

00F8	D4	SEP	R4	;Begin end
F9	03			;Call Initialize Link Table (for
FA	C4			;Outputting to text) 2nd entry
FB	D4	SEP	R4	
FC	03			;Call Output Manager-(Halts program)
FD	E3			
FE	23	DEC	R3	;Halt (Just in case of a false return or
FF	00	Filler		;Later programming change)

#### PUT INSTRUCTION IN MEMORY

0100	F8	LDI		
01	02			
02	A6	PLO	R6	;Set R6.0 = Loop Count of 2
03	4A	LDA	RA	;Get first of character pair
04	BE	PHI	RE	;Put in RE.1 for conversion
05	4A	LDA	RA	;Get 2nd of character pair
06	AE	PLO	RE	;Put in RE.0 for conversion
07	D4	SEP	R4	
08	02			;Call ASCII to Hex Conversion
09	66			
0A	9F	GHI	RF	;Get the converted byte
0B	59	STR	R9	;Store as Object Code
0C	19	INC	R9	;Increment the pointer
0D	26	DEC	R6	;Decrement the Loop Counter
0E	86	GLO	R6	
0F	3A	BNZ		;Do the second pair
0110	03			
11	29	DEC	R9	
12	29	DEC	R9	;Reset R9 to point to Object Code just stored
13	D5	SEP	R5	;Return

#### SEARCH SYMBOL TABLE

0114	F8	LDI		;Begin search new table
15	0A			
16	BD	PHI	RD	;Set Rd = address Symbol Table @ 0A00
17	F8	LDI		
18	00			
19	AD	PLO	RD	
1A	D4	SEP	R4	;Begin continue search
1B	01			;Call Test String (RA is reset)
1C	2F			
1D	8E	GLO	RE	
1E	3A	BNZ		;If RE.0 $\neq$ 00, continue
1F	21			
0120	D5	SEP	R5	;Else return (RE.0=00) RD points to address
21	1D	INC	RD	;Increment RD to next table entry
22	1D	INC	RD	