

Some Examples Part 1

1	WORDS	(--)	WORDS (CR) shows all of the WORDS/Commands this Forth has. Sequence defined during programming
2	+	(n1 n2 -- n3)	2 4 + (CR) gives 0 0 0 6 ok ensure you are in DECIMAL or HEX
3	-	(n1 n2 -- n3)	8 5 - (CR) gives 0 0 6 3 ok or use DECIMAL (CR) or HEX (CR)
4	*	(n1 n2 -- n3)	3 4 * (CR) gives 0 6 3 C ok here we are in hexadecimal
5	/	(n1 n2 -- quot)	8 2 / (CR) gives 6 3 C 4 ok old data tays on the stack
6	*/	(n1 n2 n3 -- n4)	3 4 5 (CR) gives 0 0 0 2 ok as 3x4=12 12/5=2 (remainder 2
7	/MOD	(n1 n2 -- rem quot)	clear this - 4x .(CR) and back 0 0 0 0
8	*/MOD	(n1 n2 n3 -- n4)	
9	MOD	(n1 n2 -- mod)	
10	ABS	(n -- u)	-4 ABS (CR) gives 0 0 0 4 ok -4 changed to the absolute value 4
11	MAX	(n1 n2 -- n3)	4 8 MAX (CR) gives 0 0 0 8 ok with 8 the larger value of the two
12	MIN	(n1 n2 -- n3)	4 8 MIN (CR) gives 0 0 0 4 ok with 4 the smaller value of the two
13	=	(n1 n2 -- flag)	5 5 = (CR) gives 0 0 0 -1 ok -1 is the TRUE flag
14	<	(n1 n2 -- flag)	5 4 < (CR) gives 0 0 0 0 ok 0 means NO flag - memorize with 0 no
15	>	(n1 n2 -- flag)	
16	0=	(n -- flag)	8 0= (CR) gives 0 0 0 0 ok 0 means NO flag - memorize with 0 no
17	0<	(n -- flag)	-1 0< (CR) gives 0 0 0 FFFF ok
18	AND	(n1 n2 -- n3)	3 6 AND (CR) gives 0 0 0 2 ok 0011 AND 0110 = 0 0 1 0 = 2
19	OR	(n1 n2 -- n3)	3 6 OR (CR) gives 0 0 0 7 ok 0011 OR 0110 = 0 1 1 1 = 7
20	XOR	(n1 n2 -- n3)	
21	NEGATE	(n1 -- n2)	F NEGATE (CR) gives 0 0 0 FFF1 ok
22	NOT	(n1 -- n2)	F NOT (CR) gives 0 0 0 FFF1 ok
23	>R	(n --)	
24	R>	(-- n)	
25	R@	(-- n)	
26	DUP	(n1 -- n2)	10 (CR) DUP (CR) 0 0 0 0 -> 0 0 0 10 -> 0 0 10 10
27	DROP	(n --)	DROP (CR) 0 0 10 10 -> 0 0 0 10
28	SWAP	(n1 n2 -- n2 n1)	1 2 3 (CR) -> 0 1 2 3 SWAP (CR) -> 0 1 3 2
29	ROT	(n1 n2 n3 -- n2 n3 n1)	1 2 3 (CR) -> 0 1 2 3 ROT (CR) -> 0 3 1 2
30	OVER	(n1 n2 -- n1 n2 n1)	1 2 3 (CR) -> 0 1 2 3 OVER (CR) -> 1 2 3 2
31	." <text>"	(--)	for example : hello ." hello forth user"; (CR) hello (CR) -> hello forth user
32	\ <text>	(--)	\ anything after this in the same line is a comment
33	(<text>)	(--)	(comment 2 xxx) text in brackets is a comment
34	BEGIN	(--)	
35	UNTIL	(flag --)	
36	: <name>	(--)	to define new Forth Words - for example as shown in hello example, starts with :
37	;	(--)	and a new word definition ends with a ; - see as well the example hello
38	PEEK	(addr -- n)	read data at a memory location on stack and store this data on stack
39	POKE	(n addr --)	write data n to a memory location addr

