

The second pass is now completed. What the assembler has done this time is to match all the arguments in the source listing with the symbol table created during the first pass. It takes the addresses from the table and inserts them in the Chip-8 instructions needing those addresses. An area of memory (three pages long) now contains the completed object program in a ready-to-run form, taking into account RRRK pseudo instructions and linking instructions as previously discussed.

It is vital that you play each section during the second pass in the exact same order as for the first pass. If you receive an error message, it will **most** likely be a 1E type -- no symbol found in table and you will have to check your source listing and start again. (see III,D).

Provided you have received no errors, you are ready to procede to the next chapter. DO NOT TOUCH THE RUN SWITCH. Leave the computer on and turn to the next section.