Calls:
    ASCII to hex conversion

Search Symbol Table:
    Input:
        RA points to label in source listing-(points to same label on return)
    Output:
        RE.0=Match found (though this won't be used)
        RD points to address in Symbol Table/Error #1=No match
    Changes:
        RD as noted-RE for error
    Calls:
        Test String/Error Message

Test String:
    Input:
        RA points to string for comparison (i.e. Label)
        RD points to known string (i.e. Symbol or "link")
    Output:
        RE.0=00 =Equality RE.0≠00 =Inequality
        RD points to byte following known 5-byte string
        RA reset - points to same label
    Changes:
        RF.0 RE.0 RD
    Calls:
        No sub routines

Insert Address:
    Input:
        R9 points to Object Code needing address - in <u>hex</u> form
        RD points to address in Symbol Tabel
    Output:
        Combines address in table with the Object Code
    Changes:
        RD which will point to 2nd byte of address in table
        R9 which will point to same Object Code slot-is <u>reset</u> not changed
    Calls:
        No sub routines

Symbol Table Rearranger:
    Input:
        None - assembly complete however
    Output:
        RA points to first symbol byte for outputting to text
        Text @ 0400-09FF-Symbol & address list alphabetized by 1st letter
    Changes:
        R9/RA R9 is set to 0400 & goes down depending # symbols
    Calls:
        Output Symbol to Text