Outline for Relocating Loader:

1. Obtain the starting address (also called the “load point”) for the module. (This generally involves a call to the operating system.) Let $X$ denote the load point.

2. Load each Text Record starting from the address obtained by adding $X$ to the starting address indicated in the Text Record. (The loader must also do a test to ensure that the checksum stored in the Text Record matches the computed checksum.)

3. For each Modifier Record, access the specified bytes and add $X$ to the address stored in those bytes.

4. Let $Y = X +$ the address specified in the End Record. Jump to address $Y$ to start program execution.