Then go to where you reserved the two memory bytes and insert the call to the sub.

Data blocks that are very large may be handled in the same way as it is probably easier to key the data in and record it on tape for loading after assembly. It is possible to enter data, for example, beginning at ML 0000. Record one extra page than you have entered. After your program has been assembled, find the last address in the link table and load the data from there, loading only as many pages as are needed this time. (You may always read and write to tape using the ROM system monitor set to begin anywhere in the middle of a page -- you don't have to always start with the first byte. However, even if you start with 02FE, the monitor will think that those two bytes are a full page. In other words, if you record one page starting @ 02FE, exactly two bytes will be output to tape. You cannot record exactly 256 bytes from ML 02FE to 03FE. You would have to specify 2 pages and record from 02FE to 03FF to include the second page. Experiment with this in order to grasp the idea.)

V C. LARGE PROGRAMS

Break up your sections of source code into groups