

It is optional to assign label and argument. If the instruction doesn't have argument, then a new line have to be introduced after the instruction. If the line doesn't contain a label, then line have to begin with tabulator. Otherwise, the label has to be assigned with a colon at the beginning of the line. The length of the label may be 3 characters maximum, without the colon. The different parts (label, instruction, argument) has to be separated with tabulators.

It is possible to **save** (Mentés) or **open** (Megnyitás) an existing program at the **Source File operations**.

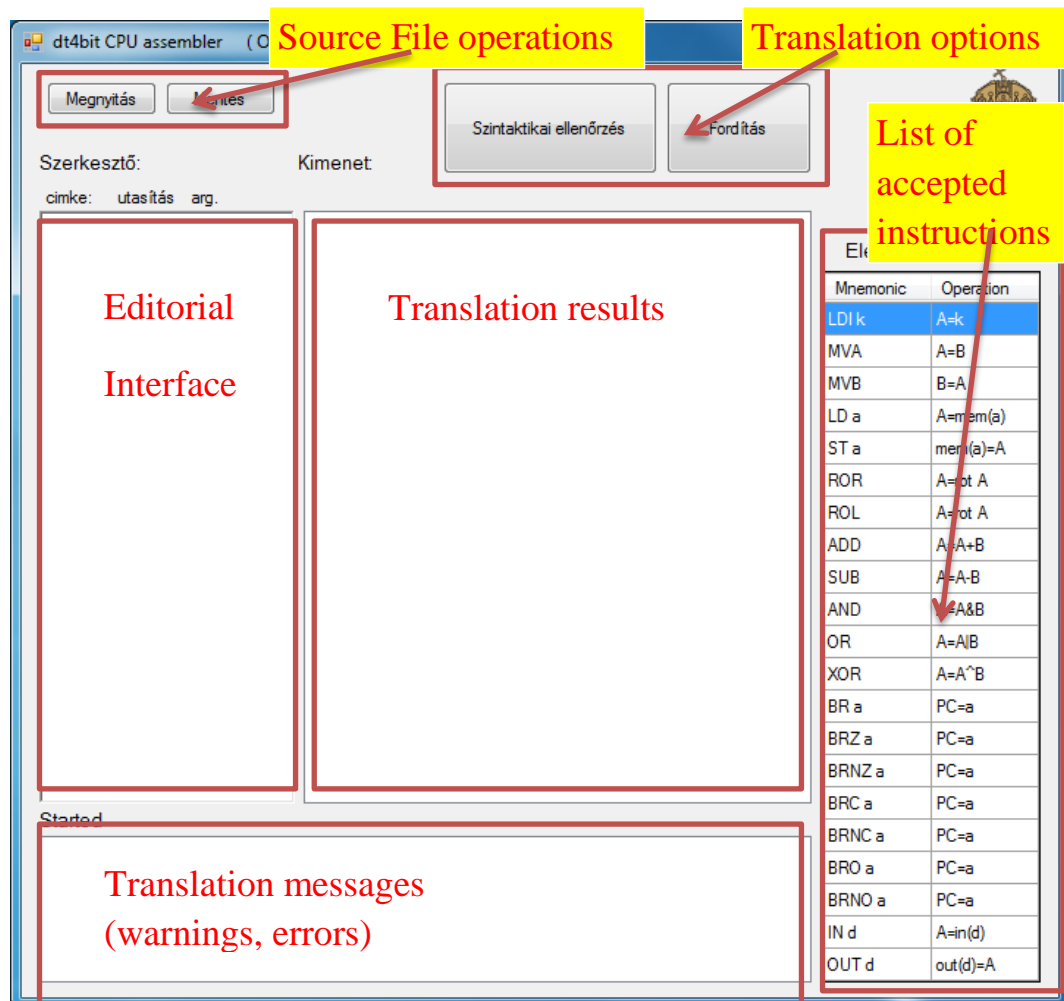


Figure 1. Structure of the program code editor

The **Translation options** contains two buttons. The first is the syntax check (Szintaktikai ellenőrzés), which check the syntax of program code in the Editorial Interface. The possible information messages appear in the **Translation messages** window. If there is a syntax error, the wrong line could be highlighted by clicking on the error message. The instruction, its hexadecimal code and its location in the program memory is displayed in the **Translation results** window.

By selecting the Translation (Fordítás) button, at first a syntax check will be done. IF the program code is syntax error free, than the translator replaces the content of the instruction