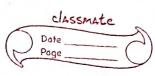
	Lecture Notes Corld. (Dated: 24-2-22)						
	Alcour !!						
	Program Relocation (supported by SIC/XE)						
7	rogroun rocci momori -) so now we can						
0	SICKE has more menory = ) 50 now we can have multiple programs with time-shared execution						
	have mucipa pur						
	Execution						
	1 + 1 address - [1000]						
•	In the SIC fgm, starting address = [1000]						
	1000						
	1018 001020						
	in the property of the propert						
	1020 00003 =1 will work provided program loads from						
	1000-						
đ	Suppose loader décides to load it from 3000.						
	3000						
	3006 1 => WILL BE CHAOS						
	man de la companya de						
•	For SIC/XE						
	SAME-						
	0000 100 A 3000A						
	000A (0:32026) 100A (0:32026) 300A (0:32026) 1TS						
	m EN DOWN -						
	LENGTH LENGTH LENGTH						
3	CENTIFIC						
# 1 L							

and the same



	0014						
	M,000014,05						
	M . 600027 05						
	M ~ 600027,05						
	as it not.						
	-> +LDT #4096=) modification record is not required.						
	is not required.						
	The state of the s						
	Lecture Notes Cortd. (Dated :- 25-2-22)						
3	NOBASE - directive - don't use base upiter						
	from programming after this.						
	So if PC is not possible, after						
	this =) error						
	Assembler						
	Machine-Independent Features						
	Literal						
	Constant usage fixed value						
	ENFIL LDA EOF						
	EOF BYTE C'EOF'						
	I fells that its a						
	ENDFIL LDA (DC'EOF' Symbol						
	fixed value is directly.  given inistruction itself						
	gives inistruction itself						
•	How toprocess the literals?						
4	- as soon as assembler encounters this literal = C'EOF'						
	it will put it in that (literal pool.)						
	It will put it in went						

All the literals gathered by assembler = literal poor using a LITTAB LITTAB = Plank lable Literal Experand length Name value Literal pool = at the end of the program usually LTORG => you can keep the literal operand close to the instruction

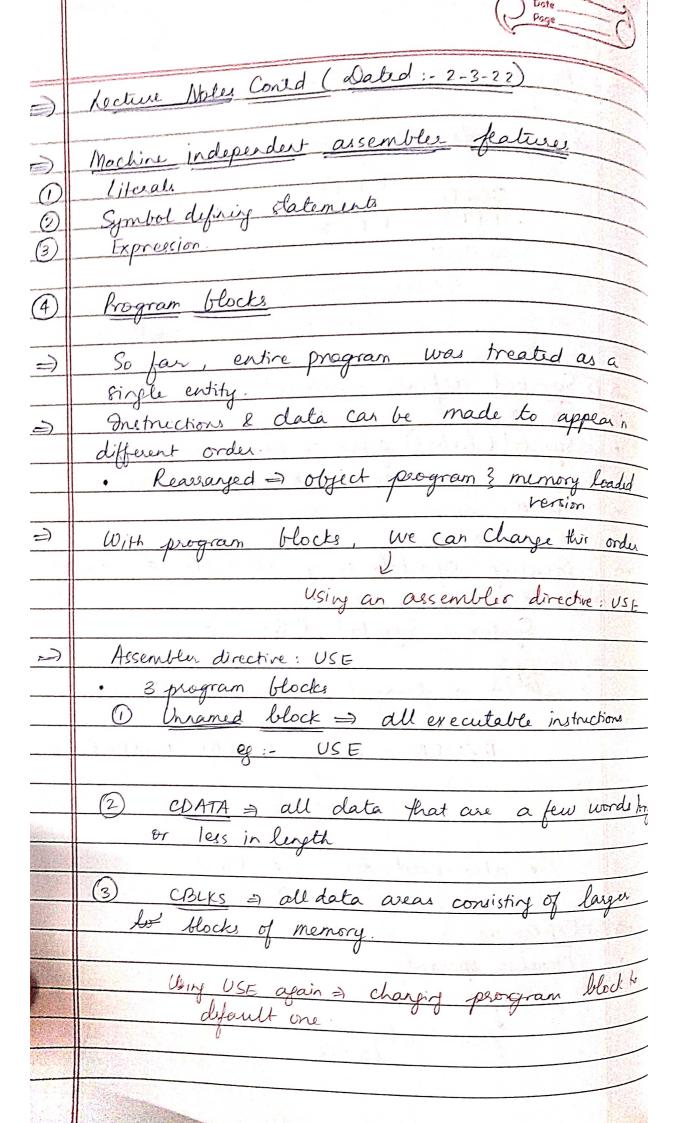
#3 & LTORG = & EOF' = not same as men. is not assigned for #3 Need for ITDRG =) if placed at the end =1 a large buffer in between = (high disp)

GRE relative might E)C'FOF'
B pushed onto UTTAB · 17086, end of pgm 3 Scans the LITTAB Lo for each entry in LITTAB.

assign the address

+ increment the LOCCTR

3	Pays 2					
•	Object code for an instruction					
	002D - 6 F F F F					
	+ FFF3 FFE2					
	6.020					
JA:	literals => treated as symbols itself => have their own addresses.					
	have their own addresses.					
	with the first the same with the same of t					
-A)	2) Symbol defining statement					
	The state of the s					
	Symbol (label) given to an instruction.					
J.	Symbol (label) given to an instruction.  ey:- CLOOP  Data					
•	Data					
	all many and the same of the s					
-	Creating symbols using assembles directive=(EQV)					
	eguate					
	Syntax:- Symbol EQU value					
	* = present value of LOCOTR					
	MAXLEN EQU BUFEND-BUFFER.					
	So length is not chardcoded					
X ) 12	now					
	· also used for: - A EQUO					
	× EQU (					
	3 Expressions					
•	lituals, operands					
	- , <del>* , + , /</del>					
	precent value of					
	1 LOCETR					



	. Why do we	do this?	111 111 11 1	11				
	It makes addressing Simple							
	It reduces the no. of F4 instructions => since							
	the buffere was pushed to one end.							
	1 Deverething can be done							
	Only for relative F4							
	THE TANK THE							
•	Drawback = additional into about the blocks							
	Drawback = additional info about the blocks should be mertione maintained							
	block läble							
	Block Table							
	and the second s	11 11 117	Start					
( )( <b>y</b>	Block name	Block number	Address	length				
	Default	minima to be a	0000	0066				
	CDATA	(	0066	000B				
	CBLKS	2	0071	1000				
	1	1 1 4096 bytes						
=)	Pass 1		and the land	- CO 10 0 year				
	The same		the web	_				
9	Pass 2	rees	VII					
•	Symbol -	Add from	SYTAB					
	0	+		_				
	Starting address from block							
J)	STL RET	STL RETADR						
	[TA] = 0000 + 0066 = 0066							
	C - 2							
	= 0066							
	- 0003							
1	0063)=1 disp.							
	ja .							

