In this type of loader, the instruction is read line by line, its machine code is obtained and it is directly put in the main memory at some known address.

That means the assembler runs in one part of memory and the assembled machine instructions and data is directly put into their assigned

memory locations.

After completion of assembly process, assign starting address of the program

to the location counter.

Portion of memory is wasted because combination of assembler and loader activities, this

combination program occupies large block of memory

There is no production of .obj file

It cannot handle multiple source programs or multiple programs written in different languages

The execution time will be more in this scheme as every time program is assembled and then