

Read a character - puts a character read in low byte of register d0

```
Readchar    move.l  d7, -(sp)
            move #247, d7
            trap #14
            move.l (sp)+, d7
            rts
```

Write a character - writes single character in low byte of register d0 to the screen

```
Writechar   move.l  d7, -(sp)
            move #248, d7
            trap #14
            move.l (sp)+, d7
            rts
```

Stop the program

```
            move #228, d7
            trap #14
```