their use. (Excluding Chip-8 Assembler-3
-- it is not a machine language assembler.)
Disassembler-7 for instance, translates
hex codes into mnemonics for ease in
reading otherwise indecipherable machine
language programs.

OBJECT PROGRAM or OBJECT CODE -- The actual program
in a form that will run (assembled).
Following the automatic output to tape
of the symbol table and the link table,
Chip-8 Assembler-3 waits about 4 seconds,
then records the Chip-8 Object Program
ready to reload at the start address
and run.

PASS --   The process of loading the
source listing into Chip-8 Assembler-3
so it may be assembled. As do most
assemblers, Chip-8 Assembler-3 requires
two passes -- or two "looks" -- at the
same program in the same order to do
its work. During the first pass, the
symbol table is created. During the
second pass, the symbol table is searched