

two passes creating (assembling) it into the object program which will then run on the computer. Source means just that -- the original form or "source" of the program.

START ADDRESS -- Chip-8 Assembler-3 requires you to specify from where you want assembly to originate. For a normal Chip-8 program, ML 0200 would be the start address. Any address may be specified -- even in the middle of a page. The assembler will begin to create object code using the start address for the first instruction of the source listing it encounters.

SYMBOL TABLE -- A collection of all labels and their associated addresses which after assembly may be used to debug the object program without having to reassemble. Chip-8 Assembler-3 alphabetizes (by first letter only) all the labels and automatically outputs the symbol table to tape along