

function of the section of program they identify. In the Format Example, for instance, BEGIN is easily remembered as the first line of the program. Later, when a program restart is desired, it becomes a simple matter to perform a Go-To BEGIN rather than have to remember at which address this occurs.

You will notice in the Format Example that the label "BEGIN" is followed by a colon (:) in position #6. This colon is purely cosmetic to the assembler, and by that I mean position #6 of a normal instruction (vs. a comment) line is inactive and transparent to the assembler. You may leave the colon out or replace it with another character -- a dash or period for instance if that looks better to you. The sole purpose of the colon in position #6 is to make that line clearer to read. The label BEGIN obviously goes with the instruction AXXX in the example, line #3. If you want, all instructions may be preceded with a colon or other punctuation (or character). Position #6 is totally inactive -- only if the assembler sees a capital letter in position #1 will it treat the next five characters as labels.

(This is not completely true as I have hinted, however. The assembler actually recognizes everything but spaces and semicolons in position #1 as the first characters of labels. Unless labels start with a capital