
Using the Mini-Assembler

The Mini-Assembler saves one address, that of the program counter. Before you start to type a program, you must set the program counter to point to the location where you want the Mini-Assembler to store your program. Do this by typing the address followed by a colon.

After the colon, type the mnemonic for the first instruction in your program, followed by a space and the operand of the instruction. Now press Return. The Mini-Assembler converts the line you typed into hexadecimal, stores it in memory beginning at the location of the program counter, and then disassembles it again and displays the disassembled line. It then displays a prompt on the next line.

Now the Mini-Assembler is ready to accept the second instruction in your program. To tell it that you want the next instruction to follow the first, don't type an address or a colon: just type a space and the next instruction's mnemonic and operand, then press Return. The Mini-Assembler assembles that line and waits for another.

Formats for operands are listed in Table 5-1.

```
!300:LDX #02
0300-   A2 02           LDX    #$02
! LDA $0,X
0302-   B5 00           LDA    $00,X
! STA $10,X
0304     95 10           STA    $10,X
! DEX
0306-    CA             DEX
! STA $C030
0307-    8D 30 C0       STA    $C030
! BPL $302
030A-    10 F6           BPL    $0302
! BRK
030C-    00             BRK
!
```