



[DOCUMENT TITLE]

Executable
program

7

Load and go assembler:

The simplest assembler program is the load and go assembler it accepts as input a program whose instructions are essentially one to one correspondence language but with symbolic names used for operators and operands. It produces machine language as output which is loaded directly in main memory and gets executed. The translation is usually performed in a single pass over the input program text. The resulting machine language program occupies storage locations which are fixed at the time of translation and can not be changed subsequently. The program can call library sub routine provided that they occupy other locations than those required by the program no provision is made for combining separate sub programs translated in this manner.

The load and go assembler forgoes the advantage of modular program development. Among the most of these are

1. The ability to design code and test different program components in parallel.
2. Change in one particular module does not require scanning the rest of the program.
Most assemblers are designed to create programs in modules. These modules are generally developed in two pass translation.
3. During the first pass the assembler examines the assembler language program and collects the symbolic names into a table. During the second pass the assembler generates code which is not quite in machine language. It is rather in a

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