the address 0200. At 0200 in the object program, then, you will find the AXXX instruction which we discussed in section I. The assembler has calculated all the addresses, and the symbol table gives you a memory map to your program which you will find valuable in debugging the object code. This means you do not have to reassemble to adjust such things as a forgotten bit in a display pattern, or the fine-tuning of a timing loop. Along with one of the Chip-8 Editors mentioned in the introduction, the symbol table will prove to be quite useful in program development.

Under the symbol table you see a list of addresses followed by many 0000's. This is the link table. The first link address is the address of the first line of the second section of source listing that was assembled. The second address goes with the third section, etc. The last address in the link table (the one just before the 0000's) represents the byte that immediately follows the last byte of the object program. This information, important for debugging, will also come in handy when you wish to assemble only part of a program, then continue in the normal way using the system monitor or your own Chip-8 Editor.

The object program is now ready to load at the start address (0200) using the normal ROM system