

locations		assembly code	
0x00	– 0x03	x:	.long
0x04	– 0x07	label1:	cmp r1, r2
0x08	– 0x0B		bne label2
0x0C	– 0x0F		jsr label3
0x10	– 0x13	label2:	load r3, 0
0x14	– 0x17		br label4
0x18	– 0x1B	label3:	add r5, 1
0x1C	– 0x1F		ret
0x20	– 0x23	label4:	ld r1, 1
0x24	– 0x27		ret

Figure 9.12 A snippet of assembly language code and the locations assigned to each statement for a hypothetical processor. Locations are determined in the assembler's first pass.