

All tapes are coded by a single letter and number. The letter stands for a general grouping, or program category to be found in that section. The number indicates a particular tape within that group.

#### LETTER

- A = Utility Programs - Editors, Disassembler, Chip-8 Language, Character designer, etc.
- B = Game programs -- final versions
- C = Work tapes -- trial runs of programs
- D = Subroutine source listing library
- E = Program source listings -- symbol tables

It's not a complex system by any means. The only firm rule is that all programs exist in one form or another on at least two tapes allowing re-creation of destroyed programs.

When working with Chip-8 Assembler-3, it will be helpful to organize a separate "C" tape with the following format:

#### Cassette C-N

- 1) Disassembler-7 -- to view machine language subs
- 2) Text Editor-21 -- for creating source listings
- 3) Chip-8 Assembler-3 -- assembling source listings
- 4) Chip-8 Editor -- debugging object programs