

returns a string equal to the hex value of the number. The question is, how to supply the subroutine with the number, and how to get the string information back from the subroutine. One way is to use the LOADST command to put the number on the stack. The subroutine uses the POPST command to store the number in a variable that it can work with. When the subroutine finishes evaluating the string, it loads the string on the stack and then returns. The main program now uses the POPST command to store the string in a variable:

```
10  LOADST(T%)
20  GOSUB 100
30  POPST(T$)
.
.
.
100 POPST(HEX%)
.
.
.
200 LOADST(HEX$)
210 RETURN
```