


```

1 0001 0 MODULE PATSCA ( ! Lexical scanner for PATCH
2 L 0002 0 %IF %VARIANT EQL 1
3 0003 0 %THEN
4 0004 0 ADDRESSING_MODE (EXTERNAL = LONG_RELATIVE, NONEXTERNAL = LONG_RELATIVE),
5 0005 0 %FI
6 0006 0 IDENT = 'V04-000'
7 0007 0 ) =
8 0008 1 BEGIN
9 0009 1
10 0010 1 |
11 0011 1 |*****|
12 0012 1 |*|
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32 0032 1 |*****|
33 0033 1 |
34 0034 1 |
35 0035 1 |**
36 0036 1 | FACILITY: PATCH
37 0037 1 |
38 0038 1 | ABSTRACT:
39 0039 1 |
40 0040 1 | This module contains the routine called by the parser to get a
41 0041 1 | token from the input line. It also contains the routine that
42 0042 1 | translates an alpha string into a keyword token.
43 0043 1 |
44 0044 1 | ENVIRONMENT: STARLET, user mode, interrupts disabled.
45 0045 1 |
46 0046 1 | AUTHOR: Carol Peters, CREATION DATE: 13 September 1977
47 0047 1 |
48 0048 1 | MODIFIED BY:
49 0049 1 |
50 0050 1 | Kathleen Morse, 20 October 1977 : Version X01.00
51 0051 1 |
52 0052 1 | Revision History:
53 0053 1 |
54 0054 1 | NO DATE PROGRAMMER PURPOSE
55 0055 1 | -- ---- -
56 0056 1 | 00 20-OCT-77 K.D. MORSE ADAPT VERSION 2 FOR PATCH
57 0057 1 |

```

58	0058	1	01	4-JAN-78	K.D. MORSE
59	0059	1	02	24-JAN-78	K.D. MORSE
60	0060	1	03	25-APR-78	K.D. MORSE
61	0061	1	04	01-MAY-78	K.D. MORSE
62	0062	1	05	18-MAY-78	K.D. MORSE
63	0063	1			
64	0064	1			
65	0065	1			
66	0066	1	06	18-MAY-78	K.D. MORSE
67	0067	1	07	13-JUN-78	K.D. MORSE
68	0068	1			
69	0069	1	--		

NO CHANGES FOR VERS 3.
NO CHANGES FOR VERS 4.
CONVERT TO NATIVE COMPILER.
CHANGE ALPHA TO ALPHA STR_TOKEN.
PAT\$GET A TOKEN SETS MODE_LEVEL
TO LOCAL BEFORE CALLING THE
LEXICAL ROUTINE. (05)
NO CHANGES FOR VERS 6.
NO CHANGES FOR VERS 7-8.
ADD FAO COUNTS TO SIGNALS.

.....


```

: 113 0919 1 GLOBAL ROUTINE PAT$GET_A_TOKEN (INPUT_STG_DESC, LEXEME_STG_DESC) = ! Gets a token from input line
: 114 0920 1
: 115 0921 1 !++
: 116 0922 1 Functional description:
: 117 0923 1
: 118 0924 1 Extracts a lexeme from the input stream by calling the routine
: 119 0925 1 PAT$GET_MAR_LEXEME. Translates the lexeme to a token (sometimes a
: 120 0926 1 null operation). Returns the token as the routine value and
: 121 0927 1 the ASCII string representing the token in the character string
: 122 0928 1 pointed to by the pointer field of lexeme_stg_desc. Also returns
: 123 0929 1 the actual length of the ASCII string of the lexeme in the
: 124 0930 1 length field of lexeme_stg_desc.
: 125 0931 1
: 126 0932 1 The pointer to the input buffer is updated and rewritten into
: 127 0933 1 the pointer field of INPUT_STG_DESC.
: 128 0934 1
: 129 0935 1 Calling sequence:
: 130 0936 1
: 131 0937 1 CALL PAT$GET_A_TOKEN (INPUT_STG_DESC.rt.dd, LEXEME_STG_DESC.rt.dv)
: 132 0938 1
: 133 0939 1 Inputs:
: 134 0940 1
: 135 0941 1 INPUT_STG_DESC - string descriptor to the input buffer.
: 136 0942 1 LEXEME_STG_DESC - varying string descriptor to the lexeme buffer.
: 137 0943 1
: 138 0944 1 Implicit inputs:
: 139 0945 1
: 140 0946 1 none
: 141 0947 1
: 142 0948 1 Outputs:
: 143 0949 1
: 144 0950 1 none
: 145 0951 1
: 146 0952 1 Implicit outputs:
: 147 0953 1
: 148 0954 1 none
: 149 0955 1
: 150 0956 1 Routine value:
: 151 0957 1
: 152 0958 1 an encoded representation of the token found.
: 153 0959 1
: 154 0960 1 Side effects:
: 155 0961 1
: 156 0962 1 The mode level is set to local.
: 157 0963 1 --
: 158 0964 1
: 159 0965 2 BEGIN
: 160 0966 2
: 161 0967 2 MAP
: 162 0968 2 LEXEME_STG_DESC: REF BLOCK [, BYTE]; ! Descriptor of lexeme string
: 163 0969 2
: 164 0970 2 LOCAL
: 165 0971 2 LEXEME_TYPE; ! Type of lexeme found
: 166 0972 2
: 167 0973 2 !++
: 168 0974 2 Fill the lexeme buffer with zeroes.
: 169 0975 2 --

```



```

: 170 0976 2 ZEROCOR (.LEXEME_STG_DESC [DSC$A_POINTER], (.LEXEME_STG_DESC [DSC$W_MAXLEN] / 4));
: 171 0977 2 PAT$SET MOD_LVL (LOCAL_MODE);
: 172 0978 2 LEXEME_TYPE = PAT$MAR_GET_LEX (.INPUT_STG_DESC, .LEXEME_STG_DESC);
: 173 0979 3 IF (.LEXEME_TYPE EQL ALPHA_STR_TOKEN)
: 174 0980 2 THEN
: 175 0981 2 RETURN TRANS_LEXEME (.LEXEME_STG_DESC)
: 176 0982 2 ELSE
: 177 0983 2 RETURN .LEXEME_TYPE;
: 178 0984 1 END;

```

! End of PAT\$GET_A_TOKEN

										.TITLE	PATSCA						
										.IDENT	\V04-000\						
										.PSECT	_PAT\$PLIT,NOWRT,NOEXE,0						
										P.AAA:	.BYTE	1, 2, 5					
	4E	47		05	02	01	00000				.ASCII	\ALIGN\					
				49	4C	41	00003				.BYTE	18, 3, 3					
				03	03	12	00008				.ASCII	\ALL\					
				4C	4C	41	0000B				.BYTE	19, 2, 3					
				03	02	13	0000E				.ASCII	\AND\					
				44	4E	41	00011				.BYTE	20, 2, 5					
				05	02	14	00014				.ASCII	\ASCII\					
	49	49		43	53	41	00017				.BYTE	21, 1, 4					
				04	01	15	0001C				.ASCII	\BYTE\					
				45	54	59	42	0001F			.BYTE	2, 2, 6					
				06	02	02	00023				.ASCII	\CANCEL\					
	4C	45	43	4E	41	43	00026				.BYTE	3, 2, 5					
				05	02	03	0002C				.ASCII	\CHECK\					
				4B	43	45	48	43	0002F		.BYTE	4, 2, 6					
				06	02	04	00034				.ASCII	\CREATE\					
	45	54	41	45	52	43	00037				.BYTE	7, 1, 7					
				07	01	07	0003D				.ASCII	\DEPOSIT\					
	54	49	53	4F	50	45	44	00040			.BYTE	22, 3, 7					
				07	03	16	00047				.ASCII	\DECIMAL\					
	4C	41	4D	49	43	45	44	0004A			.BYTE	5, 3, 6					
				06	03	05	00051				.ASCII	\DEFINE\					
				45	4E	49	46	45	44	00054		.BYTE	6, 3, 6				
				06	03	06	0005A				.ASCII	\DELETE\					
	45	54	45	4C	45	44	0005D				.BYTE	9, 1, 7					
				07	01	09	00063				.ASCII	\EXAMINE\					
	45	4E	49	4D	41	58	45	00066			.BYTE	23, 2, 3					
				03	02	17	0006D				.ASCII	\ECO\					
				4F	43	45	00070				.BYTE	8, 2, 8					
				08	02	08	00073				.ASCII	\EVALUATE\					
	45	54	41	55	4C	41	56	45	00076		.BYTE	10, 3, 4					
				04	03	0A	0007E				.ASCII	\EXIT\					
				54	49	58	45	00081			.BYTE	25, 2, 7					
				07	02	19	00085				.ASCII	\GLOBALS\					
	53	4C	41	42	4F	4C	47	00088			.BYTE	11, 3, 4					
				04	03	0B	0008F				.ASCII	\HELP\					
				50	4C	45	48	00092			.BYTE	27, 1, 11					
				08	01	1B	00096				.ASCII	\HEXADECIMAL\					
	4C	41	4D	49	43	45	44	41	58	45	48	00099		.BYTE	50, 4, 10		
				0A	04	32	000A4				.ASCII	\INITIALIZE\					
				45	5A	49	4C	41	49	54	49	4E	49	000A7		.BYTE	28, 1, 11
				0B	01	1C	000B1										

.....

NEWLINE

4E	4F	49	54	43	55	52	54	53	4E	49	000B4	.ASCII	\INSTRUCTION\					
								06	04	0C	000BF	.BYTE	12, 4, 6					
					54	52	45	53	4E	49	000C2	.ASCII	\INSERT\					
								07	02	1E	000C8	.BYTE	30, 2, 7					
			4C	41	52	45	54	49	4C	000CB	.ASCII	\LITERAL\						
							04	02	1F	000D2	.BYTE	31, 2, 4						
							47	4E	4F	4C	000D5	.ASCII	\LONG\					
							04	01	21	000D9	.BYTE	33, 1, 4						
							45	44	4F	4D	000DC	.ASCII	\MODE\					
							06	04	22	000E0	.BYTE	34, 4, 6						
					45	4C	55	44	4F	4D	000E3	.ASCII	\MODULE\					
								07	03	24	000E9	.BYTE	36, 3, 7					
					49	49	43	53	41	4F	4E	000EC	.ASCII	\NOASCII\				
								09	03	25	000F3	.BYTE	37, 3, 9					
			53	4C	41	42	4F	4C	47	4F	4E	000F6	.ASCII	\NOGLOBALS\				
								0D	03	26	000FF	.BYTE	38, 3, 13					
4E	4F	49	54	43	55	52	54	53	4E	49	4F	4E	00102	.ASCII	\NOINSTRUCTION\			
									07	04	27	0010F	.BYTE	39, 4, 7				
							45	50	4F	43	53	4F	4E	00112	.ASCII	\NOSCOPE\		
									09	04	28	00119	.BYTE	40, 4, 9				
							53	4C	4F	42	4D	59	53	4F	4E	0011C	.ASCII	\NOSYMBOLS\
									03	03	29	00125	.BYTE	41, 3, 3				
									54	4F	4E	00128	.ASCII	\NOT\				
									05	02	2A	0012B	.BYTE	42, 2, 5				
							4C	41	54	43	4F	0012E	.ASCII	\OCTAL\				
									02	02	2B	00133	.BYTE	43, 2, 2				
										52	4F	00136	.ASCII	\OR\				
									04	03	2C	00138	.BYTE	44, 3, 4				
							45	47	41	50	0013B	.ASCII	\PAGE\					
									0A	03	2D	0013F	.BYTE	45, 3, 10				
									54	41	50	00142	.ASCII	\PATCH_AREA\				
									04	01	2E	0014C	.BYTE	46, 1, 4				
									44	55	51	0014F	.ASCII	\QUAD\				
									07	02	0D	00153	.BYTE	13, 2, 7				
							45	43	41	4C	50	45	52	00156	.ASCII	\REPLACE\		
									05	02	2F	0015D	.BYTE	47, 2, 5				
									45	50	4F	43	53	00160	.ASCII	\SCOPE\		
									03	02	0E	00165	.BYTE	14, 2, 3				
									54	45	53	00168	.ASCII	\SET\				
									04	02	0F	0016B	.BYTE	15, 2, 4				
									57	4F	48	53	0016E	.ASCII	\SHOW\			
									07	02	30	00172	.BYTE	48, 2, 7				
							53	4C	4F	42	4D	59	53	00175	.ASCII	\SYMBOLS\		
									06	01	10	0017C	.BYTE	16, 1, 6				
									45	54	41	44	50	55	0017F	.ASCII	\UPDATE\	
									06	01	11	00185	.BYTE	17, 1, 6				
									59	46	49	52	45	56	00188	.ASCII	\VERIFY\	
											04	01	31	0018E	.BYTE	49, 1, 4		
									44	52	4F	57	00191	.ASCII	\WORD\			
											00	00195	.BYTE	0				

```

KEYWORD_TABLE= P.AAA
.EXTRN PAT$FAO_OUT, PAT$SET_MOD_LVL
.EXTRN PAT$MAR_GET_LEX
.EXTRN PAT$GL_KEYW_TBL

.PSFCT _PAT$CODE, NOWRT, 2

```

			007C 00000	.ENTRY	PAT\$GET_A_TOKEN, Save R2,R3,R4,R5,R6	: 0919
	56	08	AC D0 00002	MOVL	LEXEME_STG_DESC, R6	: 0976
	50	08	A6 3C 0C006	MOVZWL	8(R6), R0	:
	50		04 C6 0000A	DIVL2	#4, R0	:
	50		04 C4 0000D	MULL2	#4, R0	:
50			00 2C 00010	MOVCS	#0, (SP), #0, R0, @4(R6)	:
	6E	04	B6 00015			:
			03 DD 00017	PUSHL	#3	: 0977
	00000000G	EF	01 FB 00019	CALLS	#1, PAT\$SET_MOD_LVL	:
			56 DD 00020	PUSHL	R6	: 0978
		04	AC DD 00022	PUSHL	INPUT_STG_DESC	:
	00000000G	EF	02 FB 00025	CALLS	#2, PAT\$MAR_GET_LEX	:
	00000047	8F	50 D1 0002C	CMPL	LEXEME_TYPE, #7T	: 0979
			09 12 00033	BNEQ	1\$:
			56 DD 00035	PUSHL	R6	: 0981
	00000000V	EF	01 FB 00037	CALLS	#1, TRANS_LEXEME	:
			04 0003E 1\$:	RET		: 0984

; Routine Size: 63 bytes, Routine Base: _PAT\$CODE + 0000

```

180 0985 1 ROUTINE TRANS_LEXEME (LEXEME_STG_DESC) = ! Translates a name into a keyword token
181 0986 1
182 0987 1 +-
183 0988 1 Functional description:
184 0989 1
185 0990 1 Maps an alphabetic string onto an element in the keyword table.
186 0991 1 If the alphabetic string does not match a keyword, then the
187 0992 1 token "alpha_str_token" is returned. If the alphabetic string does match
188 0993 1 a keyword, then the token for the keyword is abstracted from
189 0994 1 the keyword table and returned.
190 0995 1
191 0996 1 Calling sequence:
192 0997 1
193 0998 1 CALL TRANS_LEXEME (LEXEME_STG_DESC.rt.dv)
194 0999 1
195 1000 1 Inputs:
196 1001 1
197 1002 1 LEXEME_STG_DESC - varying string descriptor for lexeme string
198 1003 1
199 1004 1 Implicit inputs:
200 1005 1
201 1006 1 The keyword table for the PATCH language.
202 1007 1
203 1008 1 Outputs:
204 1009 1
205 1010 1 none
206 1011 1
207 1012 1 Implicit outputs:
208 1013 1
209 1014 1 none
210 1015 1
211 1016 1 Routine value:
212 1017 1
213 1018 1 The token for the keyword that matches the ASCII string,
214 1019 1 or the "alpha_str_token" token, if no keyword matches the string.
215 1020 1
216 1021 1 Side effects:
217 1022 1
218 1023 1 none
219 1024 1 --
220 1025 1
221 1026 2 BEGIN
222 1027 2
223 1028 2 MAP
224 1029 2 LEXEME_STG_DESC: REF BLOCK [, BYTE]; ! Lexeme string descriptor
225 1030 2
226 1031 2 LOCAL
227 1032 2 KEYWORD_ENTRY : REF VECTOR [, BYTE]; ! Address of a keyword record;
228 1033 2
229 1034 2 KEYWORD_ENTRY = KEYWORD_TABLE [0];
230 1035 2 REPEAT
231 1036 3 BEGIN
232 1037 3 +-
233 1038 3 If the length of the keyword is at least as long as the lexeme found,
234 1039 3 and the lexeme found is at least as long as the abbreviation of the
235 1040 3 keyword, then try to match the strings.
236 1041 3 --

```

```

: 237      1042  3
: 238      1043  4
: 239      1044  3
: 240      1045  4
: 241      1046  4
: 242      1047  4
: 243      1048  4
: 244      1049  4
: 245      1050  4
: 246      1051  4
: 247      1052  4
: 248      1053  4
: 249      1054  4
: 250      1055  3
: 251      1056  3
: 252      1057  3
: 253      1058  3
: 254      1059  3
: 255      1060  3
: 256      1061  3
: 257      1062  3
: 258      1063  3
: 259      1064  3
: 260      1065  4
: 261      1066  3
: 262      1067  3
: 263      1068  2
: 264      1069  1

```

```

IF (.KEYWORD_ENTRY [KWORD_LENGTH] GEQ .LEXEME_STG_DESC [DSC$W_LENGTH]) AND
(.LEXEME_STG_DESC [DSC$W_LENGTH] GEQ .KEYWORD_ENTRY [KWORD_ABBREV])
THEN
  BEGIN
  ++
  | If a keyword match is found, return the token equivalent.
  --
  IF CH$EQL (.LEXEME_STG_DESC [DSC$W_LENGTH],
             CH$PTR (.LEXEME_STG_DESC [DSC$A_POINTER]),
             .LEXEME_STG_DESC [DSC$W_LENGTH],
             CH$PTR (.KEYWORD_ENTRY [RWORD_NAME]))
  THEN
    RETURN .KEYWORD_ENTRY [KWORD_TOKEN];
  END;

  ++
  | Keyword did not match. Advance the table pointer to
  | point to the next entry. If the first byte of this
  | next entry is zero, conclude that the table is
  | exhausted, and just return the alpha_str_token.
  --
  KEYWORD_ENTRY = KEYWORD_ENTRY [0]
                  + .KEYWORD_ENTRY [KWORD_LENGTH] + KWORD_OVERHEAD;
  IF (.KEYWORD_ENTRY [KWORD_TOKEN] EQL 0)
  THEN
    RETURN ALPHA_STR_TOKEN;
  END;

```

```

: INFO#212      LI:1034
: Null expression appears in value-required context

```

007C 0000 TRANS_LEXEME:

54	00000000'	EF	9E	00002		.WORD	Save R2,R3,R4,R5,R6	0985	
56	04	AC	DO	00009		MOVAB	KEYWORD_TABLE, KEYWORD_ENTRY	1034	
55	02	A4	9A	0000D	1\$:	MOVZBL	2(KEYWORD_ENTRY), R5	1042	
55		66	B1	00011		CMPW	(R6), R5		
		15	1A	00014		BGTRU	2\$		
50	01	A4	9A	00016		MOVZBL	1(KEYWORD_ENTRY), R0	1043	
66		50	B1	0001A		CMPW	R0, (R6)		
		0C	1A	0001D		BGTRU	2\$		
03	A4	04	B6	66	29	0001F	CMP3	(R6), @4(R6), 3(KEYWORD_ENTRY)	1052
				04	12	00025	BNEQ	2\$	
50				64	9A	00027	MOVZBL	(KEYWORD_ENTRY), R0	1054
				04	0002A		RET		
54	03	A544	9E	0002B	2\$:	MOVAB	3(R5)[KEYWORD_ENTRY], KEYWORD_ENTRY	1064	
		64	95	00030		TSTB	(KEYWORD_ENTRY)	1065	
		D9	12	00032		BNEQ	1\$		
50	47	8F	9A	00034		MOVZBL	#71, R0	1067	
		04	00038			RET		1069	

: Routine Size: 57 bytes, Routine Base: _PAT\$CODE + 003F

PATSCA
V04-000

B 13
16-Sep-1984 00:39:12
14-Sep-1984 12:52:46

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[PATCH.SRC]PATSCA.B32;1 Page 12 (4)

PAT
V04

.....

PATSCA
V04-000

C 13
16-Sep-1984 00:39:12
14-Sep-1984 12:52:46

VAX-11 Bliss-32 V4.0-742 Page 13
DISK\$VMMASTER:[PATCH.SRC]PATSCA.B32;1 (5)

PAT
V04

: 266 1070 1 END
: 267 1071 0 ELUDOM

! End of module

PSECT SUMMARY

Name	Bytes	Attributes
_PAT\$PLIT	406	NOVEC,NOWRT, RD ,NOEXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(0)
_PAT\$CODE	120	NOVEC,NOWRT, RD , EXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(2)

Library Statistics

File	Symbols		Pages Mapped	Processing Time
	Total	Loaded Percent		
_\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	3 0	1000	00:01.9

: Information: 1
: Warnings: 0
: Errors: 0

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/VARIANT:1/LIS=LIS\$:PATSCA/OBJ=OBJ\$:PATSCA MSRC\$:PATSCA/UPDATE=(ENH\$:PATSCA)

: Size: 120 code + 406 data bytes
: Run Time: 00:10.6
: Elapsed Time: 00:47.8
: Lines/CPU Min: 6090
: Lexemes/CPU-Min: 20576
: Memory Used: 99 pages
: Compilation Complete

The image displays a grid of 120 small terminal window screenshots, arranged in 10 rows and 12 columns. Each window shows a different screen from the PAT* LIS (List) family of programs. The screens are arranged in 10 rows and 12 columns. Each window shows a unique layout of text, tables, and data, representing various stages or options of the LIS software. Some windows are clearly labeled with titles like PATREB LIS, PATSCA LIS, PATST LIS, PATSPA LIS, and PATSSV LIS. The overall appearance is that of a dense collection of user interface examples for a specific software suite.