



system. A jump via the reset vector that resides at \$FFFE is guaranteed to return control to the operating system, though it may cause a cold start.

PROCESS QUIT

Data:

Saved is the five bytes to store the saved values
Stack-Pointer is the current value of S, plus two
SWI-Vector is at \$FFFA

Reset-Vector is at \$FFFE

Process:

Restore three bytes from Saved at SWI-Vector
 Restore Stack-Pointer
 Jump to operating system

We are now ready to code the main module. The design has altered slightly from when we first sketched it out, but it remains essentially the same.

Program Flow

These flow diagrams correspond to the debugger program modules. They are placed in the order in which they are called by other routines. Within the diagrams, boxes coloured blue indicate separate routines being called

