Resisting temptation to try out the new program,
(besides you don't have the instructions yet -- no fair
peeking ahead) go back to where you have Text Editor-21
on tape, load the program (12(C) pages @ ML 0000 using
the ROM system monitor) and run. Return to the point on
your tape where the Symbol and Link Tables are recorded
(number 3 in the above example). This is at the tape
counter number you wrote down before starting the tape
output.

Load in the Symbol and Link tables using Text Editor-21's
tape read feature. (Without resetting the computer,
press Key C, then Key B for tape read; start tape play;
stop tape when display returns.) Leave the tape in this
position which will be just before the object program
(#5 in the above example).

You are now viewing the symbol and link tables
which were created during the first pass of assembly.
The symbol table comes first. All labels used in the
program are listed alphabetically sorted by the first
letter along with the address at which they were
calculated to exist. These addresses correspond to the
assembled object program. If you examine the program
(do it later, though, after this section) you will
notice that the label BEGIN which is the label for the
first line in the source listing has been assigned