



```

BBBBBBBB      AAAAAA      SSSSSSSS      EEEEEEEEEE      DDDDDDDD      IIIIII
BBBBBBBB      AAAAAA      SSSSSSSS      EEEEEEEEEE      DDDDDDDD      IIIIII
BB           BB  AA         AA  SS           EE           DD           DD  III
BB           BB  AA         AA  SS           EE           DD           DD  III
BB           BB  AA         AA  SS           EE           DD           DD  III
BB           BB  AA         AA  SS           EE           DD           DD  III
BBBBBBBBBB    AA         AA  SSSSSS      EEEEEEEE      DD           DD  III
BBBBBBBBBB    AA         AA  SSSSSS      EEEEEEEE      DD           DD  III
BB           BB  AAAAAAAAAA      SS           EE           DD           DD  III
BB           BB  AAAAAAAAAA      SS           EE           DD           DD  III
BB           BB  AA         AA  SS           EE           DD           DD  III
BB           BB  AA         AA  SS           EE           DD           DD  III
BBBBBBBBBB    AA         AA  SSSSSSSS      EEEEEEEEEE      DDDDDDDD      IIIIII
BBBBBBBBBB    AA         AA  SSSSSSSS      EEEEEEEEEE      DDDDDDDD      IIIIII

```

```

LL           IIIIII      SSSSSSSS
LL           IIIIII      SSSSSSSS
LL           II         SS
LL           II         SS
LL           II         SS
LL           II         SS
LL           II         SSSSSS
LL           II         SSSSSS
LL           II         SS
LL           II         SS
LL           II         SS
LL           II         SS
LLLLLLLLLLLL  IIIIII      SSSSSSSS
LLLLLLLLLLLL  IIIIII      SSSSSSSS

```

! File: BASEDIVP.B32 EDIT:MDL1005

```

1 0001 0 MODULE BAS$EXTEND_DIVP (
2 0002 0 IDENT = '1-005'
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
8 0008 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY *
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25 0025 1 *
26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1 ++
31 0031 1 FACILITY: BASIC
32 0032 1
33 0033 1 ABSTRACT:
34 0034 1
35 0035 1 This module performs double precision division for scaled decimal
36 0036 1 data types.
37 0037 1
38 0038 1 ENVIRONMENT: VAX-11 User Mode
39 0039 1
40 0040 1 AUTHOR: Bob Hanek, CREATION DATE: 20-Jan-1982
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. RNH 20-Jan-1982
45 0045 1 1-002 - Change name to BAS$EXTEND_DIVP and change errors to
46 0046 1 Decimal Error. PLL 12-Feb-1982
47 0047 1 1-003 - Check the decimal overflow flag within the flags word found
48 0048 1 in the BASIC frame and use the value of that setting to
49 0049 1 set the PSW accordingly. LB 15-May-1982
50 0050 1 1-004 - Changed the declarations of A_EXP and B_EXP from BYTE to
51 0051 1 SIGNED BYTE so that negative values will not be zero
52 0052 1 extended from a byte to a longword for computational
53 0053 1 purposes. Added the variable SAV_BADDR to save the value of
54 0054 1 B_ADDR, which was being altered by LIB$$UNPACK SD R8. Both the
55 0055 1 Altered value and the old value are needed. JCB 29-Nov-1982
56 0056 1 1-005 - RND TRUNC should be figured into the shift factor when calling
57 0057 1 LIB$$CVT_A_AP_R8. MDL 5-Oct-1983

```

BASSEXTEND\_DIVP  
1-005

J 2  
16-Sep-1984 00:20:47  
14-Sep-1984 11:54:53

VAX-11 Bliss-32 V4.0-742  
[BASRTL.SRC]BASEDIVP.B32;1

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(1)

```
: 58      0058 1 !--  
: 59      0059 1  
: 60      0060 1 !<BLF/PAGE>
```

```

62 0061 1 !+
63 0062 1 ! SWITCHES:
64 0063 1 !-
65 0064 1
66 0065 1 SWITCHES ADDRESSING_MODE (EXTERNAL = GENERAL, NONEXTERNAL = WORD_RELATIVE);
67 0066 1
68 0067 1 !+
69 0068 1 ! LINKAGES:
70 0069 1 !-
71 0070 1
72 0071 1 LINKAGE
73 0072 1 JSB1 = JSB (REGISTER=6, REGISTER=7) : NOPRESERVE (2,3,4,5),
74 0073 1 JSB2 = JSB (REGISTER=6, REGISTER=7, REGISTER=8) : NOPRESERVE (2,3,4,5),
75 0074 1 JSB3 = JSB (REGISTER=6, REGISTER=7, REGISTER=8, REGISTER=9)
76 0075 1 : NOPRESERVE (2,3,4,5)
77 0076 1 JSB4 = JSB (REGISTER=6, REGISTER=7, REGISTER=8, REGISTER=9, REGISTER=10)
78 0077 1 : NOPRESERVE (2,3,4,5)
79 0078 1 JSB5 = JSB (REGISTER=4, REGISTER=5, REGISTER=6, REGISTER=7, REGISTER=8)
80 0079 1 : NOPRESERVE (2,3)
81 0080 1 JSB6 = JSB (REGISTER=3, REGISTER=4, REGISTER=5, REGISTER=6, REGISTER=7,
82 0081 1 REGISTER=8) : NOPRESERVE (2,3);
83 0082 1
84 0083 1 !+
85 0084 1 ! TABLE OF CONTENTS:
86 0085 1 !-
87 0086 1
88 0087 1 FORWARD ROUTINE
89 0088 1 BAS$EXTEND_DIVP : NOVALUE; ! Double precision packed decimal division
90 0089 1
91 0090 1 !+
92 0091 1 ! INCLUDE FILES:
93 0092 1 !-
94 0093 1
95 0094 1 REQUIRE 'RTLIN:RTLPSECT'; ! Macros for defining psects
96 0189 1 REQUIRE 'RTLIN:BASFRAME'; ! Define frame offsets
97 0392 1 LIBRARY 'RTLSTARLE'; ! System definitions
98 0393 1
99 0394 1 !+
100 0395 1 ! MACROS:
101 0396 1
102 0397 1 NONE
103 0398 1 !-
104 0399 1
105 0400 1 !+
106 0401 1 ! PSECTS:
107 0402 1 !-
108 0403 1
109 0404 1 DECLARE_PSECTS (BAS); ! Declare psects for BAS$ facility
110 0405 1
111 0406 1 !+
112 0407 1 ! OWN STORAGE:
113 0408 1
114 0409 1 NONE
115 0410 1 !-
116 0411 1
117 0412 1 !+
118 0413 1 ! EXTERNAL REFERENCES:

```

```

: 119      0414 1  !-
: 120      0415 1
: 121      0416 1  EXTERNAL ROUTINE
: 122      0417 1  BAS$$STOP,          ! Signal fatal error
: 123      0418 1  LIB$$CALC_D_R7:JSB1,      ! Calculates normalization factor
: 124      0419 1  LIB$$CALC_Q_R9:JSB3 NOVALUE,  ! Calculates one quotient digit
: 125      0420 1  LIB$$SUB_PACK_R8:JSB2,    ! Subtracts two decimal arrays
: 126      0421 1  LIB$$CVT_AP_P_R8:JSB6,    ! Converts an packed array to a single
: 127      0422 1  ! rounded packed string
: 128      0423 1  LIB$$UNPACK_SD_R8:JSB5 NOVALUE, ! Unpacks SD decscipter, convert packed
: 129      0424 1  ! decimal string to leading separate
: 130      0425 1  LIB$$MUL_PACK_R10:JSB4 NOVALUE, ! Multiplies a packed array by a single
: 131      0426 1  ! entry
: 132      0427 1  LIB$$ADJUST_Q_R9:JSB3 NOVALUE, ! Adjusts intermediate results of divi-
: 133      0428 1  ! sion algorithm if initial guess at
: 134      0429 1  ! a quotient digit is wrong
: 135      0430 1  LIB$$CVT_STR_PACK_R9:JSB3 NOVALUE, !
: 136      0431 1  ! Converts a string of decimal digits
: 137      0432 1  ! to an array of packed decimal
: 138      0433 1  ! values
: 139      0434 1  BAS$HANDLER;
: 140      0435 1
: 141      0436 1  BIND
: 142      0437 1  ZERO = UPLIT BYTE (REP 15 OF (%X'00'),%X'0C'); ! Packed zero
: 143      0438 1
: 144      0439 1  BUILTIN
: 145      0440 1  BICPSW,          ! Bit clear PSW
: 146      0441 1  BISPSW,          ! Bit set PSW
: 147      0442 1  MOVP;          ! Move packed decimal data
: 148      0443 1
: 149      0444 1  !+
: 150      0445 1  ! The following are the error codes produced by this module.
: 151      0446 1  !-
: 152      0447 1
: 153      0448 1  EXTERNAL LITERAL
: 154      0449 1  BAS$K_DECERR,          ! Decimal overflow
: 155      0450 1  BAS$K_DIVBY_ZER;      ! Divide by zero
: 156      0451 1
: 157      0452 1

```

```

: 159      0453 1 GLOBAL ROUTINE BAS$EXTEND_DIVP (
: 160      0454 1     A,           ! Address of descriptor for A
: 161      0455 1     B,           ! Address of descriptor for B
: 162      0456 1     C,           ! Address of descriptor for C
: 163      0457 1     RND_TRUNC):NOVALUE = ! Round/Truncate parameter
: 164      0458 1
: 165      0459 1 ++
: 166      0460 1
: 167      0461 1 FUNCTIONAL DESCRIPTION:
: 168      0462 1
: 169      0463 1 This routine finds the quotient of two scaled packed decimal strings i.e.
: 170      0464 1 C = A / B. The algorithm implemented here has been provided by KNUTH. It
: 171      0465 1 is his famous Algorithm D (division of non-negative integers (which has
: 172      0466 1 been modified to handle negative integers)) found in Volume 2 of
: 173      0467 1 that extraordinary series (Vol. 2 is entitled Seminumerical Algorithms).
: 174      0468 1 An explanation of the algorithm appears further on in the program.
: 175      0469 1
: 176      0470 1 CALLING SEQUENCE:
: 177      0471 1
: 178      0472 1     BAS$EXTEND_DIVP (A.rp.dsd, B.rp.dsd, C.rp.dsd, RND_TRUNC.rb.v)
: 179      0473 1
: 180      0474 1 FORMAL PARAMETERS:
: 181      0475 1
: 182      0476 1     A.rp.dsd      Descriptor for A
: 183      0477 1     B.rp.dsd      Descriptor for B
: 184      0478 1     C.rp.dsd      Descriptor for C
: 185      0479 1     RND_TRUNC.rb.v Round/Truncate parameter (0 = truncate, 5 = round)
: 186      0480 1
: 187      0481 1 IMPLICIT INPUTS:
: 188      0482 1
: 189      0483 1     -NONE
: 190      0484 1
: 191      0485 1 IMPLICIT OUTPUTS:
: 192      0486 1
: 193      0487 1     -NONE
: 194      0488 1
: 195      0489 1 ROUTINE VALUE:
: 196      0490 1
: 197      0491 1     -NONE
: 198      0492 1
: 199      0493 1 COMPLETION CODES
: 200      0494 1
: 201      0495 1     -NONE
: 202      0496 1
: 203      0497 1 MACROS:
: 204      0498 1
: 205      0499 1     -NONE
: 206      0500 1
: 207      0501 1 SIDE EFFECTS:
: 208      0502 1
: 209      0503 1     -NONE
: 210      0504 1
: 211      0505 1 -

```

```

: 213      0506 2 BEGIN
: 214      0507
: 215      0508
: 216      0509      MAP
: 217      0510      C:REF BLOCK [12,BYTE];
: 218      0511
: 219      0512      STACKLOCAL
: 220      0513      SAV BADDR,      ! Used to save the old value of B_ADDR
: 221      0514      A_LENGTH:WORD,  ! Number of digits in A string
: 222      0515      A_ADDR,      ! Address of A string
: 223      0516      A_EXP:SIGNED BYTE, ! Scale factor of A
: 224      0517      A_SIGN:BYTE,   ! Sign of A (0 for pos, 1 for neg)
: 225      0518      B_LENGTH:WORD,  ! Number of digits in B string
: 226      0519      B_ADDR,      ! Address of B string
: 227      0520      B_EXP:SIGNED BYTE, ! Scale factor of B
: 228      0521      B_SIGN:BYTE,   ! Sign of B (0 for pos, 1 for neg)
: 229      0522      C_SIGN:BYTE,   ! Sign of result digits
: 230      0523      A_LEN,      ! Number of digits needed in A to produce result
: 231      0524      A_CHUNKS,     ! Number of 15 digit chunks needed in A
: 232      0525      B_CHUNKS,     ! Number of 15 digit chunks in B
: 233      0526      Q_LENGTH,     ! Number of digit required in the quotient
: 234      0527      Q_CHUNKS,     ! Number of 15 digit chunks required in quotient
: 235      0528      QBUF:VECTOR[128, BYTE], ! Addr of 1st 15 digit chunks of the quotient
: 236      0529      STATUS,      ! Longword for returning status
: 237      0530      FLAG,      ! B_CHUNKS = 1 ==> FLAG = 1, FLAG = 0 otherwise
: 238      0531      FMP:REF BLOCK[0,BYTE] FIELD(BSF$FCD), ! Pointer to FCD
: 239      0532      SAVE_FP:REF BLOCK[0,BYTE] FIELD(BSF$FCD);
: 240      0533
: 241      0534      BUILTIN
: 242      0535      FP;      ! Frame Pointer
: 243      0536
: 244      0537      BIND
: 245      0538      ABUF = QBUF[8], ! Address of A buffer
: 246      0539      ABUF8 = QBUF[16], ! Address of A buffer + 8 bytes
: 247      0540      BBUF = QBUF[72], ! Address of B buffer
: 248      0541      QBBUF = QBUF[96], ! Address of Q*B buffer
: 249      0542      QBBUF8 = QBUF[104]; ! Address of Q*B buffer + 8 bytes
: 250      0543

```

```

: 252 0544 2
: 253 0545
: 254 0546
: 255 0547
: 256 0548
: 257 0549
: 258 0550
: 259 0551
: 260 0552
: 261 0553
: 262 0554
: 263 0555
: 264 0556
: 265 0557
: 266 0558
: 267 0559
: 268 0560
: 269 0561
: 270 0562
: 271 0563
: 272 0564
: 273 0565
: 274 0566
: 275 0567
: 276 0568
: 277 0569
: 278 0570
: 279 0571
: 280 0572
: 281 0573
: 282 0574
: 283 0575
: 284 0576
: 285 0577
: 286 0578
: 287 0579
: 288 0580
: 289 0581
: 290 0582
: 291 0583
: 292 0584
: 293 0585
: 294 0586
: 295 0587
: 296 0588
: 297 0589
: 298 0590
: 299 0591
: 300 0592 2

```

```

*****
THE ALGORITHM
*****
GIVENS:  n = length of the divisor
         m = length of dividend - n
         radix = 10 (decimal)
*****
STEP 1.  Normalize.  Set D = FLOOR (radix/(v1+1)) where v1 is the
         first digit of the divisor which must not be zero.  Where
         U0 U1...Um+n represent the chunks of 15 digits of the
         dividend and V1 V2...Vn represent the chunks of 15 digits
         of the divisor.
         Multiply A by D thus giving the sequence of 15 digit
         chunks U0 U1 U2...Um+n. (Note the introduction of the new
         chunk.) Multiply B by d to obtain a sequence of chunks
         V1 V2...Vn. (Note no new chunk occurs)
*****
STEP 2.  Set J = 0.  This is the value we will loop on.  For this
         routine we will loop "LOOP" number of times.  Steps 2-7
         will provide the basis for the division of Uj Uj+1...Uj+n
         by V1 V2...Vn, to get a single quotient digit - Qj.
*****
STEP 3.  Calculate the first digit of the quotient:
         If Uj = V1 then set q = radix-1.  Otherwise, set q =
         FLOOR((Uj*radix + Uj+1)/V1).  Now test if V2*q >
         ((Uj*radix + Uj+1 - q*V1)*radix)+Uj+2).  If so, then
         decrease q by 1 and repeat this test.  When finish q is
         either equal to the quotient digit or one greater.
*****
STEP 4.  Multiply and subtract.  Replace Uj Uj+1...Uj+n by
         Uj Uj+1...Uj+n - (q * V1 V2...Vn).
         This step consists of a simple multiplication by a one-place
         number, combined with a subtraction.  The digits
         Uj Uj+1...Uj+n should be kept positive; if the result of this
         step is negative, Uj Uj+1...Uj+n should be left as the true
         value plus radix raised to the n+1, i.e. as the radix'
         complement of the true value, and a "borrow" to the left
         should be remembered.
*****
STEP 5.  Set Q[J] = q.  This is a digit of the quotient.  If the
         result of STEP 4 was negative, go to STEP 6; otherwise go to
         STEP 7.
*****
STEP 6.  Decrease Q[J] by 1.  Add 0V1 V2...Vn to Uj Uj+1...Uj+n.
*****
STEP 7.  Loop on J.  If J <= "LOOP" then go back to STEP 3.
*****

```

```

302 0593 2 +
303 0594 2 | First check the decimal overflow setting of the flags word found in
304 0595 2 | the BASIC frame. Use the setting found in the flags word to feed into
305 0596 2 | the PSW (that value overrides the current setting found in the PSW).
306 0597 2 -
307 0598 2
308 0599 2 FMP = .FP; ! Get frame pointer
309 0600 2 SAVE_FP = .FMP[BSFSA_SAVED_FP]; ! Get saved frame pointer
310 0601 2 IF .SAVE_FP[BSFSA_HANDLER] EQL BASSHANDLER
311 0602 2 THEN
312 0603 2 BEGIN
313 0604 2 IF (((.SAVE_FP[BSFSW_FCD_FLAGS]) AND (BSFSM_FCD_DV)) NEQ 0)
314 0605 2 THEN
315 0606 2 BISPSW (%REF(PSWSM_DV)) ! Set DV bit in PSW
316 0607 2 ELSE
317 0608 2 BICPSW (%REF(PSWSM_DV)); ! Clear DV bit in PSW
318 0609 2 END
319 0610 2 ELSE
320 0611 2 BISPSW (%REF(PSWSM_DV)); ! Set DV bit in PSW
321 0612 2 +
322 0613 2 | Unpack descriptors and convert scaled decimal strings to character strings
323 0614 2 -
324 0615 2 B_ADDR = QBUF + 95;
325 0616 2 SAV_BADDR = .B_ADDR;
326 0617 2 LIB$$UNPACK_SD_RB (.B, B_LENGTH, B_EXP, B_SIGN, B_ADDR);
327 0618 2 IF .B_LENGTH EQL 0
328 0619 2 THEN
329 0620 2 BASS$STOP(BASSK_DIVBY_ZER);
330 0621 2 A_ADDR = .SAV_BADDR - 33;
331 0622 2 LIB$$UNPACK_SD_RB (.A, A_LENGTH, A_EXP, A_SIGN, A_ADDR);
332 0623 2 +
333 0624 2 | Calculate the resultant sign.
334 0625 2 -
335 0626 2 C_SIGN = .A_SIGN XOR .B_SIGN;
336 0627 2 +
337 0628 2 | Calculate maximum number of result digits required
338 0629 2 +
339 0630 2 Q_LENGTH = (.A_LENGTH + .A_EXP) - (.B_LENGTH + .B_EXP)
340 0631 2 - .C[DSC$B_SCALE] + .RND_TRUNC/5;
341 0632 2 IF .Q_LENGTH LSS 0
342 0633 2 THEN
343 0634 2 +
344 0635 2 | Special case for zero quotient
345 0636 2 -
346 0637 2 BEGIN
347 0638 2 MOVP (C[DSC$W_LENGTH], ZERO + 15 - .C[DSC$W_LENGTH]/2,
348 0639 2 .C[DSC$A_POINTER]);
349 0640 2 END
350 0641 2 ELSE
351 0642 2 BEGIN
352 0643 2 +
353 0644 2 | Determine the number of digits required in A to obtain the proper number
354 0645 2 | of digits in the result
355 0646 2 -
356 0647 2 A_LEN = .B_LENGTH + .Q_LENGTH;
357 0648 2 +
358 0649 2 | Determine the number of 15 digit CHUNKS needed to hold B, the required

```

```

: 359      0650      : digits of A and the result digits
: 360      0651      :
: 361      0652      :   A_CHUNKS = (.A_LEN + 14)/15;
: 362      0653      :   B_CHUNKS = (.B_LENGTH + 14)/15;
: 363      0654      :   Q_CHUNKS = (.Q_LENGTH + 29)/15;
: 364      0655      :
: 365      0656      : + For the algorithm we must have A_CHUNKS >= B_CHUNKS + Q_CHUNKS.
: 366      0657      : -
: 367      0658      :   A_CHUNKS = MAXU(.A_CHUNKS, .B_CHUNKS + .Q_CHUNKS);
: 368      0659      : +
: 369      0660      : - Convert A and B strings to packed decimal arrays.
: 370      0661      :
: 371      0662      :   LIB$SCVT_STR_PACK_R9 (.A_ADDR, .A_LENGTH, .A_CHUNKS, ABUF);
: 372      0663      :   MOVP (%REF(15), ZERO, ABUF);
: 373      0664      :   LIB$SCVT_STR_PACK_R9 (.B_ADDR, .B_LENGTH, .B_CHUNKS, BBUF);
```

```

375 0665 3
376 0666 3
377 0667 3
378 0668 3
379 0669 3
380 0670 3
381 0671 3
382 0672 4
383 0673 4
384 0674 4
385 0675 4
386 0676 4
387 0677 5
388 0678 5
389 0679 5
390 0680 5
391 0681 4
392 0682 4
393 0683 3
394 0684 3
395 0685 3
396 0686 3
397 0687 3
398 0688 3
399 0689 3
400 0690 4
401 0691 4
402 0692 4
403 0693 4
404 0694 4
405 0695 4
406 0696 4
407 0697 4
408 0698 4
409 0699 4
410 0700 4
411 0701 4
412 0702 4
413 0703 4
414 0704 4
415 0705 4
416 0706 4
417 0707 3
418 0708 3
419 0709 3
420 0710 3
421 0711 3
422 0712 3
423 0713 3
424 0714 3
425 0715 3
426 0716 3
427 0717 3
428 0718 3
429 0719 3
430 0720 3
431 0721 3

```

+ Step 1 - Normalize A and B. NOTE: If B\_CHUNKS = 1 this step is not necessary
and the computation of q can be simplified. A flag is used to indicate the
proper method of evaluating q. FLAG = 1 if .B\_CHUNKS = 1 and 0 otherwise.
-
IF .B\_CHUNKS NEQ 1
THEN
BEGIN
FLAG = 0;
STATUS = LIB\$\$CALC\_D\_R7 (BBUF, QBUF);
IF .STATUS NEQ 1 ! STATUS = 1 <=> D = 1
THEN
BEGIN
LIB\$\$MUL\_PACK\_R10 (QBUF, ABUF8, .A\_CHUNKS, .A\_CHUNKS+1,
ABUF8);
LIB\$\$MUL\_PACK\_R10 (QBUF, BBUF, .B\_CHUNKS, .B\_CHUNKS, BBUF);
END;
ELSE
FLAG = 1;

+ Ready to start the actual divide algorithm.
-
INCR J FROM 0 TO (.Q\_CHUNKS\*8 - 8) BY 8 DO
BEGIN
+ Step 3 - Calculate digit of quotient.
-
LIB\$\$CALC\_Q\_R9 (BBUF, ABUF + .J, .FLAG, QBUF + .J);
+ Step 4 - Multiply and subtract. Replace the digits of ABUF by ABUF - Q\*BBUF
-
LIB\$\$MUL\_PACK\_R10 (QBUF+.J, BBUF, .B\_CHUNKS, .B\_CHUNKS+1, QBBUF8);
STATUS = LIB\$\$SUB\_PACK\_R8 (.B\_CHUNKS, ABUF + .J, QBBUF);
+ Step 6 - Adjust q if the result of step 4 was negative
-
IF .STATUS EQL 1 ! If remainder is negative
THEN
LIB\$\$ADJUST\_Q\_R9 (.B\_CHUNKS, ABUF8 + .J, BBUF, QBUF + .J);
END;

+ Convert the array of 15 digit chunks of the quotient to one packed decimal
string of the length specified by the C descriptor and copy the result to the
location pointed to by the C descriptor.
-
STATUS = LIB\$\$CVT\_AP\_P\_R8 (.RND\_TRUNC,
.C,
QBUF,
.Q\_CHUNKS,
(.Q\_LENGTH - (.RND\_TRUNC/5)) - 15\*(.Q\_CHUNKS-1),
.C\_SIGN);
IF .STATUS EQL 1
THEN
BAS\$\$STOP(BAS\$K\_DECERR)

: 432  
: 433  
0722 2  
0723 1 END; END;

.TITLE BASSEXTEND\_DIVP  
.IDENT \1-005\  
.PSECT \_BAS\$CODE,NOWRT, SHR, PIC,2

00# 0000 P.AAA:  
0C 0000F .BYTE 0[15]  
.BYTE 12

ZERO=

P.AAA  
.EXTRN BAS\$\$STOP, LIB\$\$CALC D R7  
.EXTRN LIB\$\$CALC Q R9, LIB\$\$SOB\_PACK\_R8  
.EXTRN LIB\$\$CVT AP-P R8  
.EXTRN LIB\$\$UNPACK\_SD R8  
.EXTRN LIB\$\$MUL\_PACK R10  
.EXTRN LIB\$\$ADJUST Q-R9  
.EXTRN LIB\$\$CVT\_STR\_PACK R9  
.EXTRN BAS\$HANDLER, BAS\$R\_DECERR  
.EXTRN BAS\$K\_DIVBY\_ZER

OFFC 00000

.ENTRY BASSEXTEND\_DIVP, Save R2,R3,R4,R5,R6,R7,R8,-; 0453  
R9,R10,R11  
MOVAB -204(SP), SP  
MOVL FP, FMP 0599  
MOVL FMP, R0 0600  
MOVL 12(R0), SAVE\_FP  
MOVL SAVE\_FP, R0 0601  
MOVAB BAS\$HANDLER, R1  
CML (R0), R1  
BNEQ 1\$  
BBS #10, -26(R0), 1\$ 0604  
BICPSW #128 0608  
BRB 2\$ 0601  
BISPSW #128 0611  
MOVAB QBUF+95, B\_ADDR 0615  
MOVL B\_ADDR, SAV\_BADDR 0616  
MOVAB B\_ADDR, R8 0617  
MOVAB B\_SIGN, R7  
MOVAB B\_EXP, R6  
MOVAB B\_LENGTH, R5  
MOVL B, R4  
JSB LIB\$\$UNPACK\_SD\_R8  
MOVZWL B\_LENGTH, R10 0618  
BNEQ 3\$  
PUSHL #BAS\$K\_DIVBY\_ZER 0620  
CALLS #1, BAS\$\$STOP  
SUBL3 #33, SAV\_BADDR, A\_ADDR 0621  
MOVAB A\_ADDR, R8 0622  
MOVAB A\_SIGN, R7  
MOVAB A\_EXP, R6  
MOVAB A\_LENGTH, R5  
MOVL A, R4  
JSB LIB\$\$UNPACK\_SD\_R8  
XORB3 B\_SIGN, A\_SIGN, C\_SIGN 0626

14 SE FF34 CE 9E 00002  
AE 5D D0 00007  
50 14 AE D0 0000B  
10 AE 0C AO D0 0000F  
50 10 AE D0 00014  
51 00000000G 00 9E 00018  
51 60 D1 0001F  
0B 12 00022  
06 E6 A0 0A E0 00024  
0080 8F B9 00029  
04 11 0002D  
0080 8F B8 0002F 1\$:  
EC AD 7F AE 9E 00033 2\$:  
FC AD EC AD D0 00038  
58 EC AD 9E 0003D  
57 EA AD 9E 00041  
56 EB AD 9E 00045  
55 FO AD 9E 00049  
54 08 AC D0 0004D  
00000000G 00 16 00051  
5A FO AD 3C 00057  
0D 12 0005B  
00000000G 8F DD 0005D  
00000000G 01 FB 00063 3\$:  
F4 AD FC AD 21 C3 0006A  
58 F4 AD 9E 00070  
57 F2 AD 9E 00074  
56 F3 AD 9E 00078  
55 FA AD 9E 0007C  
54 04 AC D0 00080  
00000000G 00 16 00084  
E9 AD F2 AD EA AD 8D 0008A

			51	FA	AD	3C	00091	MOVZWL	A_LENGTH, R1	0630
			50	F3	AD	98	00095	CVTBL	A_EXP, R0	
			51		50	C0	00099	ADDL2	R0, R1	
			50	EB	AD	98	0009C	CVTBL	B_EXP, R0	
			50		5A	C0	000A0	ADDL2	R0, R0	
			51		50	C2	000A3	SUBL2	R0, R1	
	52	OC	AC		08	C1	000A6	ADDL3	#8, C, R2	0631
			50		62	98	000AB	CVTBL	(R2), R0	
			51		50	C2	000AE	SUBL2	R0, R1	
OC	AE	10	AC		05	C7	000B1	DIVL3	#5, RND TRUNC, 12(SP)	
		D8	AD	OC	BE41	9E	000B7	MOVAB	@12(SP)[R1], Q_LENGTH	
					1A	18	000BD	BGEQ	4\$	0632
			50	FF3C	CF	9E	000BF	MOVAB	ZERO+15, R0	0638
			54	OC	BC	3C	000C4	MOVZWL	@C, R4	
			54		02	C6	000C8	DIVL2	#2, R4	
			50		54	C2	000CB	SUBL2	R4, R0	
	55	OC	AC		04	C1	000CE	ADDL3	#4, C, R5	0639
	95		60	OC	BC	34	000D3	MOVP	@C, (R0), @(R5)+	
					04	000D8	RET			0632
		E4	AD	D8	BD4A	9E	000D9	MOVAB	@Q LENGTH[R10], A_LEN	0647
	50	E4	AD		0E	C1	000DF	ADDL3	#14, A_LEN, R0	0652
E0	AD		50		0F	C7	000E4	DIVL3	#15, R0, A_CHUNKS	
			57	0E	AA	9E	000E9	MOVAB	14(R10), R7	0653
DC	AD		57		0F	C7	000ED	DIVL3	#15, R7, B_CHUNKS	
	57	D8	AD		1D	C1	000F2	ADDL3	#29, Q_LENGTH, R7	0654
D4	AD		57		0F	C7	000F7	DIVL3	#15, R7, Q_CHUNKS	
	58	DC	AD	D4	AD	C1	000FC	ADDL3	Q_CHUNKS, B_CHUNKS, R8	0658
			50	E0	AD	D0	00102	MOVL	A_CHUNKS, R0	
			58		50	D1	00106	CMPL	R0, R8	
					03	1E	00109	BGEQU	5\$	
			50		58	D0	0010B	MOVL	R8, R0	
		E0	AD		50	D0	0010E	MOVL	R0, A_CHUNKS	
			59	30	AE	9E	00112	MOVAB	ABUF8, R9	0662
			58	E0	AD	D0	00116	MOVL	A_CHUNKS, R8	
			57	FA	AD	3C	0011A	MOVZWL	A_LENGTH, R7	
			56	F4	AD	D0	0011E	MOVL	A_ADDR, R6	
				00000000G	00	16	00122	JSB	LIB\$\$CVT_STR_PACK_R9	
28	AE	FEC3	CF		0F	34	00128	MOVP	#15, ZERO, ABUF	0663
			59	68	AE	9E	0012F	MOVAB	BBUF, R9	0664
			58	DC	AD	D0	00133	MOVL	B_CHUNKS, R8	
			57		5A	D0	00137	MOVL	R0, R7	
			56	EC	AD	D0	0013A	MOVL	B_ADDR, R6	
				00000000G	00	16	0013E	JSB	LIB\$\$CVT_STR_PACK_R9	
			01	DC	AD	D1	00144	CMPL	B_CHUNKS, #1	0670
					52	13	00148	BEQL	6\$	
					18	AE	D4	0014A	CLRL	FLAG
			57	20	AE	9E	0014D	MOVAB	QBUF, R7	0673
			56	68	AE	9E	00151	MOVAB	BBUF, R6	0674
				00000000G	00	16	00155	JSB	LIB\$\$CALC_D_R7	
		1C	AE		50	D0	0015B	MOVL	R0, STATUS	
			01	1C	AE	D1	0015F	CMPL	STATUS, #1	0675
					3B	13	00163	BEQL	7\$	
			5A	30	AE	9E	00165	MOVAB	ABUF8, R10	0678
	59	E0	AD		01	C1	00169	ADDL3	#1, A_CHUNKS, R9	
			57	30	AE	9E	0016E	MOVAB	ABUF8, R7	
			56	20	AE	9E	00172	MOVAB	QBUF, R6	
			58	E0	AD	D0	00176	MOVL	A_CHUNKS, R8	



```
: 434      0724 1 END
: 435      0725 1
: 436      0726 0 ELUDOM
```

! end of module BAS\$EXTEND\_DIVP

PSECT SUMMARY

```
:
: Name          Bytes          Attributes
: _BAS$CODE     630 NOVEC,NOWRT, RD , EXE, SHR, LCL, REL, CON, PIC,ALIGN(2)
```

Library Statistics

```
:
: File          Total  Symbols  Percent  Pages  Processing
:               -----  Loaded  -----  Mapped  Time
: _$255$DUA28:[SYSLIB]STARLET.L32;1  9776      4      0      581    00:01.0
```

COMMAND QUALIFIERS

```
:
: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LIS$:BASEDIVP/OBJ=OBJ$:BASEDIVP MSRC$:BASEDIVP/UPDATE=(ENH$:BASEDIVP)
```

```
: Size:          614 code + 16 data bytes
: Run Time:      00:11.7
: Elapsed Time: 00:26.4
: Lines/CPU Min: 3713
: Lexemes/CPU-Min: 13815
: Memory Used: 161 pages
: Compilation Complete
```

0022 AH-BT13A-SE  
VAX/VMS V4.0

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