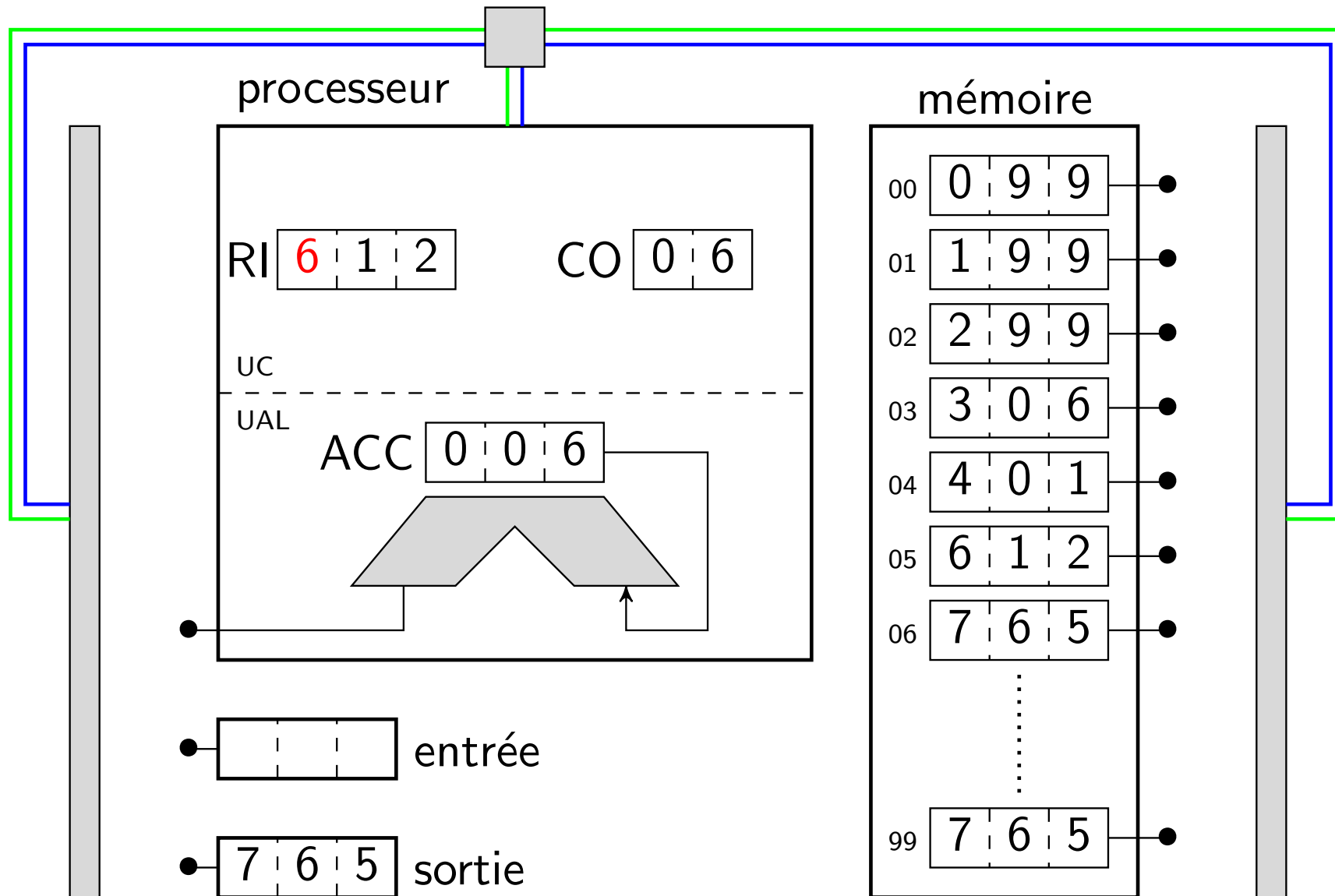
Ordinapoche - shift (code 6, assembleur SHT)



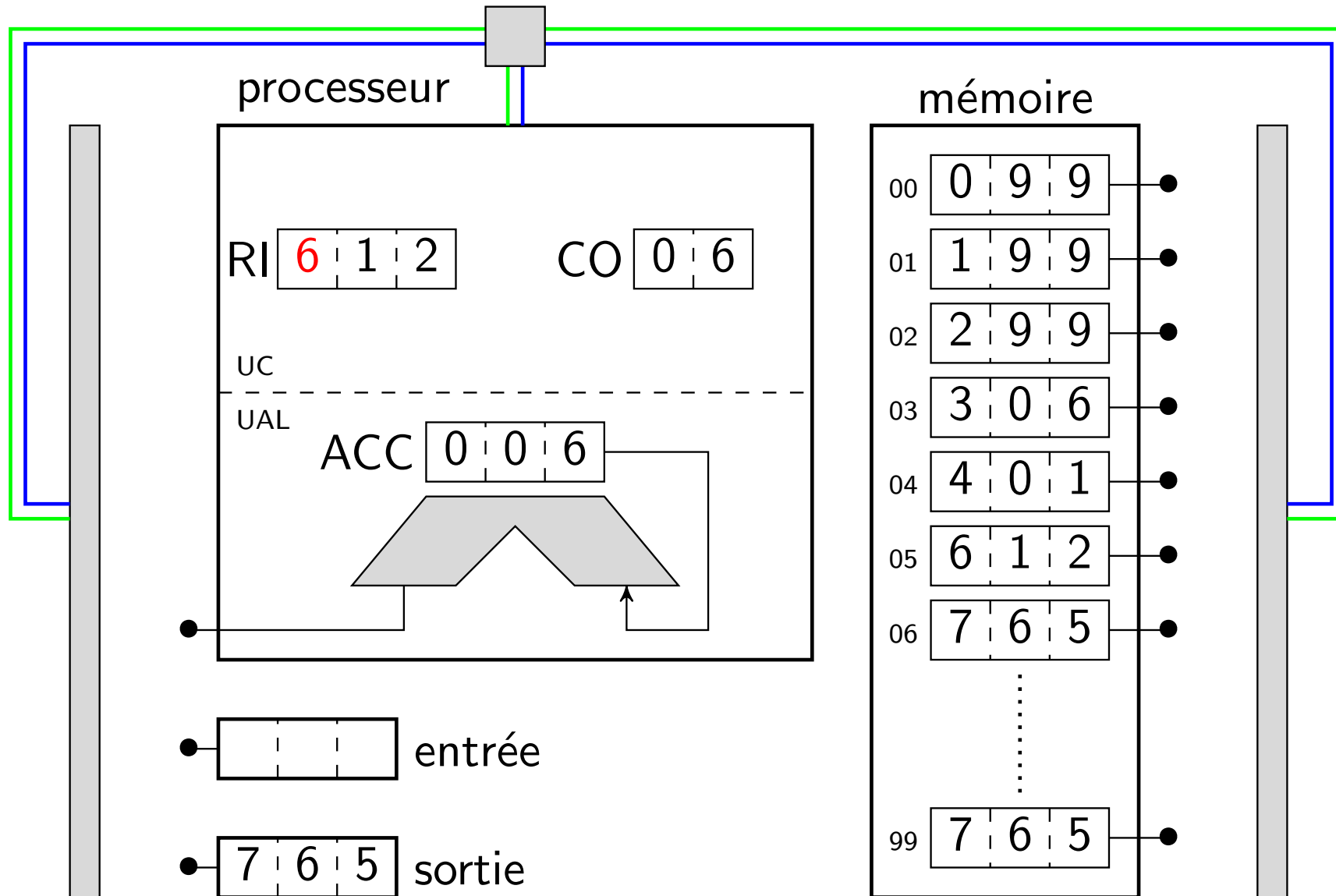
Ordinapoche - shift (code 6, assembleur SHT)



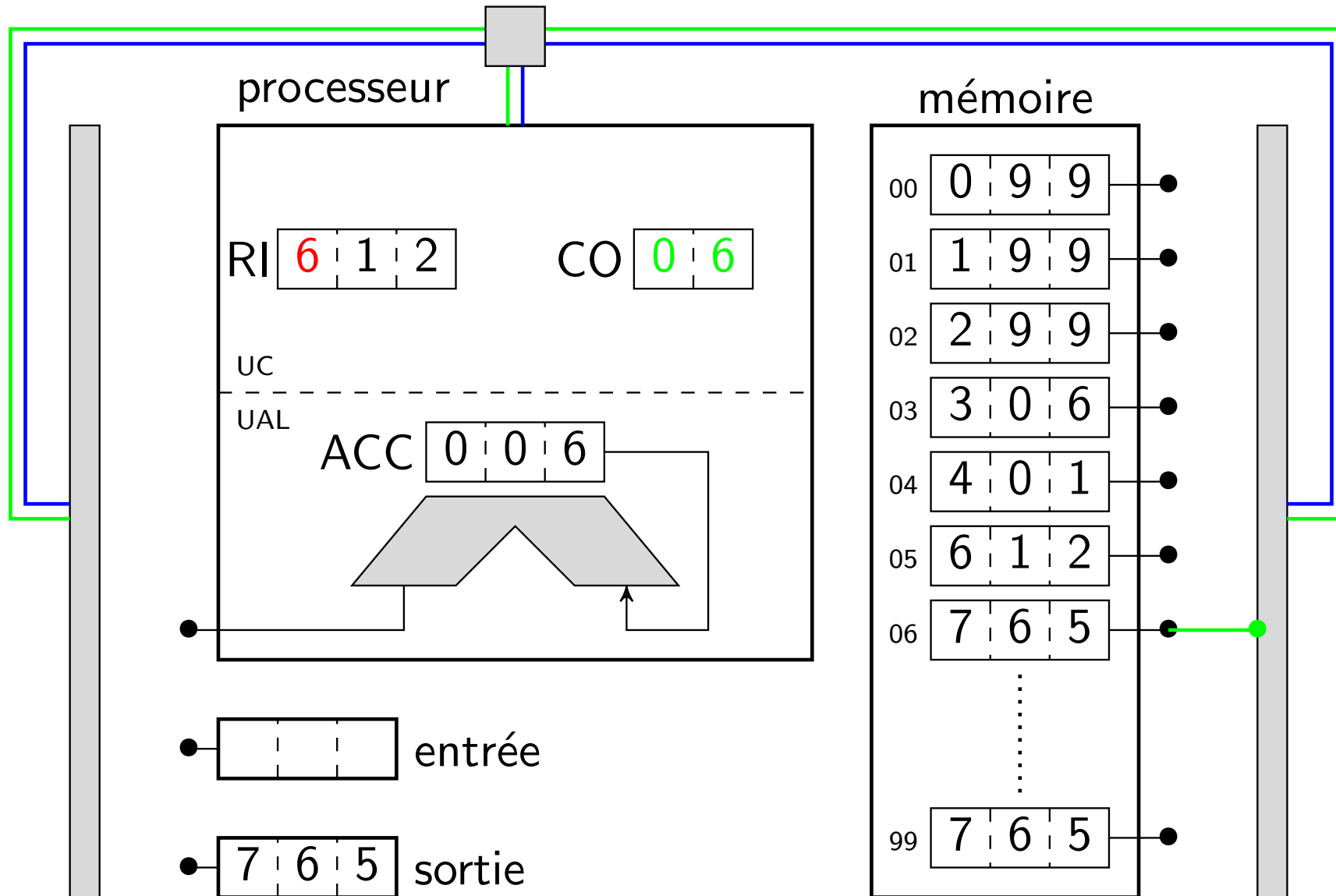
Ordinapoche - shift (code 6, assembleur SHT)



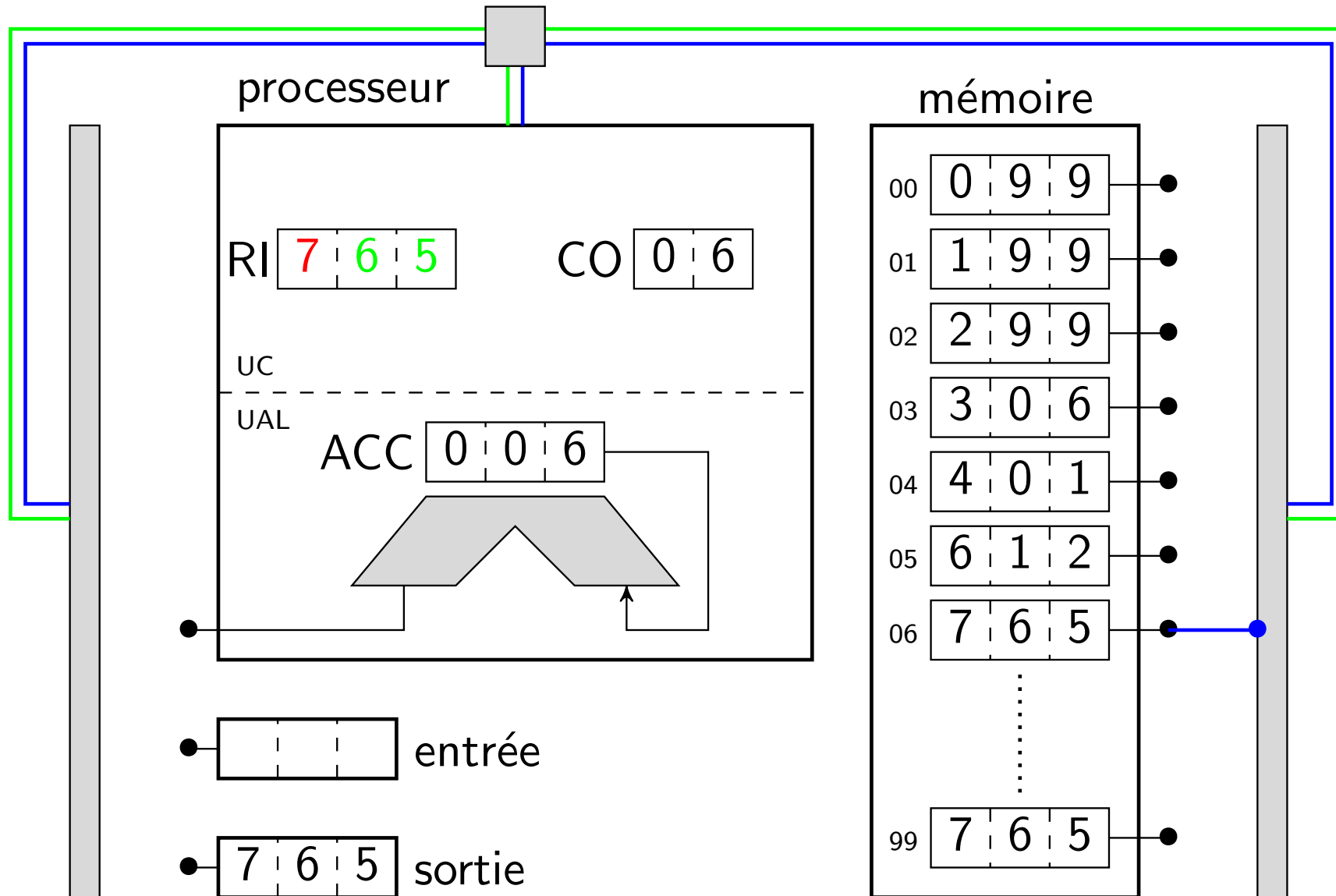
Ordinapoche - jump (code 7, assembleur JMP)



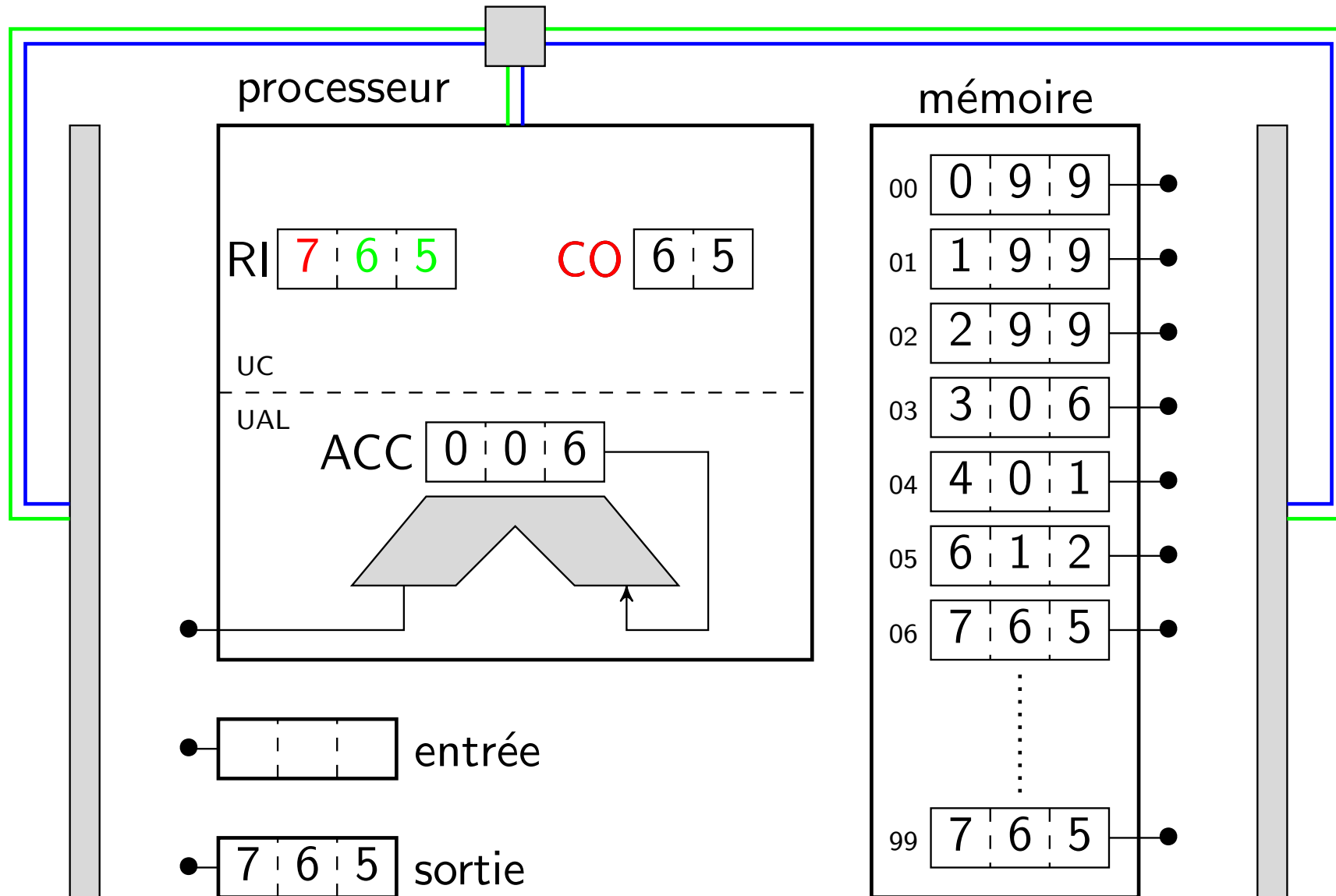
Ordinapoche - jump (code 7, assembleur JMP)



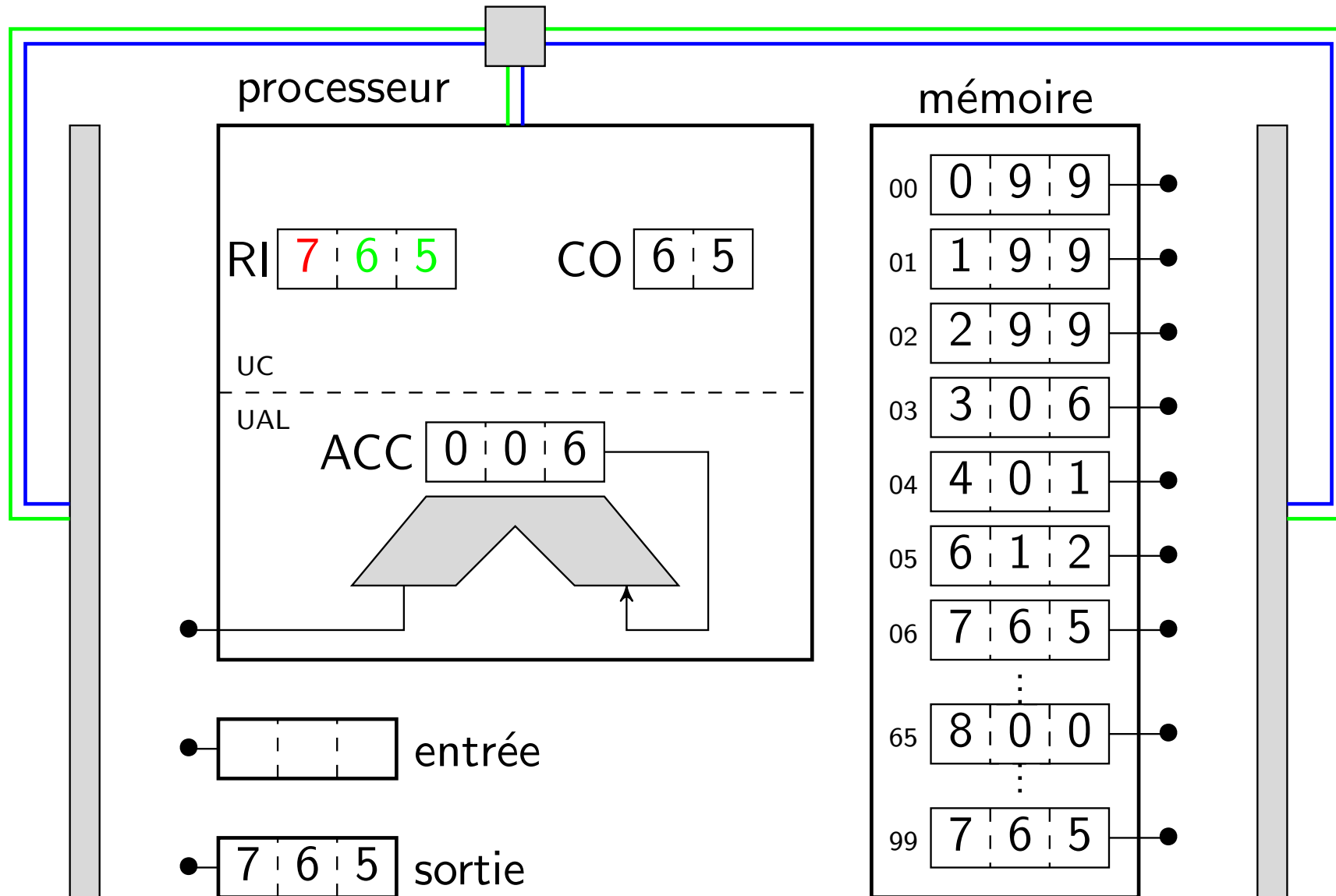
Ordinapoche - jump (code 7, assembleur JMP)



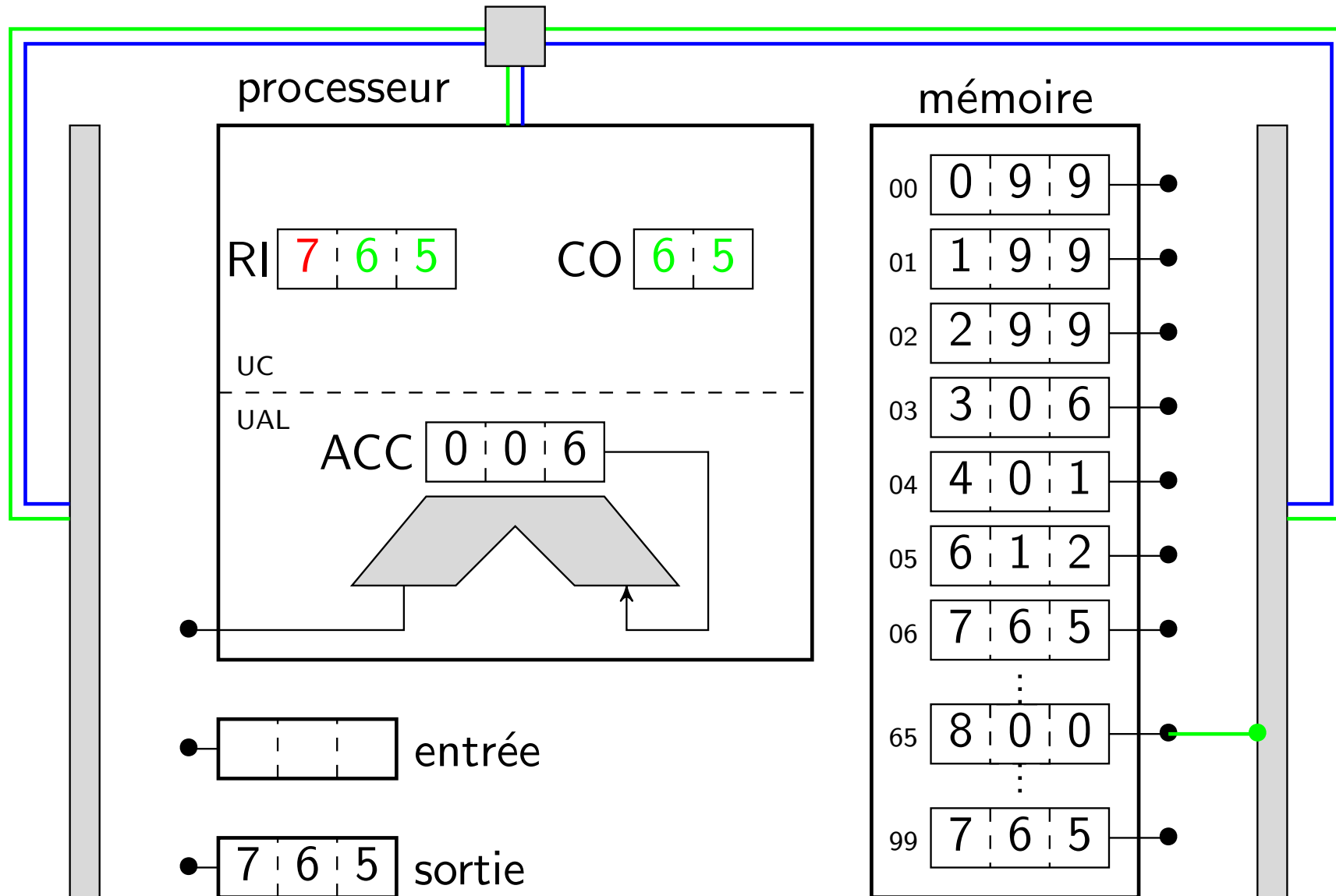
Ordinapoche - jump (code 7, assembleur JMP)



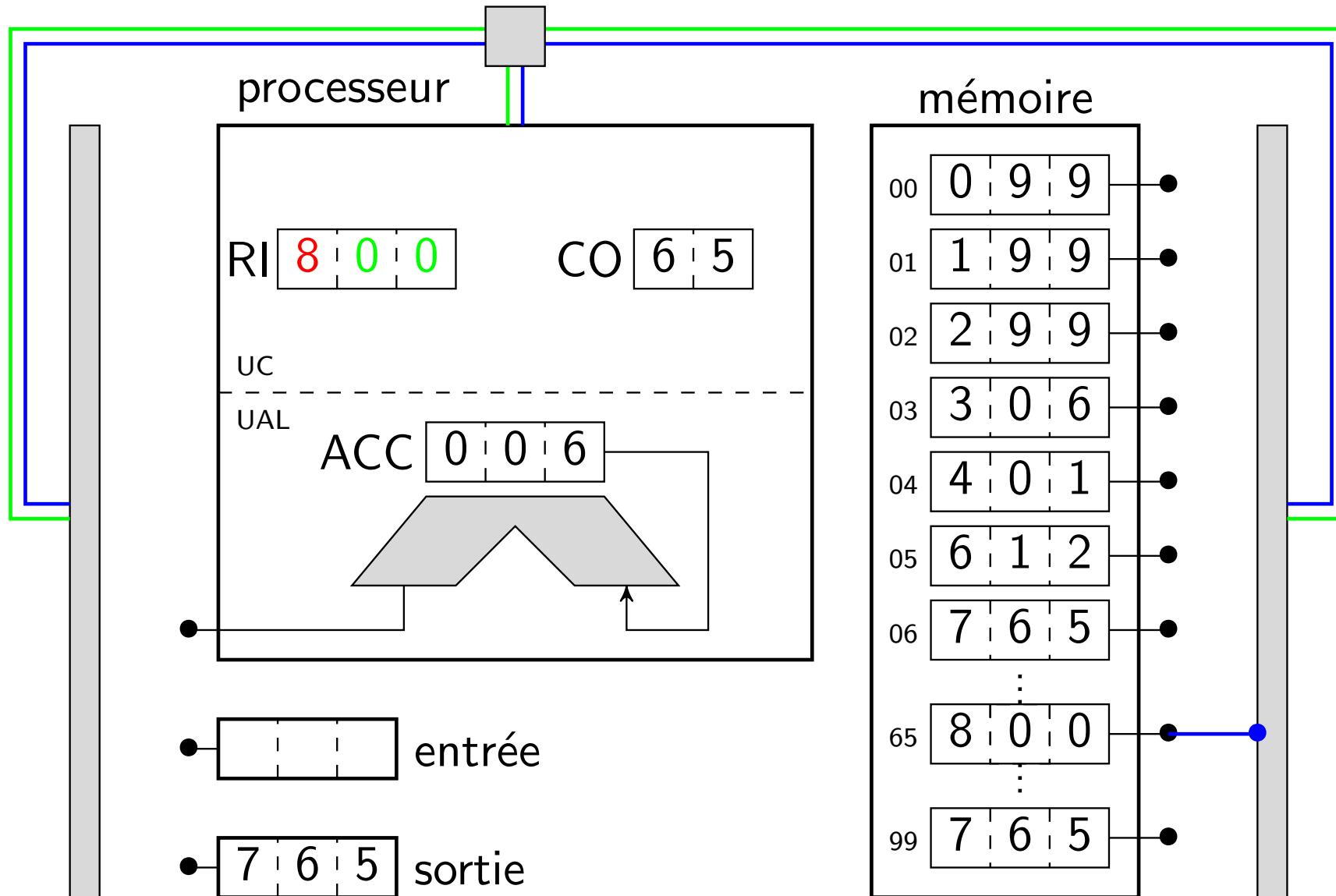
Ordinapoche - test acc. content (code 8, assembleur TAC)



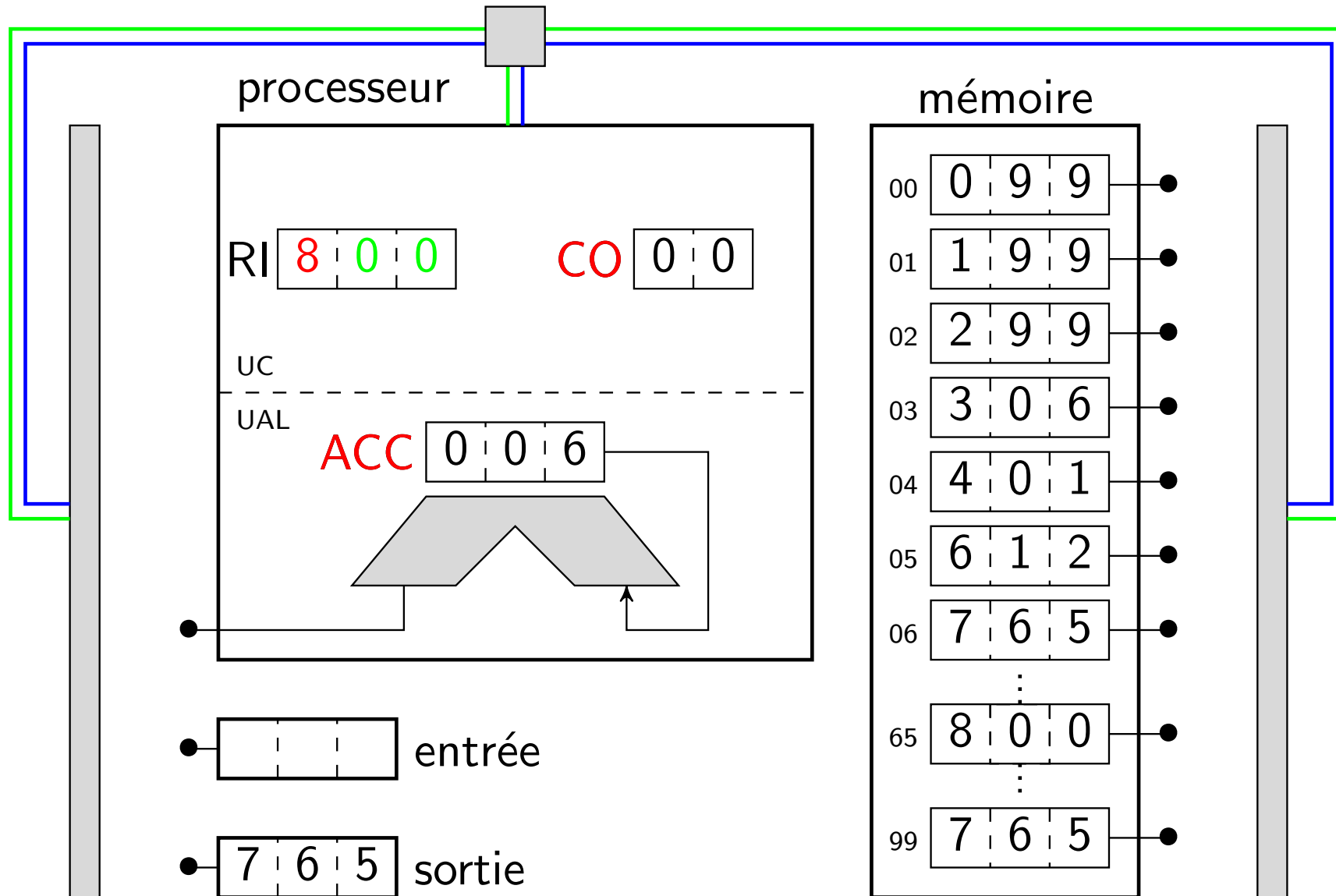
Ordinapoche - test acc. content (code 8, assembleur TAC)



Ordinapoche - test acc. content (code 8, assembleur TAC)



Ordinapoche - test acc. content (code 8, assembleur TAC)



Ordinapoche - halt and reset (code 9, assembleur HRS)

Instruction de fin de programme.

ATTENTION

Un programme sans cette instruction est a priori faux.

Ordinapoche - un premier programme

Adresse	Contenu	Commentaires
00	010	lire <i>A</i>
01	011	lire <i>B</i>
02	210	initialiser l'ACC et additionner <i>A</i>
03	411	additionner <i>B</i>
04	312	mémoriser le résultat dans <i>S</i>
05	112	afficher <i>S</i>
06	900	arrêter et remettre à l'état initial
⋮	⋮	⋮
10	?	donnée <i>A</i>
11	?	donnée <i>B</i>
12	?	donnée <i>S</i>