

and addresses inserted in their proper locations. It is during the second pass that the object program is created.

PSEUDO INSTRUCTION -- An instruction whose only purpose is to instruct the assembler to perform a special operation. Chip-8 Assembler-3 contains one pseudo instruction which is usually preceded by a label, though this is not essential. It takes the form RMKK where KK = a number from 00-FF hex. Using this instruction will reserve KK bytes at that particular position in the program. (KK + 1 bytes if KK is an odd number, thus conforming with the Chip-8 format of even-numbered addressing.)

SOURCE LISTING -- The prepared program usually written using a text editor such as Text Editor-21. The source listing exists in ASCII (or other encoded form for other assemblers) and is not capable of being run in that form on a computer. Chip-8 Assembler-3 reads the source listing in