

- b) Addressing types may take the form
NXXX where XXX is intended to be an
address to be calculated by the assembler,
and where N = the identifying character
(A, 2, etc.) for that instruction.
- c) Data, bit patterns for display, etc., are
treated exactly as are instructions.

3) LABELS

- a) Begin with capital letters on position #1,
and may extend up to five characters in
length total using any combination of the
128 ASCII codes for the remaining four
characters.
- b) May be followed by a colon, other
punctuation or space in position #6 just
before an instruction or data for clarity.
- c) A maximum of 73 labels may be used.
- d) The label LINK is illegal and is reserved
for use by the assembler.

4) ARGUMENTS

- a) Identical construction to labels.
- b) Begin in position #12, preceded by a
space in position #11, preceded by a