

Algorithm for pass 1 of a Assembler

Pass 1:

```
begin
  read first input line
  if OPCODE ='START' then
    begin
      save #[OPERAND] as starting address
      initialize LOCCTR to starting address
      write line to intermediate file
      read next input line
    end {if START}
  else
    initialize LOCCTR to 0
  while OPCODE != 'END' do
    begin
      if this is not a comment line then
        begin
          if there is a symbol in the LABEL field then
            begin
              search SYMTAB for LABEL
              if found then
                set error flag (duplicate symbol)
              else
                insert (LABEL,LOCCTR) into SYMTAB
            end {if symbol}
          search OPTAB for OPCODE
          if found then
            add 3 {instruction length} to LOCCTR
          else if OPCODE='WORD' then
            add 3 to LOCCTR
          else if OPCODE = 'RESW' then
            add 3 * #[OPERAND] to LOCCTR
          else if OPCODE = 'RESB' then
            add #[ OPERAND] to LOCCTR
          else if OPCODE = 'BYTE' then
            begin
              find length of constant in bytes
              add length to LOCCTR
            end {if BYTE}
          else
            set error flag (invalid operation code)
          end {if not a comment}
        write line to intermediate file
        read next input line
      end {while not END}
    write last line to intermediate file
    save (LOCCTR – starting address) as program length
  end {Pass 1}
```

Algorithm for pass 2 of a Assembler

Pass2:

```
begin
  read first input line (from intermediate file)
  if OPCODE ='START' then
    begin
      write listing line
      read next input line
    end {if START}
  write Header record to object program
  initialize first Text record
  while OPCODE != 'END' do
    begin
      if this is not a comment line then
        begin
          search OPTAB for OPCODE
          if found then
            begin
              if there is a symbol in OPERAND field then
                begin
                  search SYMTAB for OPERAND
                  if found then
                    store symbol value as operand address
                  else
                    begin
                      store 0 as operand address
                      set error flag (undefined symbol)
                    end
                  end {if symbol}
                else
                  store 0 as operand address
                  assemble the object code instruction
                end {if opcode found}
              else if OPCODE ='BYTE' or 'WORD' then
                convert constant to object code
            if object code will not fit into the current Text record then
              begin
                write Text record to object program
                initialize new Text record
              end
              add object code to Text record
            end {if not comment}
          write listing line
          read next input line
        end(while not END)
      write last Text record to object program
      write End record to object program
      write last listing line
    end{Pass 2}
```