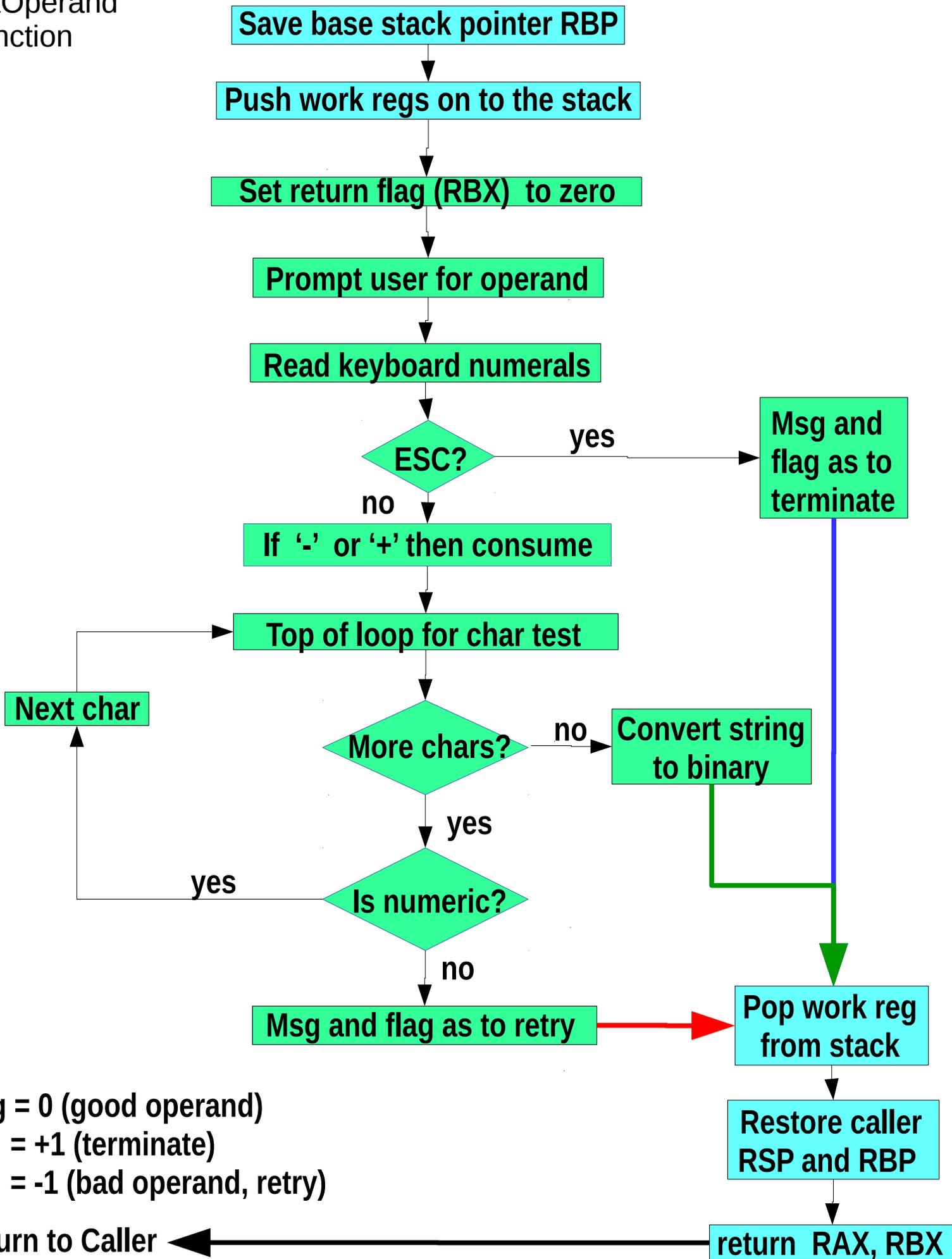


getOperand
function



Flag = 0 (good operand)
= +1 (terminate)
= -1 (bad operand, retry)

Return to Caller