

**NAME**

compb -- compare input character string with a constant character string

**SYNOPSIS**

```
jsr r5,compb;name
```

**DESCRIPTION**

Enter with r0 set to point to input string.

Name is the address of the constant data--this string must be terminated with null byte.

On exit, c bit is set for failure, clear for success.

**LIBRARY**

/lib/lib1.a