















Obj.java

```
public class Obj {
    String name;
    int addr;
    Obj(String nm, int address)
    {
        this.name=nm;
        this.addr=address;
    }
}
```

Pooltable.java

```
public class Pooltable {
  int first,total_literals;
  public Pooltable(int f, int l) {
      // TODO Auto-generated constructor stub
      this.first=f;
      this.total_literals=l;
  }
```

Input file :sample.txt

```
start 100
mover ax 05
mover bx 10
up: add ax bx
movem a = 5
mult ax a
origin up
ltorg
movem b = '8'
movem c = '8'
ltorg
movem b = '7'
movem c = '8'
<u>ds</u> a 02
dc b 10
<u>ds</u> c 09
next equ up
end
```