

Labels

- Labels are text placeholders for a location in your code
- The optional label in front of an instruction or other directive evaluates to the address where the instruction or data starts in memory and can be used in other instructions
- Can be any alphanumeric string (or start with a '.' or '_') but should be terminated with a colon ':'

```
.text
START:  MOVE.W    #3,D0
.L1:    MOVE.B    #0xFF,D3
        BRA      .L1
```

Assembly Source File

Note: The BRA instruc. causes the program to branch (jump) to the instruction at the specified address

START = 0x1000	MOVE.W
0x1002	0003
.L1 = 0x1004	MOVE.B
0x1006	00FF
0x1008	BRA

Assembler finds what address each instruction starts at...

```
.text
START:  MOVE.W    #3,D0
.L1:    MOVE.B    #0xFF,D3
        BRA      0x1004
```

...and replaces the labels with their corresponding address