```
begin
    read Header record
    verify program name and length
    read first Text record
    while record type ≠ 'E' do
        begin
            {if object code is in character form, convert into
                internal representation}
            move object code to specified location in memory
            read next object program record
        end
    jump to address specified in End record
end
```

Figure 3.2 Algorithm for an absolute loader.