

Cross-Platform Low Level Language (CPL³)

BlackBox I/O Reference

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The following functions are available for CPL³ BlackBox I/O:

PrintInt	ReadInt
PrintFloat	ReadFloat
PrintDouble	ReadDouble
PrintString	ReadString

PrintInt – Return: void, Param(s): i32 – value to be printed

```
func_types:(void:i32);  
MOV $1 (i32)100;  
CALL .PrintInt;
```

PrintFloat – Return: void, Param(s): f32 – value to be printed

```
func_types:(void:f32);  
MOV $1 (f32)6.25;  
CALL .PrintFloat;
```

PrintDouble – Return: void, Param(s): f64 – value to be printed

```
func_types:(void:f64);  
MOV $1 (f64)3.1415927;  
CALL .PrintDouble;
```

PrintString – Return: void, Param(s): c* – pointer to string to be printed

```
MOV $storage "Hello, World!\n\n"  
func_types:(void:c8*);  
MOV $1 $storage;  
CALL .PrintString;
```

ReadInt – Return: i32 – value read from stdin, Param(s): void

```
func_types:((i32):void);  
CALL .ReadInt;  
MOV $storage $return;
```

ReadFloat – Return: f32 – value read from stdin, Param(s): void

```
func_types:((f32):void);  
CALL .ReadFloat;  
MOV $storage $return;
```

ReadDouble – Return: f64 – value read from stdin, Param(s): void

```
func_types:((f64):void);  
CALL .ReadDouble;  
MOV $storage $return;
```

ReadString – Return: void, Param(s): c8* - pointer to string buffer, i32 – length of buffer

```
func_types:(void:c8*,i32);  
MOV $1 $storage;  
MOV $1 (i32)1024;  
CALL .ReadString;
```