SYMBOL TABLE MANAGER

```
039A   F8   LDI
 9B    05
 9C    AF   PLO  RF    ;RF = Loop Count of 5
 9D    4A   LDA  RA    ;Get one byte of symbol from source listing
 9E    5D   STR  RD    ;Store in Symbol Table
 9F    1D   INC  RD    ;R8 + 1 - next table position
03A0   9D   GHI  RD
 A1    FB   XRI        ;Test if R8.1 went past
 A2    0C              ;End of table @ 0BFF
 A3    32   BZ         ;If so, branch to Error & halt
 A4    B0
 A5    2F   DEC  RF    ;Decrement Loop counter
 A6    8F   GLO  RF
 A7    3A   BNZ        ;Loop until done with symbol
 A8    9D
 A9    99   GHI  R9    ;Place address in R9 after
 AA    5D   STR  RD
 AB    1D   INC  RD    ;5-byte symbol (no need to test
 AC    89   GLO  R9
 AD    5D   STR  RD    ;Overflow -- if there was room for the
 AE    1D   INC  RD    ;Symbol; There is room for the address)
 AF    D5   SEP  R5    ;Return with RD pointing to next position
03B0   F8   LDI
 B1    03              ;Set RE.0 = 03
 B2    AE   PLO  RE    ;For Symbol Table overflow
 B3    D4   SEP  R4
 B4    02              ;Call Error Routine
 B5    B0              ;No return -- Program halted
 B6    D5   SEP  R5    ;Return (only in case of later changes to Error
                                                                  Sub)
```

INITIALIZE LINK TABLE

```
03B7   F8   LDI        ;Entry #1 Initialize & erase
 B8    02
 B9    BF   PHI  RF    ;RF = 02E0 - top of Link Table
 BA    F8   LDI
 BB    E0
 BC    AF   PLO  RF
 BD    F8   LDI
 BE    00              ;Store 00 to erase table
 BF    5F   STR  RF
03C0   1F   INC  RF
 C1    8F   GLO  RF
 C2    3A   BNZ
 C3    BD
 C4    F8   LDI        ;Entry #2 - Initialize & preserve
 C5    02
```