AccessionIndex: TCD-SCSS-V.20150617.002 Accession Date: 17-Jun-2015 Accession By: Dr.Robert Friel Object name: 6502 Software Design Vintage: c. 1980 Synopsis: Scanlon, Leo J., ISBN 0-672-21656-6, 1st edition, 4th printing (1981), Howard W.Sams & Co, Inc, 43 West 62nd St, Indianapolis, Indiana 46268, USA, marked 'Robert Friel' on title page.

Description:

Short descriptive text ...

For the front and rear covers, title pages, table of contents, selected content, etc, see Figure 1 onwards below.

The homepage for this catalog is at: <u>https://www.scss.tcd.ie/SCSSTreasuresCatalog/</u> Click '*Accession Index*' (1st column listed) for related folder, or '*About*' for further guidance. Some of the items below may be more properly part of other categories of this catalog, but are listed here for convenience.

Accession Index	Object with Identification
<u>TCD-SCSS-V.20150617.002</u>	Scanlon, Leo J., 6502 Software Design, ISBN 0-672-21656-6, 1st edition, 4th printing (1981), Howard W.Sams & Co, Inc, 43 West 62nd St, Indianapolis, Indiana 46268, USA, marked 'Robert Friel' on title page, 1980.

References:

1. References if required ...

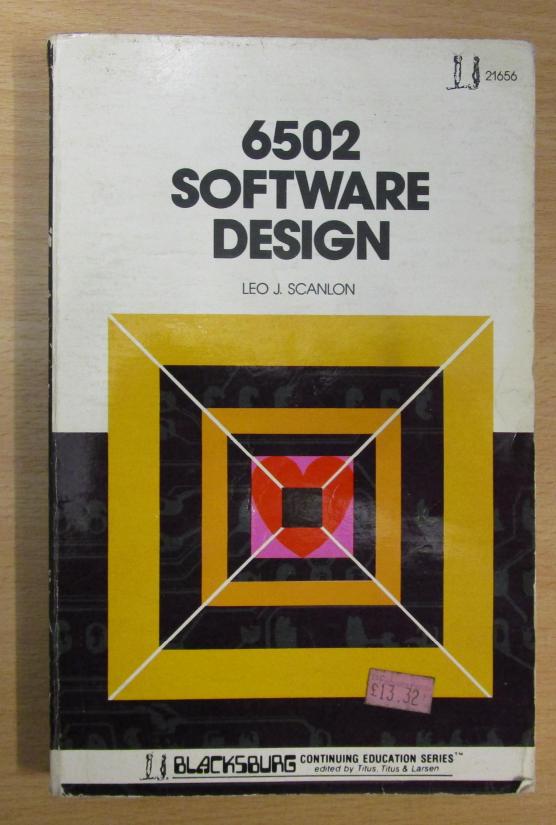


Figure 1: Front Cover

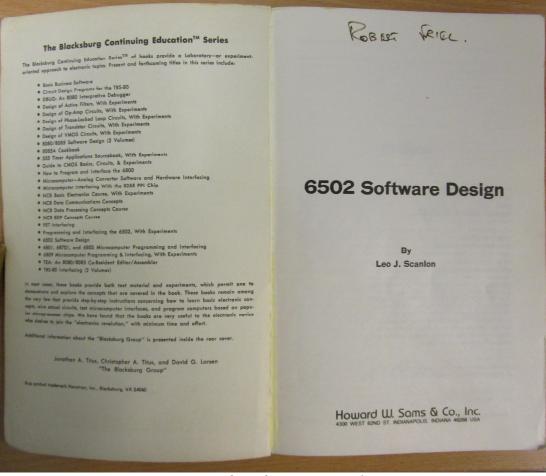


Figure 2: Title Pages page 1

Copyright @ 1980 by Leo J. Scanlon

FIRST EDITION FOURTH PRINTING-1981

All rights reserved. No part of this book shall be reproduced, stored in a retrieval system, or transmitted by any means, electronic, mechanical, photocopying, recording, er o thervise, without written permission from the publisher. No patent liability is assumed with respect to the use of the information contained herein. While every precaution has been taken in the preparation of this book, the publisher assumes no responsibility for errors or omissions. Neither is any liability assumed for damages resulting from the use of the information contained herein.

International Standard Book Number: 0-672-21656-6 Library of Congress Catalog Card Number: 79-67131

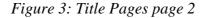
Printed in the United States of America.

Preface

The 6502 integrated circuit is a very popular microprocessor. It is currently used in general-purpose microcomputers, video games, and personal computers such as the Apple and the Pet 2001. Many of these microcomputers are programmed in the BASIC* program-ming language, which makes it very easy to write programs that will perform complex calculations or play games. However, the BASIC language also has its disadvantage. It is relatively slow (only a few hundred statements can be executed every second) and it is not very suitable for controlling peripheral devices. Therefore, if you have a high-speed data-processing or peripheral-control re-quirement, assembly language programs will probably have to be write.

quement, assembly language programs will probably have to be written.
Once you have decided that assembly language is the language to use, you will need a 6502-based microcomputer that you can use to generate and test your programs. The microcomputer that has been used as the basis for this book is the AIM 65. It is manufactured by Rockwell International. The AIM 65 has a 54-key keyboard, a 20-character alphanumeric LED display, a 20-column thermal printer, a teletypewriter 1/O port and two audio cassette 1/O ports. As such, it is a very powerful, inexpensive microcomputer system. Even though we have used this microcomputer in our examples, most of the programs listed in this book can be used on all 6502-based microcomputer.
This book has nine chapters. Chapter 1 discusses the characteristics of the 6502 integrated circuit and the AIM 65 microcomputer.

*BASIC is a registered trademark of the trustees of Dartmouth College.



6502 SOFTWARE DESIGN

<page-header><page-header><text><text><text>

Acknowledgments

On a personal note, it is only proper to mention that although the only name on the title page is that of the author, this book reflects the efforts of many people. In particular, the author is indebted to Dr. Christopher A. Titus of Tychon, Inc., the editor (and reader's advocate) for this book, for his keen insight and many constructive suggestions. Special thanks must also go to Dr. Lance A. Leventhal of Emulative Systems, who gave of his valuable time with infectious enthusiasm. Finally, the author owes thanks to many dedicated peo-ple at Rockwell International in Anaheim, California, with particular appreciation for the management support of Bob Anslow and Scotty Maxwell and the technical contributions of Gordon Smith, Dick Anderson and Leo Pardo.

This book is dedicated to my wife, Pat, and my sons, Roger and Ryan.

Figure 4: Title Pages page 3

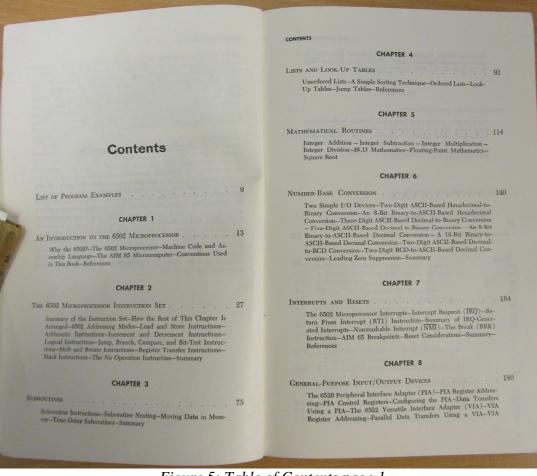


Figure 5: Table of Contents page 1

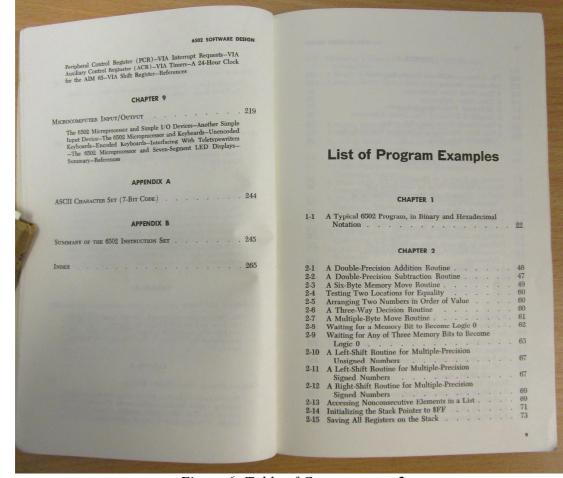


Figure 6: Table of Contents page 2

	6502 SOFTWARE DESIGN	LIST OF PROGRAM EXAMPLES	11
10		5-12 Obtaining a Square Root by Usin	g Odd-Number
	CHAPTER 3	Subtractions	
	The Subroutine Call and Return Sequence 78 80 Netting 82		
	The Subroutine Call and Return Sequence 80	5-14 A Simple 16-Bit Square Root Sub	outine 139
0.0	Subroutine		
23	A Data-Block me houtine	CHAPTER 6	
21	A Time-Delay Subroutine		
3-5	A Time-Delay Subroutine 59 A 30-Second Time-Delay Subroutine 59 A Simplified 30-Second Time-Delay Subroutine 59 A One-Minute Time-Delay Subroutine That Calls the 50 Time-Delay Subroutine That Calls the 50	6-1 A Simple Keyboard Input Subro	utine
3-6	A One-Minute Time-Delay Subroutine That Calls the	6-2 A Simple Printer Output Subrou	tine 142
3-1	A Simplified Jordeen Time-Delay Subroutine A One-Minute Time-Delay Subroutine That Calls the One-Hour Time-Delay Subroutine That Calls the ONEMIN Subroutine 90	6.3 An ASCII-Based Hexadecimal-to	Binary
0.0	ONEMIN Subroutine	Conversion Subroutine 6-4 The AIM 65 Version of the AH2E	· · · · · · · · 144
		6-5 An 8-Bit Binary-to-ASCII-Based	Hevadecimal
	CHAPTER 4	Conversion Subroutine .	146
	Handared List	6-6 A Three-Digit ASCII-Based De	cimal-to-Binary
4-1	Adding an Entry to an Unordered List	Conversion Subroutine .	
4-2	Deleting an Entry Floin an Oneta Values in an	6-7 A Five-Digit ASCII-Based Deci	mal to Binary
4-3	Find the Minimum and Maximum Values in all 96 Unordered List 98		152
	Unordered List	6-8 An 8-Bit Binary-to-ASCII-Based Conversion Subroutine	
4-4 4-5	An 8-Bit Bubble-Sort Subroutine 99 A 16-Bit Bubble-Sort Subroutine 103	6-9 A 16-Bit Binary-to-ASCII-Based	Decimal
4-6	An 8-Bit Binary Search Subroache 1 List 105	Conversion Subroutine .	156
4-7	Adding an Element to an Ordered List	6-10 An ASCII-Based Decimal-to-BC	CD Conversion
4-8	Conversion From Degrees Celsius to Degrees	Subroutine	158
4-9		6-11 A BCD-to-ASCII-Based Decima	al Conversion
4.10	Fahrenheit 110 A BCD-to-Seven-Segment Conversion Subroutine 112	Subroutine	Desimel Conversion
4-11	A BCD-to-Seven-Segment Conversion Subrotation 112 A Multiuser Selection Subroutine 112	6-12 A 16-Bit Binary-to-ASCII-Based Subroutine, With Leading Ze	ro Suppression
		Subroutine, with Leading 20	to suppression
	CHAPTER 5		
	115	CHAPTER	7
5-1	A Multiple-Precision Addition Subroutine		160
5-2	A Multiple-Precision Autorian Subtraction Subroutine 115	7-1 Interrupt Polling Sequence .	TRO Causad un
5-3	An S-Bit by S-Bit Unsigned Multiplication 120 Subroutine 120	7-2 Determining Whether BRK or	InQ Caused an . 173
5-4	Integer Multiplication With a Negative Multiplier	7-3 Using BRK to Overlay a Three	
5-5	An 8-Bit by 8-Bit Signed Multiplication Subroutine 122	7-3 Using BRK to Overlay a Three 7-4 A 6502 Microprocessor Reset F	rogram
5-6	A 16-Bit by 16-Bit Multiplication Subroutine	7-4 A 6502 Microprocessor Reset F	
	(With 32-Bit Result)		
5-7	Binary Division	CHAPTER	8
5-8	An 8-Bit by 8-Bit Unsigned Division Subroutine 127		
5-9	An 8-Bit by 8-Bit Signed Division Subroutine	8-1 Clearing PIA Status Bits After	a Write
5-10 5-11	A 16-Bit by 16-Bit Unsigned Division Subroutine	8-1 Clearing PIA Status Bits After 8-2 A Simple VIA Input Routine	
rii .	A Multiple-Precision BCD Addition Subroutine 134		

Figure 7: Table of Contents page 3

6502 SOFTWARE DESIGN

12				19
	A Simple VIA Output Routine An Input Data Transfer With One Control Signal			20
8-3	A Simple Vill At a Transfer With One Control Signal An Input Data Transfer With One Control Signal An Output Data Transfer With Handshaking			20
8-4	An Input Data Transfer With One Control Diger			20
8-5	An Output Data Think With Handshaking			20
	An Input Data Transfer With Produces a An Input Data Transfer That Produces a			
8-6	All Inpata Trausfer That Floddees			20
8-7	An Input Data L D. lao			20
0-1	An Input Data Transfer That Products Data-Accepted Pulse			20
	Balling Seguence for a VIA			20
8-8	Data-Accepted Func Interrupt Polling Sequence for a VIA A 1-Millisecond Time Interval Using Timer 2		•	
				21
8-9	A 1-Millisecond Timer 2			20
8-10	A 1-Millisecond Time Timer 2 Pulse Counting Using Timer 2 A 1-Millisecond Time Interval Using Timer 1			24
0-10	A 1 Millisecond Time Interval Using 1 Millisecond			
8-11	A 1-Miniscourd Interval With 1-Minisecond			01
8-12	A 1-Millisecond Time Interval Using Time A 6-Millisecond Time Interval With 1-Millisecond			21
0-14	A 6-Millisecond Time Internation			21
	Pulses on PB7	•		41
0.10	A 94 Hour Clock for the AIM 05			

CHAPTER 9

>	9-1 9-2 9-3 9-4 9-5 9-6 9-7 9-8 9-9 9-10 9-11	Check for Closure of Push-Button Switch

An Introduction to the 6502 Microprocessor

The purpose of this chapter is to introduce the 6502 microproc-essor to those readers who are unfamiliar with its operation. This introduction is sufficiently detailed so that you will gain an under-standing of the 6502 integrated circuit and how it functions in a computer system.

WHY THE 6502?

<text><text><text><text>

13

1

Figure 8: Table of Contents page 4