

In the above short example, BEGIN is a label that in this case has no corresponding argument. I have included it simply to show that this marks the first line of the program, though if I wanted to expand the program and include a Go-To BEGIN, I could accomplish this without having to search my notes to see just where the beginning is. (BEGIN does not have to be the first line of the program.) Notice also the next to last line of the example. The 1XXX Go-To has the same argument and label -- END. When assembled, this instruction's own address will be inserted into it causing a Go-To itself or halt at that location when the program is run. (The example is a complete program by the way, and may be assembled and run after you learn how to operate the assembler.)

Now I have two confessions to make about the RMKK and the above example. First you do not need to type RM to reserve memory -- actually only the first R is needed followed by any character followed by KK. You could very well type RBKK (Reserve Bytes or RQKK (Reserve ...?). Because of the way the assembler is constructed, only FF bytes may be reserved by the RMKK, and the use of RM reminds you not to overstep this limit (as opposed to specifying RKKK where the first K has to equal 0).