initial values for V0-V6 when the program is run. The first line of the program (at the label BEGIN) when assembled will cause the "I" pointer to point to these bytes of data. The F665;GET instruction will load these values into the variables V0-V6. All this is performed without having to know the location in memory of the data. The assembler will match the label and argument together and insert the proper address into the AXXX instruction.

An important rule: For any and all arguments there must be one and only one identical label. Failure to adhere to this will cause an error message to be output and the assembly will halt (see section III,D). The converse of this rule is not true. In other words, there may be labels without accompanying arguments. However such labels would be without purpose unless used to simply identify a section of the program. (Use of more than 73 labels will cause overflow.)

The same argument may be used as many times as needed. For example, in the case of a much-used subroutine call, the same argument will occur many times in the source listing. However, any label must be used only once as it is responsible for identifying the position in memory for that subroutine, or block