After creating a program using the editor/assembler, record the program on tape, and then--using the BASIC cartridge, load the assembled program using the following basic program:

```
100 TRAP 260

110 OPEN #3,4,0,"C:"

120 GET #3,X

130 GET #3,X

140 GET #3,X

150 GET #3,Y

160 ADSTART=256*Y+X

170 GET #3,X

180 GET #3,Y

190 ADEND=256*Y+X

200 ADCUR=ADSTART

210 GET #3,X

220 POKE ADCUR,X

230 ADCUR=ADCUR+1

240 IF ADCUR<=ADEND THEN GOTO 210

250 GOTO 140

260 CLOSE #3

270 END
```