

C++ to 68k Assembly Quick-Start Reference

C++	68k Assembly Language
<p>cin >> Integer Allow the user to enter a number</p>	<pre>MOVE .B #4, D0 TRAP #15</pre> <p>Takes a user-entered number and stores in D1.L</p>
<p>cin >> char Allow the user to enter a character</p>	<pre>MOVE .B #5, D0 TRAP #15</pre> <p>Takes a user-entered character and stores in D1.B</p>
<p>cin >> string Allow the user to enter a string</p>	<pre>MOVE .B #2, D0 TRAP #15</pre> <p>Stores a user-entered, null-terminated string at address A1. Length of string is stored in D1.W</p>
<p>cout << * Displays variable or characters/strings</p>	<p>String: <pre>MOVE .B #13, D0 (Adds a new line) OR MOVE .B #14, D0 (Doesn't start new line) TRAP #15</pre> <p>Displays string at address A1 with or without carriage return, line-feed</p> <p>Number: <pre>MOVE .B #3, D0 TRAP #15</pre> <p>Displays number located in position D1.L</p> <p>Character: <pre>MOVE .B #6, D0 TRAP #15</pre> <p>Displays what's in D1.B as ASCII character</p> </p></p></p>
<p>const varName * Create a constant variable (string, character, integer, etc)</p>	<p>String: <pre>varName dc.(b,l,w) 'String in single quotes', 0 (null terminated) OR varName dc.(b,l,w) *Number*</pre> <p>Creates a constant value of byte, long, or word size where 'varName' is the name of the variable. Can contain any data (string, character, integer). Created at bottom of assembly code, in * Variable storage and strings</p> </p>