IV - RUNNING AND DEBUGGING

IV A. USING THE SYMBOL AND LINK TABLES

Much has already been said about the symbol and link tables. This section will suggest some further hints on their use in debugging the object program.

While writing source code, keep a list of all the labels you have used. Before assembly, check all arguments against this list. This simple preventative measure will help your programs to assemble the first time through. Be sure comments are preceded by a semicolon and that only arguments are preceded by a space. If your program does not run properly, view the symbol table using Text Editor-21, writing down the addresses next to the list of labels you made. Also note down the start addresses of each section from the link table. Often, programs may be debugged with this information without having to reassemble from scratch.

You may further identify sections of your program by inserting dummy labels at known locations even though they do not have accompanying arguments. The dummy labels become part of the symbol table during taping, and will further direct your search for a bug.