

## RECORDER AFTER THE FIRST TAPING SEGMENT!

When the display does return, the assembler's output routine waits four seconds, and then begins another taping output automatically (see the tape output format above.) The display will again go off and you will hear the high-pitched tone indicating output to tape. When the display returns for a second time, you may stop the tape recorder.

NOW YOU MAY FLIP THE RUN SWITCH DOWN.

Assembly and output are complete. Please read the next section, III,B, for loading and running the object program.

## III,B. SYMBOL AND LINK TABLES -- THE OBJECT PROGRAM

You now have a tape which is configured as follows.  
(I use the sample source listing for the example.)

- 1) Source Listing -- main program
- 2) Source Listing -- Subs and data
- 3) Symbol and Link Tables
- 4) 4 second pause
- 5) Object program in assembled form