

Construct the complete object program for the source program

LABEL	MNEMONIC	OPERAND
SIMPLE	START	1000
FIRST	LDA	FIVE
	STA	ALPHA
	LDX	ZERO
MOVECH	LDC	STR1,X
	H	
	STCH	STR2,X
	TIX	ELEVEN
	JLT	MOVECH
STR1	BYTE	C' TEST STRING
STR2	RESB	11
FIVE	WORD	5
ZERO	WORD	0
ELEVEN	WORD	11
ALPHA	RESW	1

OPCODES LDA- 00

STA-0C

LDX-04

LDCH-50

STCH-54

TIX-2C

JLT38

LOCATION	LENGTH	LABEL	MNEMONIC	OPERAND	OBJECT CODE
		SIMPLE	START	1000	
1000	3	FIRST	LDA (1)	FIVE (2)	00102B
1003	3		STA (1)	ALPHA (2)	0C1034
1006	3		LDX (1)	ZERO (2)	04102E
1009	3	MOVECH	LDCH (1)	STR1,X (2)	501001015 = 509015
100C	3		STCH (1)	STR2,X (2)	541001020 = 549020
100F	3		TIX	ELEVEN	2C1013
1012	3		JLT (1)	MOVECH (2)	381009
1015	1X11 = 11 i.e B In hexa	STR1	BYTE (1)	C' TEST STRING (11)	54 45 53 54 20 53 54 52 49 4E 47
1020	1X11 = 11 i.e B in hexa	STR2	RESB (1)	11 (11)	
102B	3	FIVE	WORD	5	000005

			(3)	.	
102E	3	ZERO	WORD (3)	0	000000
1031	3	ELEVEN	WORD (3)	11	00000B
1034	1X3 = 3	ALPHA	RESW (3)	1	
1037	3		END (3)		

H^SIMPLE^001000^00037

T^001000^15^00102B,0C1034,04102E,509015,549020,2C1013,381009

T^001015^1C^,544553, 542053,545249,004E47,000005,000000

T^001031^06^00000B

E^001000