; File: fibo.o

; The present file tests the global possibilities for the ASSEMBLER /

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XDEF fiboCount, counter, Fibonacci, main ;XDEF: This directive is used to declare external references, meaning that these labels or symbols can be accessed from other files.

myData: section ; This starts a new data section named myData.ds.w 1: fiboCount: ds.w 1 ; This directive is used to reserve space for a word (typically 2 bytes). Here, space is reserved for fiboCount and counter. counter: ds.w 1

locData: section	; locData: section: This starts another data section named locData
fib1: ds.w 1	; Again, space is reserved for fib1, fib2, fibo, and i.
fib2: ds.w 1	
fibo: ds.w 1	
i: ds.w 1	
myCode: section	; myCode: section: This begins the section of the program where the actual instructions
(code) reside.	
Fibonacci:	
PSHD	; Push D register to the stack
CLRB	; Clear B register
CLRA	; Clear A register
STD fib1	; Store D register (which is now 0) to fib1
INCB	; Increment B register (now B is 1)
STD fib2	; Store D register (which has value 1) to fib2
LDX 0,SP	; Load stack pointer into X register
STX fibo	; Store X register value to fibo
LDAB #2	; Load value 2 into AB register
STD i	; Store D register value (2) to i
BRA cond	; Branch always to label "cond". Until here, the code initializes variables and sets up the
environment to c	pmpute Fib sequence.
loop:	
LDD fib1	; Load fib1 into D register
ADDD fib2	; Add fib2 to D register
STD fibo	; Store the result in fibo
LDX fib2	; Load fib2 into X register
STX fib1	; Store X register value to fib1
STD fib2	; Store D register value to fib2 (update fib2 with the previously calculated Fibonacci number)
LDX i	; Load i into X register
INX	; Increment X register
STX i	; Store incremented X register value back to i
cond:	
LDD i	; Load i into D register
CPD 0, SP	; Compare D register with value at stack pointer
BLS loop	; Branch to "loop" if result is less than or same
LDD fibo	; Load fibo into D register
LEAS 2, SP	; Adjust stack pointer by adding 2

main:

LDS	#\$3FF0	; initialize Stack			
CLR	fiboCount	; Clear fiboCount			
mainL	oop:				
CLRE	;	Clear B register			
CLR/	A ;	Clear A register			
STD	counter	; Store 0 in counter			
STD	+0,SP	; Push D register (0) to the stack			
BRA	testEnd	; Branch always to label "testEnd"			
incCnt					
LDD	counter	; Load counter into D register			
ADD	D #1	; Add 1 to D register			
STD	counter	; Store updated D register value to counter			
BSR	Fibonacci	; Call Fibonacci subroutine			
STD	fiboCount	; Store the Fibonacci number in fiboCount			
LDX	+0,SP	; Load value from stack into X register			
INX ; Increment X register					
STX	+0,SP	; Store incremented X register value back to stack			
testEnd	l:				
LDD	+0,SP	; Load value from stack into D register			
CPD	#48	; Compare D register with 48			
BLE	incCnt	; Branch to "incCnt" if result is less than or equal			
BRA	mainLoop	; Otherwise, branch to "mainLoop"			
PULI)	Pop value from stack into D register			
RTS	; I	Return from subroutine			

Output: Observe Fibo,

fiboCount counter fibl fib2 fibo i	5 int 1 int 0 int 1 int 1 int 2 int	fiboCoun counter fibl fib2 fibo i	lt		1 2 1 1 1 3	int int int int int	fiboCou counte: fibl fib2 fibo i	int r	1 3 1 2 2 4	int int int int int int
fiboCount counter fibl fib2 fibo i	3 int 5 int 3 int 5 int 5 int 6 int	fiboCount counter fibl fib2 fibo i	2 4 3 3 5	int int int int int			fiboCount counter fibl fib2 fibo i	5 6 5 8 7	int int int int int	
fiboCount	8 int	fiboCount		13	int		fiboCo	unt	21	int
counter	7 int	counter		8	int		counte	r	9	int
fibl	8 int	fibl		13	int		fibl		21	int
fib2	13 int	fib2		21	int		fib2		34	int
fibo	13 int	fibo		21	int		fibo		34	int
i	8 int	i		9	int		i		10	int
fiboCount	34 int	fiboCount		55	int		fiboCount	89	int	
counter	10 int	counter		11	int		counter	12	int	
fibl	34 int	fibl		55	int		fibl	89	int	
fib2	55 int	fib2		89	int		fib2	144	int	
fibo	55 int	fibo		89	int		fibo	144	int	
i	11 int	i		12	int		i	13	int	