

Pass 2:

```
begin
  set CSADDR to PROGADDR
  set EXECADDR to PROGADDR
  while not end of input do
    begin
      read next input record {Header record}
      set CSLTH to control section length
      while record type ≠ 'E' do
        begin
          read next input record
          if record type = 'T' then
            begin
              {if object code is in character form, convert
               into internal representation}
              move object code from record to location
                (CSADDR + specified address)
            end {if 'T'}
          else if record type = 'M' then
            begin
              search ESTAB for modifying symbol name
              if found then
                add or subtract symbol value at location
                  (CSADDR + specified address)
              else
                set error flag {undefined external symbol}
              end {if 'M'}
            end {while ≠ 'E'}
          if an address is specified {in End record} then
            set EXECADDR to (CSADDR + specified address)
            add CSLTH to CSADDR
          end {while not EOF}
        jump to location given by EXECADDR {to start execution of loaded program}
      end {Pass 2} ~
```

Figure 3.11(b) Algorithm for Pass 2 of a linking loader.