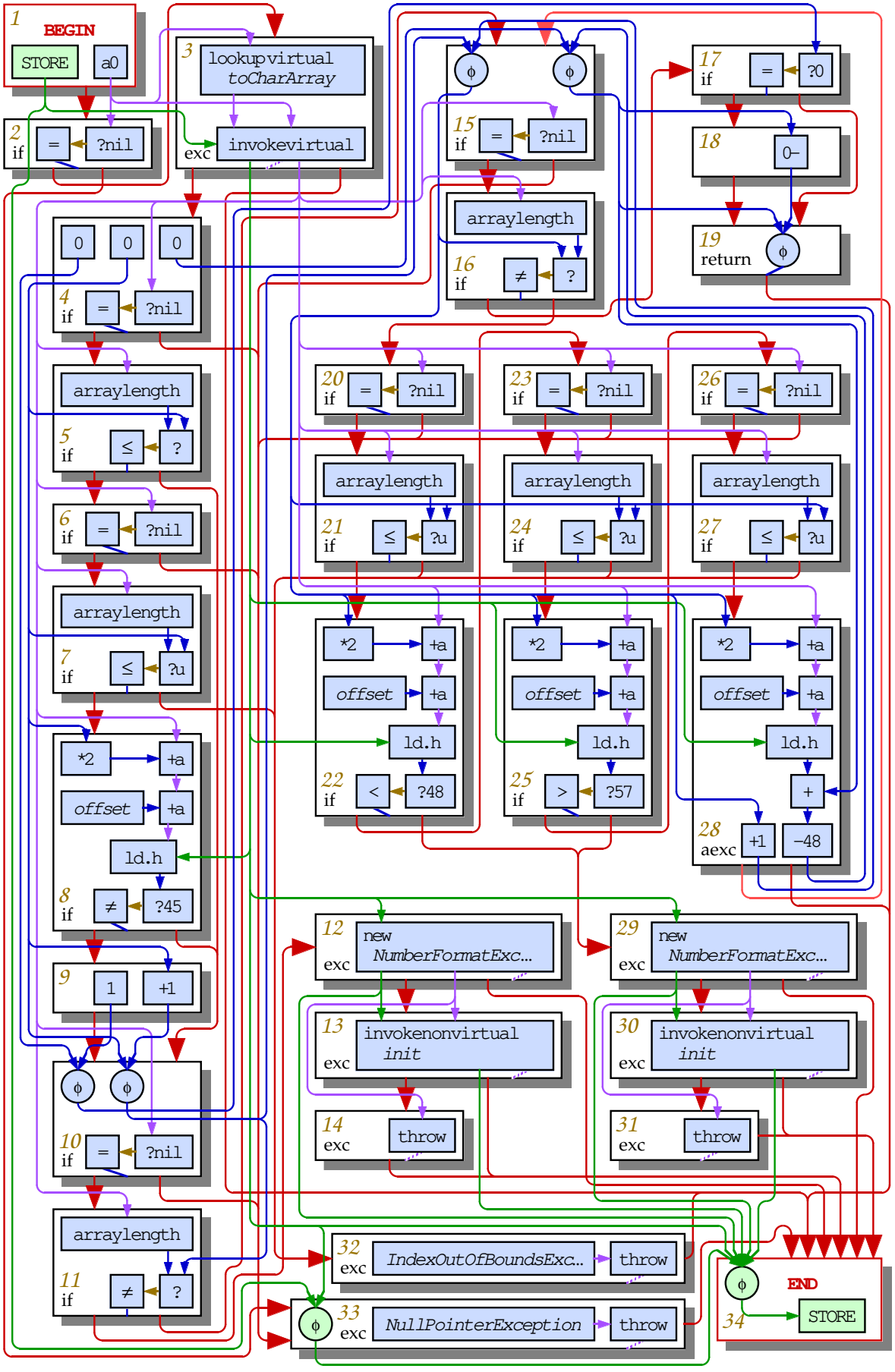
1 BEGIN
STORE
a0
2 if = ?nil
3 lookupvirtual toCharArray
exc invokevirtual
0 0 0
4 if = ?nil
arraylength
5 if ≤ ?
6 if = ?nil
arraylength
7 if ≤ ?u
*2 +a
offset +a
ld.h
8 if ≠ ?45
9 1 +1
ϕ ϕ
10 if = ?nil
arraylength
11 if ≠ ?
ϕ ϕ
15 if = ?nil
arraylength
16 if ≠ ?
17 if = ?0
18 0−
19 return ϕ
20 if = ?nil
arraylength
21 if ≤ ?u
*2 +a
offset +a
ld.h
22 if < ?48
23 if = ?nil
arraylength
24 if ≤ ?u
*2 +a
offset +a
ld.h
25 if > ?57
26 if = ?nil
arraylength
27 if ≤ ?u
*2 +a
offset +a
ld.h
+
28 aexc +1 −48
12 exc new NumberFormatExc...
13 exc invokenonvirtual init
14 exc throw
29 exc new NumberFormatExc...
30 exc invokenonvirtual init
31 exc throw
32 exc IndexOutOfBoundsExc... throw
ϕ 33 exc NullPointerException throw
ϕ END
34 STORE