

RELOCATION/EXTERNAL SYMBOL TABLE CODES:

0x01 = relocate, 0x05 = external definition, 0x11 = external reference

LINKABLE ASSEMBLY LANGUAGE:

```
.import proc
lis $1
.word proc
jalr $1
```

```
.export proc
proc:
jr $31
```

MERL:

```
; assembly lang.      ; machine l.
beq $0, $0, 2          ; 0x10000002
.word endmodule        ; 0x00000034
.word endcode          ; 0x00000018
```

```
lis $1                 ; 0x00000814
use1: .word 0 ;for now; 0x00000000
jalr $1                ; 0x00200009
endcode:               ;
```

```
.word 0x11 ; ext. ref ; 0x00000011
.word use1 ; location ; 0x00000010
.word 4    ; length   ; 0x00000004
.word 112  ; 'p'      ; 0x00000070
.word 114  ; 'r'      ; 0x00000072
.word 111  ; 'o'      ; 0x0000006f
.word 99   ; 'c'      ; 0x00000063
endmodule: ;
```

```
; assembly lang.      ; machine l.
beq $0, $0, 2          ; 0x10000002
.word endmodule        ; 0x0000002c
.word endcode          ; 0x00000010
```

```
proc:                  ;
jr $31                 ; 0x03e00008
endcode:               ;
```

```
.word 0x05 ; ext. def ; 0x00000005
.word proc ; location ; 0x0000000c
.word 4    ; length   ; 0x00000004
.word 112  ; 'p'      ; 0x00000070
.word 114  ; 'r'      ; 0x00000072
.word 111  ; 'o'      ; 0x0000006f
.word 99   ; 'c'      ; 0x00000063
endmodule: ;
```