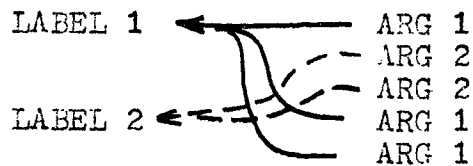


of data, or Fire Phasers routine. A chart will help clear this:



If ARG 1 = LABEL 1 and ARG 2 = LABEL 2 then we see an example where two sections of the program are called several times by the corresponding arguments. In the case of LABEL 1, three calls are performed where in the case of LABEL 2, only two calls have been programmed.

The whole discussion on labels and arguments will boil down once you understand the simple principal of using words or symbols to direct the program flow instead of addresses. Take a moment to examine the sample program at the end of this section. (Don't worry about how it operates.) You will see that each label to the left of the instructions occurs once and only once, and that in most cases several occurrences of identical arguments will be found to the right of the instructions. Confirm for yourself that the labels and arguments of the sample program conform to the above rules.