

Paradyn Parallel Performance Tools

SymtabAPI Programmer's Guide

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Figure 1: SymtabAPI Object Ownership Diagram

1 Introduction

SymtabAPI is a multi-platform library for parsing symbol tables, object file headers and debug information. SymtabAPI currently supports the ELF (IA-32, AMD-64, and POWER) and PE (Windows) object file formats. In addition, it also supports the DWARF and stabs debugging formats.

The main goal of this API is to provide an abstract view of binaries and libraries across multiple platforms. An abstract interface provides two benefits: it simplifies the development of a tool since the complexity of a particular file format is hidden, and it allows tools to be easily ported between platforms. Each binary object file is represented in a canonical platform independent manner by the API. The canonical format consists of four components: a header block that contains general information about the object (e.g., its name and location), a set of symbol lists that index symbols within the object for fast lookup, debug information (type, line number and local variable information) present in the object file and a set of additional data that represents information that may be present in the object (e.g., relocation or exception information). Adding a new format requires no changes to the interface and hence will not affect any of the tools that use the SymtabAPI.

Our other design goal with SymtabAPI is to allow users and tool developers to easily extend or add symbol or debug information to the library through a platform-independent interface. Often times it is impossible to satisfy all the requirements of a tool that uses SymtabAPI, as those requirements can vary from tool to tool. So by providing extensible structures, SymtabAPI allows tools to modify any structure to fit their own requirements. Also, tools frequently use more sophisticated analyses to augment the information available from the binary directly; it should be possible to make this extra information available to the SymtabAPI library. An example of this is a tool operating on a stripped binary. Although the symbols for the majority of functions in the binary may be missing, many can be determined via more sophisticated analysis. In our model, the tool would then inform the SymtabAPI library of the presence of these functions; this information would be incorporated and available for subsequent analysis. Other examples of such extensions might involve creating and adding new types or adding new local variables to certain functions.

2 Abstractions

SymtabAPI provides a simple set of abstractions over complicated data structures which makes it straight-forward to use. The SymtabAPI consists of five classes of interfaces: the symbol table interface, the type interface, the line map interface, the local variable interface, and the address translation interface.

Figure 1 shows the ownership hierarchy for the SymtabAPI classes. Ownership here is a “contains” relationship; if one class owns another, then instances of the owner class maintain an exclusive instance of the other. For example, each Symtab class instance contains multiple instances of class Symbol and each Symbol class instance belongs to one Symtab class instance. Each of four

Figure 2: SymtabAPI Type Interface - Class Inheritance Diagram

interfaces and the classes belonging to these interfaces are described in the rest of the section. The API functions in each of the classes are described in detail in Section 6.

2.1 Symbol Table Interface

The symbol table interface is responsible for parsing the object file and handling the look-up and addition of new symbols. It is also responsible for the emit functionality that SymtabAPI supports. The Symtab and the Module classes inherit from the LookupInterface class, an abstract class, ensuring the same lookup function signatures for both Module and Symtab classes.

Symtab A Symtab class object represents either an object file on-disk or in-memory that the SymtabAPI library operates on.

Symbol A Symbol class object represents an entry in the symbol table.

Module A Module class object represents a particular source file in cases where multiple files were compiled into a single binary object; if this information is not present, we use a single default module.

Archive An Archive class object represents a collection of binary objects stored in a single file (e.g., a static archive).

ExceptionBlock An ExceptionBlock class object represents an exception block which contains the information necessary for run-time exception handling.

In addition, we define two symbol aggregates, Function and Variable. These classes collect multiple symbols with the same address and type but different names; for example, weak and strong symbols for a single function.

2.2 Type Interface

The Type interface is responsible for parsing type information from the object file and handling the look-up and addition of new type information. Figure 2 shows the class inheritance diagram for the type interface. Class Type is the base class for all of the classes that are part of the interface. This class provides the basic common functionality for all the types, such as querying the name and size of a type. The rest of the classes represent specific types and provide more functionality based on the type.

Some of the types inherit from a second level of type classes, each representing a separate category of types.

fieldListType - This category of types represent the container types that contain a list of fields. Examples of this category include structure and the union types.

derivedType - This category of types represent types derived from a base type. Examples of this category include typedef, pointer and reference types.

rangedType - This category represents range types. Examples of this category include the array and the sub-range types.

The enum, function, common block and scalar types do not fall under any of the above category of types. Each of the specific types is derived from Type.

2.3 Line Number Interface

The Line Number interface is responsible for parsing line number information from the object file debug information and handling the look-up and addition of new line information. The main classes for this interface are LineInformation and LineNoTuple.

LineInformation - A LineInformation class object represents a mapping of line numbers to address range within a module (source file).

Statement/LineNoTuple - A Statement class object represents a location in source code with a source file, line number in that source file and start column in that line. For backwards compatibility, Statements may also be referred to as LineNoTuples.

2.4 Local Variable Interface

The Local Variable Interface is responsible for parsing local variable and parameter information of functions from the object file debug information and handling the look-up and addition of new add new local variables. All the local variables within a function are tied to the Symbol class object representing that function.

localVar - A localVar class object represents a local variable or a parameter belonging to a function.

2.5 Dynamic Address Translation

The AddressLookup class is a component for mapping between absolute addresses found in a running process and SymtabAPI objects. This is useful because libraries can load at different addresses in different processes. Each AddressLookup instance is associated with, and provides mapping for, one process.

3 Simple Examples

To illustrate the ideas in the API, this section presents several short examples that demonstrate how the API can be used. SymtabAPI has the ability to parse files that are on-disk or present in memory.

The user program starts by requesting SymtabAPI to parse an object file. SymtabAPI returns a handle if the parsing succeeds, which can be used for further interactions with the SymtabAPI library. The following example shows how to parse a shared object file on disk.

```

1 using namespace Dyninst;
  using namespace SymtabAPI;

  //Name the object file to be parsed:
  std::string file = "libfoo.so";

6  //Declare a pointer to an object of type Symtab; this represents the file.
  Symtab *obj = NULL;

  // Parse the object file
11 bool err = Symtab::openFile(file, obj);

```

Once the object file is parsed successfully and the handle is obtained, symbol look up and update operations can be performed in the following way:

```

using namespace Dyninst;
using namespace SymtabAPI;
std::vector <Symbol *> syms;
4 std::vector <Function *> funcs;

  // search for a function with demangled (pretty) name "bar".
  if (obj->findFunctionsByName(funcs, "bar")) {
    // Add a new (mangled) name to the first function
    funcs[0]->addMangledName("newname");
9  }

  // search for symbol of any type with demangled (pretty) name "bar".
  if (obj->findSymbolByType(syms, "bar", Symbol::ST_UNKNOWN)) {
14
    // change the type of the found symbol to type variable(ST_OBJECT)
    syms[0]->setType(Symbol::ST_OBJECT);

    // These changes are automatically added to symtabAPI; no further
19 // actions are required by the user.
  }

```

New symbols, functions, and variables can be created and added to the library at any point using the handle returned by successful parsing of the object file. When possible, add a function or variable rather than a symbol directly.

```

using namespace Dyninst;
using namespace SymtabAPI;

  //Module for the symbol
5 Module *mod;

  //obj represents a handle to a parsed object file.

```

```
//Lookup module handle for "DEFAULT_MODULE"
```

```
obj->findModule(mod, "DEFAULT_MODULE");
```

10

```
// Create a new function symbol
```

```
Variable *newVar = mod->createVariable("newIntVar", // Name of new variable  
                                       0x12345, // Offset from data section  
                                       sizeof(int)); // Size of symbol
```

SymtabAPI gives the ability to query type information present in the object file. Also, new user defined types can be added to SymtabAPI. The following example shows both how to query type information after an object file is successfully parsed and also add a new structure type.

1 *// create a new struct Type*

```
// typedef struct{  
//int field1,  
//int field2[10]  
// } struct1;
```

6

```
using namespace Dyninst;  
using namespace SymtabAPI;
```

```
// obj represents a handle to a parsed object file using SymtabAPI
```

11 *// Find a handle to the integer type*

```
Type *lookupType;  
obj->findType("int", lookupType);
```

```
// Convert the generic type object to the specific scalar type object
```

16 typeScalar *intType = lookupType->getScalarType()

```
// container to hold names and types of the new structure type  
vector<pair<string, Type *> >fields;
```

21 *//create a new array type(int type2[10])*

```
typeArray *intArray = typeArray::create(obj,"intArray",intType,0,9);
```

```
//types of the structure fields
```

```
fields.push_back(pair<string, Type *>("field1", intType));
```

26 fields.push_back(pair<string, Type *>("field2", intArray));

```
//create the structure type
```

```
typeStruct *struct1 = typeStruct::create(obj, "struct1", fields, obj);
```

Users can also query line number information present in an object file. The following example shows how to use SymtabAPI to get the address range for a line number within a source file.

1 **using namespace** Dyninst;
using namespace SymtabAPI;

```
// obj represents a handle to a parsed object file using symtabAPI
```

```
// Container to hold the address range
```

6 vector< pair< Offset, Offset > > ranges;


```
// Get the address range for the line 30 in source file foo.c
obj->getAddressRanges( "foo.c", 30, ranges );
```

Local variable information can be obtained using `symtabAPI`. You can query for a local variable within the entire object file or just within a function. The following example shows how to find local variable `foo` within function `bar`.

```
1 using namespace Dyninst;
  using namespace SymtabAPI;

// Obj represents a handle to a parsed object file using symtabAPI
// Get the Symbol object representing function bar
6 vector<Symbol *> syms;
  obj->findSymbolByType(syms, "bar", Symbol::ST_FUNCTION);

// Find the local var foo within function bar
vector<localVar *> *vars = syms[0]->findLocalVariable("foo");
```

Parsing an XCOFF object file is different than the rest of the file formats as the XCOFF format also allows archives to contain dynamic libraries. The following examples shows how to open an XCOFF archive using `SymtabAPI` on AIX.

```
//Name the object file to be parsed
std::string file = "libfoo.a"

// Declare a pointer to an object of type Archive. This represents the archive.
5 Archive *archive = NULL;

// Declare an pointer to an object of type Symtab. This represents the object.
Symtab *obj = NULL;

10 // Try to parse the archive file; error handling omitted for simplicity
  Archive::openArchive(file, archive);

// Get the Symtab object for the desired object
  archive->getMember("bar.o", obj);
15 // Obj now contains a handle to the desired binary object "bar.o"
```

The rest of this document describes the class hierarchy and the API in detail.

4 Definitions and Basic Types

The following definitions and basic types are referenced throughout the rest of this document.

4.1 Definitions

Offset - Offsets represent an address relative to the start address(base) of the object file. For executables, the Offset represents an absolute address. The following definitions deal with the symbol table interface.

Object File - An object file is the representation of code that a compiler or assembler generates by processing a source code file. It represents .o's, a.out's and shared libraries.

Region - A region represents a contiguous area of the file that contains executable code or readable data; for example, an ELF section.

Symbol - A symbol represents an entry in the symbol table, and may identify a function, variable or other structure within the file.

Function - A function represents a code object within the file represented by one or more symbols.

Variable - A variable represents a data object within the file represented by one or more symbols.

Module - A module represents a particular source file in cases where multiple files were compiled into a single binary object; if this information is not present, or if the binary object is a shared library, we use a single default module.

Archive - An archive represents a collection of binary objects stored in a single file (e.g., a static archive).

Relocations - These provide the necessary information for inter-object references between two object files.

Exception Blocks - These contain the information necessary for run-time exception handling. The following definitions deal with members of the Symbol class.

Mangled Name - A mangled name for a symbol provides a way of encoding additional information about a function, structure, class or another data type in a symbol name. It is a technique used to solve various problems caused by the need to resolve unique names for programming entities in many modern programming languages. For example, a function `foo` with signature `void foo()` has a mangled name `_Z8foov` when compiled with `gcc`.

Pretty Name - A pretty name for a symbol represents a user-level symbolic name for a symbol. For example, `foo` can be a pretty name for a function declared as `void foo()`.

Typed Name - A typed name for a symbol represents the user-level symbolic name complete with the signature. For example, `void foo()` can be a typed name for the function `foo`.

Symbol Linkage - The symbol linkage for a symbol gives information on the visibility (binding) of this symbol, whether it is visible only in the object file where it is defined (local), if it is visible to all the object files that are being linked (global), or if it's a weak alias to a global symbol.

Symbol Type - Symbol type for a symbol represents the category of symbols to which it belongs. It can be a function symbol or a variable symbol or a module symbol. The following definitions deal with the type and the local variable interface.

Type - A type represents the data type of a variable or a parameter. This can represent language pre-defined types (e.g. int, float), pre-defined types in the object (e.g., structures or unions), or user-defined types.

Local Variable - A local variable represents a variable that has been declared within the scope of a sub-routine or a parameter to a sub-routine.

4.2 Basic Types

```
typedef unsigned long Offset
```

An integer value that contains an offset from base address of the object file.

```
typedef int typeId_t
```

A unique handle for identifying a type. Each of types is assigned a globally unique ID. This way it is easier to identify any data type of a variable or a parameter.

```
typedef ... PID
```

A handle for identifying a process that is used by the dynamic components of SymtabAPI. On UNIX platforms PID is a int, on Windows it is a HANDLE that refers to a process.

```
typedef unsigned long Address
```

An integer value that represents an address in a process. This is used by the dynamic components of SymtabAPI.

5 Namespace SymtabAPI

The classes described in the following sections are under the C++ namespace Dyninst::SymtabAPI. To access them a user should refer to them using the Dyninst:: and SymtabAPI:: prefixes, e.g. Dyninst::SymtabAPI::Type. Alternatively, a user can add the C++ using keyword above any references to SymtabAPI objects, e.g, using namespace Dyninst and using namespace SymtabAPI.

6 API Reference - Symbol Table Interface

This section describes the symbol table interface for the SymtabAPI library. Currently this interface has the following capabilities

- Parsing the symbols in a binary, either on disk or in memory
- Querying for symbols
- Updating existing symbol information
- Adding new symbols
- Exporting symbols in standard formats
- Accessing relocation and exception information
- Accessing and modifying header information

The symbol table information is represented by the Symtab, Symbol, Archive, and Region classes. Module, Function, and Variable provide abstractions that support common use patterns. Finally, LocalVar represents function-local variables and parameters.

6.1 Class Symtab

Defined in: Symtab.h

The Symtab class represents an object file either on-disk or in-memory. This class is responsible for the parsing of the Object file information and holding the data that can be accessed through look up functions.

Method name	Return type	Method description
file	std::string	Full path to the opened file or provided name for the memory image
name	std::string	File name without path
memberName	std::string	For archive (.a) files, returns the object file (.o) this Symtab represents
getNumberOfRegions	unsigned	Number of regions
getNumberOfSymbols	unsigned	Total number of symbols in both the static and dynamic tables
mem_image	char *	Pointer to memory image for the Symtab; not valid for disk files
imageOffset	Offset	Offset of the first code segment from the start of the binary
dataOffset	Offset	Offset of the first data segment from the start of the binary
imageLength	Offset	Size of the primary code-containing region, typically .text
dataLength	Offset	Size of the primary data-containing region, typically .data
isStaticBinary	Offset	True if the binary was compiled statically.
isExec	bool	True if the file is an executable, false if it is a shared library or object file.
isStripped	bool	True if the file was stripped of symbol table information.
getAddressWidth	unsigned	Size (in bytes) of a pointer value in the Symtab; 4 for 32-bit binaries and 8 for 64-bit binaries.
getArchitecture	Architecture	Representation of the system architecture for the binary.
getLoadOffset	Offset	The suggested load offset of the file; typically 0 for shared libraries.
getEntryOffset	Offset	The entry point (where execution begins) of the binary.
getBaseOffset	Offset	(Windows only) the OS-specified base offset of the file.

`ObjectType getObjectType() const`

This method queries information on the type of the object file.

6.1.0.1 File opening/parsing

`static bool openFile(Symtab *&obj, string filename)`

Creates a new Symtab object for an object file on disk. This object serves as a handle to the parsed object file. `filename` represents the name of the Object file to be parsed. The Symtab object is returned in `obj` if the parsing succeeds. Returns true if the file is parsed without an error, else returns false. `getLastSymtabError()` and `printError()` should be called to get more error details.

`static bool openFile(Symtab *&obj, char *mem_image, size_t size,
std::string name)`

This factory method creates a new Symtab object for an object file in memory. This object serves as a handle to the parsed object file. `mem_image` represents the pointer to the Object file in memory to be parsed. `size` indicates the size of the image. `name` specifies the name we will give to the parsed object. The Symtab object is returned in `obj` if the parsing succeeds. Returns true if the file is parsed without an error, else returns false. `getLastSymtabError()` and `printError()` should be called to get more error details.

`static Symtab *findOpenSymtab(string name)`

Find a previously opened Symtab that matches the provided name.

6.1.0.2 Module lookup

`Module *getDefaultModule()`

Returns the default module, a collection of all functions, variables, and symbols that do not have an explicit module specified.

`bool findModuleByName(Module *&ret, const string name)`

This method searches for a module with name `name`. If the module exists returns true with `ret` set to the module handle; otherwise returns false with `ret` set to NULL.

`bool findModuleByOffset(Module *&ret, Offset offset)`

This method searches for a module that starts at offset `offset`. If the module exists returns true with `ret` set to the module handle; otherwise returns false with `ret` set to NULL.

```
bool getAllModules(vector<module *> &ret)
```

This method returns all modules in the object file. Returns true on success and false if there are no modules. The error value is set to `No_Such_Module`.

6.1.0.3 Function, Variable, and Symbol lookup

```
bool findFuncByEntryOffset(Function *&ret, const Offset offset)
```

This method returns the Function object that begins at `offset`. Returns true on success and false if there is no matching function. The error value is set to `No_Such_Function`.

```
bool findFunctionsByName(std::vector<Function *> &ret, const std::string name,
                        NameType nameType = anyName,
                        bool isRegex = false,
                        bool checkCase = true)
```

This method finds and returns a vector of Functions whose names match the given pattern. The `nameType` parameter determines which names are searched: `mangled`, `pretty`, `typed`, or `any`. If the `isRegex` flag is set a regular expression match is performed with the symbol names. `checkCase` is applicable only if `isRegex` has been set. This indicates if the case be considered while performing regular expression matching. `ret` contains the list of matching Functions, if any. Returns true if it finds functions that match the given name, otherwise returns false. The error value is set to `No_Such_Function`.

```
bool getContainingFunction(Offset offset, Function *&ret)
```

This method returns the function, if any, that contains the provided `offset`. Returns true on success and false on failure. The error value is set to `No_Such_Function`. Note that this method does not parse, and therefore relies on the symbol table for information. As a result it may return incorrect information if the symbol table is wrong or if functions are either non-contiguous or overlapping. For more precision, use the ParseAPI library.

```
bool getAllFunctions(vector<Function *> &ret)
```

This method returns all functions in the object file. Returns true on success and false if there are no modules. The error value is set to `No_Such_Function`.

```
bool findVariableByOffset(Variable *&ret, const Offset offset)
```

This method returns the Variable object at offset. Returns true on success and false if there is no matching variable. The error value is set to No_Such_Variable.

```
bool findVariablesByName(std::vector<Variable *> &ret, const std::string name,
                        NameType nameType = anyName,
                        bool isRegex = false,
                        bool checkCase = true)
```

This method finds and returns a vector of Variables whose names match the given pattern. The nameType parameter determines which names are searched: mangled, pretty, typed, or any (note: a Variable may not have a typed name). If the isRegex flag is set a regular expression match is performed with the symbol names. checkCase is applicable only if isRegex has been set. This indicates if the case be considered while performing regular expression matching. ret contains the list of matching Variables, if any. Returns true if it finds variables that match the given name, otherwise returns false. The error value is set to No_Such_Variable.

```
bool getAllVariables(vector<Variable *> &ret)
```

This method returns all variables in the object file. Returns true on success and false if there are no modules. The error value is set to No_Such_Variable.

```
bool findSymbol(vector<Symbol *> &ret, const string name,
                Symbol::SymbolType sType, NameType nameType = anyName,
                bool isRegex = false, bool checkCase = false)
```

This method finds and returns a vector of symbols with type sType whose names match the given name. The nameType parameter determines which names are searched: mangled, pretty, typed, or any. If the isRegex flag is set a regular expression match is performed with the symbol names. checkCase is applicable only if isRegex has been set. This indicates if the case be considered while performing regular expression matching. ret contains the list of matched symbols if any. Returns true if it finds symbols with the given attributes. or else returns false. The error value is set to No_Such_Function / No_Such_Variable/ No_Such_Module/ No_Such_Symbol based on the type.

```
const vector<Symbol *> *findSymbolByOffset(Offset offset)
```

Return a pointer to a vector of Symbols with the specified offset. The pointer belongs to Symtab and should not be modified or freed.

```
bool getAllSymbols(vector<Symbol *> &ret)
```

This method returns all symbols. Returns true on success and false if there are no symbols. The error value is set to No_Such_Symbol.

```
bool getAllSymbolsByType(vector<Symbol *> &ret,
                        Symbol::SymbolType sType)
```

This method returns all symbols whose type matches the given type sType. Returns true on success and false if there are no symbols with the given type. The error value is set to No_Such_Symbol.

```
bool getAllUndefinedSymbols(std::vector<Symbol *> &ret)
```

This method returns all symbols that reference symbols in other files (e.g., external functions or variables). Returns true if there is at least one such symbol or else returns false with the error set to No_Such_Symbol.

6.1.0.4 Region lookup

```
bool getCodeRegions(std::vector<Region *>&ret)
```

This method finds all the code regions in the object file. Returns true with ret containing the code regions if there is at least one code region in the object file or else returns false.

```
bool getDataRegions(std::vector<Region *>&ret)
```

This method finds all the data regions in the object file. Returns true with ret containing the data regions if there is at least one data region in the object file or else returns false.

```
bool getMappedRegions(std::vector<Region *>&ret)
```

This method finds all the loadable regions in the object file. Returns true with ret containing the loadable regions if there is at least one loadable region in the object file or else returns false.

```
bool getAllRegions(std::vector<Region *>&ret)
```

This method retrieves all the regions in the object file. Returns true with ret containing the regions.

```
bool getAllNewRegions(std::vector<Region *>&ret)
```

This method finds all the new regions added to the object file. Returns true with ret containing the regions if there is at least one new region that is added to the object file or else returns false.

```
bool findRegion(Region *reg, string sname)
```


Find a region (ELF section) with name **sname** in the binary. Returns true if found, with **reg** set to the region pointer. Otherwise returns false with **reg** set to NULL.

```
bool findRegion(Region *&reg, const Offset addr, const unsigned long size)
```

Find a region (ELF section) with a memory offset of **addr** and memory size of **size**. Returns true if found, with **reg** set to the region pointer. Otherwise returns false with **reg** set to NULL.

```
bool findRegionByEntry(Region *&reg, const Offset soff)
```

Find a region (ELF section) with a memory offset of **addr**. Returns true if found, with **reg** set to the region pointer. Otherwise returns false with **reg** set to NULL.

```
Region *findEnclosingRegion(const Offset offset)
```

Find the region (ELF section) whose virtual address range contains **offset**. Returns the region if found; otherwise returns NULL.

6.1.0.5 Insertion and modification

```
bool emit(string file)
```

Creates a new file using the specified name that contains all changes made by the user.

```
bool addLibraryPrereq(string lib)
```

Add a library dependence to the file such that when the file is loaded, the library will be loaded as well. Cannot be used for static binaries.

```
Function *createFunction(std::string name, Offset offset, size_t size, Module *mod = NULL)
```

This method creates a Function and updates all necessary data structures (including creating Symbols, if necessary). The function has the provided mangled name, offset, and size, and is added to the Module mod. Symbols representing the function are added to the static and dynamic symbol tables. Returns the pointer to the new Function on success or NULL on failure.

```
Variable *createVariable(std::string name, Offset offset, size_t size, Module *mod = NULL)
```

This method creates a Variable and updates all necessary data structures (including creating Symbols, if necessary). The variable has the provided mangled name, offset, and size, and is added to the Module mod. Symbols representing the variable are added to the static and dynamic symbol tables. Returns the pointer to the new Variable on success or NULL on failure.

```
bool addSymbol(Symbol *newsym)
```

This method adds a new symbol newsym to all of the internal data structures. The primary name of the newsym must be a mangled name. isDynamic represents whether the symbol belongs to the dynamic symbol table; if false, the symbol is added to the static symbol table. Returns true on success and false on failure. A new copy of newsym is not made. newsym must not be deallocated after adding it to symtabAPI. We suggest using createFunction or createVariable when possible.

```
bool addSymbol(Symbol *newsym, Symbol *referringSymbol)
```

This method adds a new dynamic symbol newsym which refers to referringSymbol to all of the internal data structures. newsym must represent a dynamic symbol. The primary name of the newsym must be a mangled name. All the required version names are allocated automatically. Also if the referringSymbol belongs to a shared library which is not currently a dependency, the shared library is added to the list of dependencies implicitly. Returns true on success and false on failure. A new copy of newsym is not made. newsym must not be deallocated after adding it to symtabAPI.

```
bool deleteFunction(Function *func)
```

This method deletes the Function func from all data structures. It will not be available for further queries. Return true on success and false if func is not owned by the Symtab.

```
bool deleteVariable(Variable *var)
```

This method deletes the symbol sym from all of symtab's data structures. It will not be available for further queries. Return true on success and false if func is not owned by the Symtab.

```
bool deleteSymbol(Symbol *sym)
```

This method deletes the symbol sym from all of symtab's data structures. It will not be available for further queries. Return true on success and false if func is not owned by the Symtab.

```
bool addRegion(Offset vaddr, void *data, unsigned int dataSize,  
               std::string name, Region::RegionType rType_, bool loadable = false,  
               unsigned long memAlign = sizeof(unsigned), bool tls = false)
```

Creates a new region using the specified parameters and adds it to the file.

`Offset getFreeOffset(unsigned size)`

Find a contiguous region of unused space within the file (which may be at the end of the file) of the specified size and return an offset to the start of the region. Useful for allocating new regions.

`bool addRegion(Region *newreg);`

Adds the provided region to the file.

6.1.0.6 Catch and Exception block lookup

`bool getAllExceptions(vector<ExceptionBlock *> &exceptions)`

This method retrieves all the exception blocks in the Object file. Returns false if there are no exception blocks else returns true with exceptions containing a vector of ExceptionBlocks.

`bool findException(ExceptionBlock &excp, Offset addr)`

This method returns the exception block in the binary at the offset addr. Returns false if there is no exception block at the given offset else returns true with excp containing the exception block.

`bool findCatchBlock(ExceptionBlock &excp, Offset addr, unsigned size = 0)`

This method returns true if the address range [addr, addr+size] contains a catch block, with excp pointing to the appropriate block, else returns false.

6.1.0.7 Symtab information

```
typedef enum {  
    obj_Unknown,  
    obj_SharedLib,  
    obj_Executable,  
    obj_RelocatableFile,  
} ObjectType;
```

`bool isCode(const Offset where) const`

This method checks if the given offset where belongs to the text section. Returns true if that is the case or else returns false.

```
bool isData(const Offset where) const
```

This method checks if the given offset where belongs to the data section. Returns true if that is the case or else returns false.

```
bool isValidOffset(const Offset where) const
```

This method checks if the given offset where is valid. For an offset to be valid it should be aligned and it should be a valid code offset or a valid data offset. Returns true if it succeeds or else returns false.

paragraphLine number information

```
bool getAddressRanges(vector< pair<Offset, Offset> > & ranges,  
                      string lineSource, unsigned int LineNo)
```

This method returns the address ranges in ranges corresponding to the line with line number lineNo in the source file lineSource. Searches all modules for the given source. Return true if at least one address range corresponding to the line number was found and returns false if none found.

```
bool getSourceLines(vector<LineNoTuple> &lines, Offset addressInRange)
```

This method returns the source file names and line numbers corresponding to the given address addressInRange. Searches all modules for the given source. Return true if at least one tuple corresponding to the offset was found and returns false if none found.

```
bool addLine(string lineSource, unsigned int lineNo,  
            unsigned int lineOffset, Offset lowInclusiveAddr,  
            Offset highExclusiveAddr)
```

This method adds a new line to the line map. lineSource represents the source file name. lineNo represents the line number. Returns true on success and false on error.

```
bool addAddressRange(Offset lowInclusiveAddr, Offset highExclusiveAddr,  
                    string lineSource, unsigned int lineNo,  
                    unsigned int lineOffset = 0);
```

This method adds an address range [lowInclusiveAddr, highExclusiveAddr) for the line with line number lineNo in source file lineSource at offset lineOffset. Returns true on success and false on error.

6.1.0.8 Type information

`void parseTypesNow()`

Forces SyntabAPI to perform type parsing instead of delaying it to when needed.

`bool findType(Type *&type, string name)`

Performs a look up among all the built-in types, standard types and user-defined types and returns a handle to the found type with name name. Returns true if a type is found with type containing the handle to the type, else return false.

`bool addType(Type *type)`

Adds a new type type to syntabAPI. Return true on success.

`static std::vector<Type *> *getAllstdTypes()`

Returns all the standard types that normally occur in a program.

`static std::vector<Type *> *getAllbuiltInTypes()`

Returns all the built-in types defined in the binary.

`bool findLocalVariable(vector<localVar *> &vars, string name)`

The method returns a list of local variables named name within the object file. Returns true with vars containing a list of localVar objects corresponding to the local variables if found or else returns false.

`bool findVariableType(Type *&type, std::string name)`

This method looks up a global variable with name name and returns its type attribute. Returns true if a variable is found or returns false with type set to NULL.

`typedef enum ... SyntabError`

SyntabError can take one of the following values.

SymtabError enum	Meaning
Obj_Parsing	An error occurred during object parsing(internal error).
Syms_To_Functions	An error occurred in converting symbols to functions(internal error).
Build_Function_Lists	An error occurred while building function lists(internal error).
No_Such_Function	No matching function exists with the given inputs.
No_Such_Variable	No matching variable exists with the given inputs.
No_Such_Module	No matching module exists with the given inputs.
No_Such_Symbol	No matching symbol exists with the given inputs.
No_Such_Region	No matching region exists with the given inputs.
No_Such_Member	No matching member exists in the archive with the given inputs.
Not_A_File	Binary to be parsed may be an archive and not a file.
Not_An_Archive	Binary to be parsed is not an archive.
Duplicate_Symbol	Duplicate symbol found in symbol table.
Export_Error	Error occurred during export of modified symbol table.
Emit_Error	Error occurred during generation of modified binary.
Invalid_Flags	Flags passed are invalid.
Bad_Frame_Data	Stack walking DWARF information has bad frame data.
No_Frame_Entry	No stack walking frame data found in debug information for this location.
Frame_Read_Error	Failed to read stack frame data.
Multiple_Region_Matches	Multiple regions match the provided data.
No_Error	Previous operation did not result in failure.

```
static SymtabError getLastSymtabError()
```

This method returns an error value for the previously performed operation that resulted in a failure. SymtabAPI sets a global error value in case of error during any operation. This call returns the last error that occurred while performing any operation.

```
static string printError(SymtabError serr)
```

This method returns a detailed description of the enum value serr in human readable format.

6.2 Class Module

This class represents the concept of a single source file. Currently, Modules are only identified for the executable file; each shared library is made up of a single Module, ignoring any source file information that may be present. We also create a single module, called DEFAULT_MODULE, for each Symtab that contains any symbols for which module information was unavailable. This may be compiler template code, or files produced without module information.

```
typedef enum {
    lang_Unknown,
    lang_Assembly,
    lang_C,
```

```

    lang_CPlusPlus,
    lang_GnuCPlusPlus,
    lang_Fortran,
    lang_Fortran_with_pretty_debug,
    lang_CMFortran
} supportedLanguages;

```

This represents the language of the source file which has been compiled into the object file.

Method name	Return type	Method description
isShared	bool	True if the module is for a shared library, false for an executable.
fullName	std::string &	Name, including path, of the source file represented by the module.
fileName	std::string &	Name, not including path, of the source file represented by the module.
language	supportedLanguages	The source language used by the Module.
addr	Offset	Offset of the start of the module, as reported by the symbol table, assuming contiguous modules.
exec	Symtab *	Symtab object that contains the module.
hasLineInformation	bool	True if the module has line information.

6.2.0.9 Function, Variable, Symbol lookup

```
bool findFunctionByEntryOffset(Function *&ret, const Offset offset)
```

This method returns the Function object that begins at offset. Returns true on success and false if there is no matching function. The error value is set to No_Such_Function.

```

typedef enum {
    mangledName,
    prettyName,
    typedName,
    anyName
} NameType;

```

```

bool findFunctionsByName(vector<Function> &ret, const string name,
                        Symtab::NameType nameType = anyName,
                        bool isRegex = false, bool checkCase = true)

```

This method finds and returns a vector of Functions whose names match the given pattern. The nameType parameter determines which names are searched: mangled, pretty, typed, or any. If the isRegex flag is set a regular expression match is performed with the symbol names. checkCase is applicable only if isRegex has been set. This indicates if the case be considered while performing regular expression matching. ret contains the list of matching Functions, if any. Returns true if it finds functions that match the given name, otherwise returns false. The error value is set to No_Such_Function.

```
bool getAllFunctions(vector<Function *> &ret)
```

This method returns all functions in the object file. Returns true on success and false if there are no modules. The error value is set to No_Such_Function.

```
bool findVariableByOffset(Variable *&ret, const Offset offset)
```

This method returns the Variable object at offset. Returns true on success and false if there is no matching variable. The error value is set to No_Such_Variable.

```
bool findVariablesByName(vector<Function> &ret, const string &name,  
                        Symtab::NameType nameType,  
                        bool isRegex = false, bool checkCase = true)
```

This method finds and returns a vector of Variables whose names match the given pattern. The nameType parameter determines which names are searched: mangled, pretty, typed, or any (note: a Variable may not have a typed name). If the isRegex flag is set a regular expression match is performed with the symbol names. checkCase is applicable only if isRegex has been set. This indicates if the case be considered while performing regular expression matching. ret contains the list of matching Variables, if any. Returns true if it finds variables that match the given name, otherwise returns false. The error value is set to No_Such_Variable.

```
bool getAllVariables(vector<Variable *> &ret)
```

This method returns all variables in the object file. Returns true on success and false if there are no modules. The error value is set to No_Such_Variable.

```
bool getAllSymbols(vector<Symbol *> &ret)
```

This method returns all symbols. Returns true on success and false if there are no symbols. The error value is set to No_Such_Symbol.

```
bool getAllSymbolsByType(vector<Symbol *> &ret,  
                        Symbol::SymbolType sType)
```

This method returns all symbols whose type matches the given type sType. Returns true on success and false if there are no symbols with the given type. The error value is set to No_Such_Symbol.

6.2.0.10 Line number information

```
bool getAddressRanges(vector< pair<unsigned long, unsigned long> > & ranges,  
                      string lineSource, unsigned int LineNo)
```

This method returns the address ranges in ranges corresponding to the line with line number lineNo in the source file lineSource. Searches only this module for the given source. Return true if at least one address range corresponding to the line number was found and returns false if none found.

```
bool getSourceLines(vector<Statement *> &lines, Offset addressInRange)
```

This method returns the source file names and line numbers corresponding to the given address addressInRange. Searches only this module for the given source. Return true if at least one tuple corresponding to the offset was found and returns false if none found. The `Statement` class used to be named `LineNoTuple`; backwards compatibility is provided via typedef.

```
LineInformation *getLineInformation() const
```

This method returns the line map (section 7.1) corresponding to the module. Returns NULL if there is no line information existing for the module.

```
bool getStatements(std::vector<Statement *> &statements)
```

Returns all line information (section 7.2) available for the module.

6.2.0.11 Type information

```
bool findType(Type *&type, string name)
```

This method performs a look up and returns a handle to the named type. This method searches all the built-in types, standard types and user-defined types within the module. Returns true if a type is found with type containing the handle to the type, else return false.

```
bool findLocalVariable(vector<localVar *> &vars, string name)
```

The method returns a list of local variables within the module with name name. Returns true with vars containing a list of localVar objects corresponding to the local variables if found or else returns false.

```
bool findVariableType(Type *&type, std::string name)
```

This method looks up a global variable with name name and returns its type attribute. Returns true if a variable is found or returns false with type set to NULL.

6.3 Class Function

The Function class represents a collection of symbols that have the same address and a type of `ST_FUNCTION`. When appropriate, use this representation instead of the underlying Symbol objects.

Method name	Return type	Method description
<code>getModule</code>	<code>const Module *</code>	Module this function belongs to.
<code>getOffset</code>	<code>Offset</code>	Offset in the file associated with the function.
<code>getSize</code>	<code>unsigned</code>	Size encoded in the symbol table; may not be actual function size.
<code>getAllMangledNames</code>	<code>vector<string> &</code>	Unique names of symbols pointing to this function.
<code>getAllPrettyNames</code>	<code>vector<string> &</code>	As above, but prettified with the demangler.
<code>getAllTypedNames</code>	<code>vector<string> &</code>	As above, but including full type strings.
<code>getRegion</code>	<code>Region *</code>	Region containing this function.
<code>getReturnType</code>	<code>Type *</code>	Type representing the return type of the function.

```
bool getSymbols(vector<Symbol *> &syms) const
```

This method returns the vector of Symbols that refer to the function.

```
bool setModule (Module *module)
```

This function changes the module to which the function belongs to module. Returns true if it succeeds.

```
bool setSize (unsigned size)
```

This function changes the size of the function to size. Returns true if it succeeds.

```
bool setOffset (Offset offset)
```

The method changes the offset of the function to offset. Returns true if it succeeds.

```
bool addMangledName(string name, bool isPrimary)
```

This method adds a mangled name name to the function. If isPrimary is true then it becomes the default name for the function. This method returns true on success and false on failure.

```
bool addPrettyName(string name, bool isPrimary)
```

This method adds a pretty name name to the function. If isPrimary is true then it becomes the default name for the function. This method returns true on success and false on failure.

```
bool addTypedName(string name, bool isPrimary)
```

This method adds a typed name `name` to the function. If `isPrimary` is true then it becomes the default name for the function. This method returns true on success and false on failure.

```
bool getLocalVariables(vector<localVar *> &vars)
```

This method returns the local variables in the function. `vars` contains the list of variables found. If there is no debugging information present then it returns false with the error code set to `NO_DEBUG_INFO` accordingly. Otherwise it returns true.

```
std::vector<VariableLocation> &getFramePtr()
```

This method returns a list of frame pointer offsets (abstract top of the stack) for the function. See the `VariableLocation` class description for more information.

```
bool getParams(vector<localVar *> &params)
```

This method returns the parameters to the function. `params` contains the list of parameters. If there is no debugging information present then it returns false with the error code set to `NO_DEBUG_INFO` accordingly. Returns true on success.

```
bool findLocalVariable(vector<localVar *> &vars, string name)
```

This method returns a list of local variables within a function that have name `name`. `vars` contains the list of variables found. Returns true on success and false on failure.

```
bool setReturnType(Type *type)
```

Sets the return type of a function to `type`.

6.4 Class Variable

The `Variable` class represents a collection of symbols that have the same address and represent data.

Method name	Return type	Method description
<code>getOffset</code>	<code>Offset</code>	Offset associated with this variable.
<code>getSize</code>	<code>unsigned</code>	Size of this variable in the symbol table.
<code>getAllMangledNames</code>	<code>vector<string> &</code>	Unique names of symbols pointing to this variable.
<code>getType</code>	<code>Type *</code>	Type of this variable, if known.
<code>getModule</code>	<code>const Module *</code>	Module that contains this variable.
<code>getRegion</code>	<code>Region *</code>	Region that contains this variable.

```
bool getSymbols(vector<Symbol *> &syms) const
```

This method returns the vector of Symbols that refer to the variable.

```
bool setModule (Module *module)
```

This method changes the module to which the variable belongs. Returns true if it succeeds.

```
bool setSize (unsigned size)
```

This method changes the size of the variable to size. Returns true if it succeeds.

```
bool setOffset (Offset offset)
```

The method changes the offset of the variable. Returns true if it succeeds.

```
bool addMangledName(string name, bool isPrimary)
```

This method adds a mangled name name to the variable. If isPrimary is true then it becomes the default name for the variable. This method returns true on success and false on failure.

```
bool addPrettyName(string name, bool isPrimary)
```

This method adds a pretty name name to the variable. If isPrimary is true then it becomes the default name for the variable. This method returns true on success and false on failure.

```
bool addTypedName(string name, bool isPrimary)
```

This method adds a typed name name to the variable. If isPrimary is true then it becomes the default name for the variable. This method returns true on success and false on failure.

```
bool setType(Type *type)
```

Sets the type of the variable to type.

6.5 Class Symbol

The Symbol class represents a symbol in the object file. This class holds the symbol information such as the mangled, pretty and typed names, the module in which it is present, type, linkage, offset and size.

```
typedef enum {
    ST_UNKNOWN,\\ Unknown type
    ST_FUNCTION,\\ Function or other executable code
    ST_OBJECT,\\ Variable or other data object
    ST_MODULE,\\ Source file declaration
    ST_SECTION,\\ Region declaration
    ST_TLS,\\ Thread-local storage
    ST_DELETED,\\ Deleted symbols
    ST_NOTYPE \\ Untyped
} SymbolType

typedef enum {
    SL_UNKNOWN,
    SL_GLOBAL,\\ Global symbol
    SL_LOCAL,\\ Local (e.g., static) symbol
    SL_WEAK \\ Alternate name for a function or variable
} SymbolLinkage;
```

The following two types are platform-specific:

```
typedef enum {
    SV_UNKNOWN,
    SV_DEFAULT,
    SV_INTERNAL,
    SV_HIDDEN,
    SV_PROTECTED
} SymbolVisibility;

typedef enum {
    TAG_UNKNOWN,
    TAG_USER,
    TAG_LIBRARY,
    TAG_INTERNAL
} SymbolTag;
```

Method name	Return type	Method description
getMangledName	string	Raw name of the symbol in the symbol table, including name mangling.
getPrettyName	string	Demangled name of the symbol with parameters (for functions) removed.
getTypedName	string	Demangled name of the symbol including full function parameters.
getModule	Module *	The module, if any, that contains the symbol.
getType	SymbolType	The symbol type (as defined above) of the symbol.
getLinkage	SymbolLinkage	The linkage (as defined above) of the symbol.
getVisibility	SymbolVisibility	The visibility (as defined above) of the symbol.
tag	SymbolTag	The tag (as defined above) of the symbol.
getOffset	Offset	The offset of the object the symbols refers to.
getSize	unsigned	The size of the object the symbol refers to.
getRegion	Region *	The region containing the symbol.
getIndex	int	The index of the symbol within the symbol table.
getStrIndex	int	The index of the symbol name in the string table.
isInDynSymtab	bool	If true, the symbol is dynamic and can be used as the target of an intermodule reference. Implies isInSymtab is false.
isInSymtab	bool	If true, the symbol is static. Implies isInDynSymtab is false.
isAbsolute	bool	If true, the offset encoded in the symbol is an absolute value rather than an offset.
isFunction	bool	If true, the symbol refers to a function.
getFunction	Function *	The Function that contains this symbol if such a Function exists.
isVariable	bool	If true, the symbol refers to a variable.
getVariable	Variable *	The Variable that contains this symbol if such a Variable exists.
getSymtab	Symtab *	The Symtab that contains this symbol.
getPtrOffset	Offset	For binaries with an OPD section, the offset in the OPD that contains the function pointer data structure for this symbol.
getLocalTOC	Offset	For platforms with a TOC register, the expected TOC for the object referred to by this symbol.
isCommonStorage	bool	True if the symbol represents a common section (Fortran).

```

SYMTAB_EXPORT Symbol (const std::string& name,
                      SymbolType type,
                      SymbolLinkage linkage,
                      SymbolVisibility visibility,
                      Offset offset,
                      Module *module = NULL,
                      Region *region = NULL,
                      unsigned size = 0,
                      bool dyamic = false,
                      bool absolute = false,
                      int index = -1,
                      int strindex = -1,
                      bool commonStorage = false)

```

Symbol creation interface:

name The mangled name of the symbol.
type The type of the symbol as specified above.
linkage The linkage of the symbol as specified above.
visibility The visibility of the symbol as specified above.
offset The offset within the file that the symbol refers to.
module The source code module the symbol should belong to; default is no module.
region The region the symbol belongs to; if left unset this will be determined if a new binary is generated.
size The size of the object the symbol refers to; defaults to 0.
dynamic If true, the symbol belongs to the dynamic symbol table (ELF) and may be used as the target of inter-module references.
absolute If true, the offset specified is treated as an absolute value rather than an offset.
index The index in the symbol table. If left unset, it will be determined when generating a new binary.
strindex The index in the string table that contains the symbol name. If left unset, it will be determined when generating a new binary.
commonStorage If true, the symbol references common storage (Fortran).

```
bool getVersionFileName(std::string &fileName)
```

This method retrieves the file name in which this symbol is present. Returns false if this symbol does not have any version information present otherwise returns true.

```
bool getVersions(std::vector<std::string> *&vers)
```

This method retrieves all the version names for this symbol. Returns false if the symbol does not have any version information present.

```
bool getVersionNum(unsigned &verNum)
```

This method retrieves the version number of the symbol. Returns false if the symbol does not have any version information present.

6.5.0.12 Symbol modification Most elements of a Symbol can be modified using the functions below. Each returns true on success and false otherwise.

```
bool setSize (unsigned size)  
bool setOffset (Offset newOffset)  
bool setMangledName (string name)  
bool setType (SymbolType sType)
```

```

bool setModule (Module *module)
bool setRegion (Region *region)
bool setDynamic (bool dyn)
bool setAbsolute (bool absolute)
bool setCommonStorage (bool common)
bool setFunction (Function *func)
bool setVariable (Variable *var)
bool setIndex (int index)
bool setStrIndex (int index)
bool setPtrOffset (Offset ptr)
bool setLocalTOC (Offset toc)
bool setVersionNum (unsigned num)
bool setVersionFileName (std::string &fileName)
bool setVersions (std::vector<std::string> &vers)

```

6.6 Class Archive

This is used only on ELF platforms. This class represents an archive. This class has information of all the members in the archives.

```
static bool openArchive(Archive *&img, string name)
```

This factory method creates a new Archive object for an archive file on disk. This object serves as a handle to the parsed archive file. name represents the name of the archive to be parsed. The Archive object is returned in img if the parsing succeeds. This method returns false if the given file is not an archive. The error is set to Not_An_Archive. This returns true if the archive is parsed without an error. printSymtabError() should be called to get more error details.

```
static bool openArchive(Archive *&img, char *mem_image, size_t size)
```

This factory method creates a new Archive object for an archive file in memory. This object serves as a handle to the parsed archive file. mem_image represents the pointer to the archive to be parsed. size represents the size of the memory image. The Archive object is returned in img if the parsing succeeds. This method returns false if the given file is not an archive. The error is set to Not_An_Archive. This returns true if the archive is parsed without an error. printSymtabError() should be called to get more error details. This method is not supported currently on all ELF platforms.

```
bool getMember(Symtab *&img, string member_name)
```

This method returns the member object handle if the member exists in the archive. img corresponds to the object handle for the member. This method returns false if the member with name member_name does not exist else returns true.

```
bool getMemberByOffset(Symtab *&img, Offset memberOffset)
```


This method returns the member object handle if the member exists at the start offset memberOffset in the archive. img corresponds to the object handle for the member. This method returns false if the member with name member_name does not exist else returns true.

```
bool getAllMembers(vector <Symtab *> &members)
```

This method returns all the member object handles in the archive. Returns true on success with members containing the Symtab Objects for all the members in the archive.

```
bool isMemberInArchive(string member_name)
```

This method returns true if the member with name member_name exists in the archive or else returns false.

```
bool findMemberWithDefinition(Symtab *&obj, string name)
```

This method retrieves the member in an archive which contains the definition to a symbol with mangled name name. Returns true with obj containing the Symtab handle to that member or else returns false.

```
static SymtabError getLastError()
```

This method returns an error value for the previously performed operation that resulted in a failure. SymtabAPI sets a global error value in case of error during any operation. This call returns the last error that occurred while performing any operation.

```
static string printError(SymtabError serr)
```

This method returns a detailed description of the enum value serr in human readable format.

6.7 Class Region

This class represents a contiguous range of code or data as encoded in the object file. For ELF, regions represent ELF sections.

```
enum perm_t{
    RP_R,    // Read-only
    RP_RW,   // Read/write
    RP_RX,   // Read/execute
    RP_RWX}; // Read/write/execute
```

```
enum RegionType {
    RT_TEXT, RT_DATA, RT_TEXTDATA, RT_SYMTAB, RT_STRTAB, RT_BSS, RT_SYMVERSIONS,
    RT_SYMVERDEF, RT_SYMVERNEEDED, RT_REL, RT_RELA, RT_PLTREL, RT_PLTRELA,
    RT_DYNAMIC, RT_HASH, RT_GNU_HASH, RT_OTHER, RT_INVALID = -1};
```

These region types are drawn from the ELF standard and are not platform independent.

Method name	Return type	Method description
getRegionNumber	unsigned	Index of the region in the file, starting at 0.
getRegionName	std::string	Name of the region (e.g. .text, .data).
getPtrToRawData	void *	Read-only pointer to the region's raw data buffer.
getDiskOffset	Offset	Offset within the file where the region begins.
getDiskSize	unsigned long	Size of the region's data in the file.
getMemOffset	Offset	Location where the region will be loaded into memory, modified by the file's base load address.
getMemSize	unsigned long	Size of the region in memory, including zero padding.
isBSS	bool	Type query for uninitialized data regions (zero disk size, non-zero memory size).
isText	bool	Type query for executable code regions.
isData	bool	Type query for initialized data regions.
getRegionPermissions	perm_t	Permissions for the region; perm_t is defined above.
getRegionType	RegionType	Type of the region as defined above.
isLoadable	bool	True if the region will be loaded into memory (e.g., code or data), false otherwise (e.g., debug information).
isDirty	bool	True if the region's raw data buffer has been modified by the user.

```
static Region *createRegion(Offset diskOff, perm_t perms, RegionType regType,
    unsigned long diskSize = 0, Offset memOff = 0, unsigned long memSize = 0,
    std::string name = "", char *rawDataPtr = NULL, bool isLoadable = false,
    bool isTLS = false, unsigned long memAlign = sizeof(unsigned))
```

This factory method creates a new region with the provided arguments. The `memOff` and `memSize` parameters identify where the region should be loaded in memory (modified by the base address of the file); if `memSize` is larger than `diskSize` the remainder will be zero-padded (e.g., bss regions).

```
bool isOffsetInRegion(const Offset &offset) const
```

Return true if the offset falls within the region data.

```
void setRegionNumber(unsigned index) const
```

Sets the region index; the value must not overlap with any other regions and is not checked.

```
bool setPtrToRawData(void *newPtr, unsigned long rawsize)
```

Set the raw data pointer of the region to newPtr. rawsize represents the size of the raw data buffer. Returns true if success or false when unable to set/change the raw data of the region. Implicitly changes the disk and memory sizes of the region.

```
bool setRegionPermissions(perm_t newPerms)
```

This sets the regions permissions to newPerms. Returns true on success.

```
bool setLoadable(bool isLoadable)
```

This method sets the region to be loadable into memory at load time. Returns true on success.

```
bool addRelocationEntry(Offset relocationAddr, Symbol *dynref, unsigned long relType,  
                        Region::RegionType rtype = Region::RT_REL)
```

Creates and adds a relocation entry for this region. The symbol `dynref` represents the symbol used by the relocation, `relType` is the (platform-specific) relocation type, and `rtype` represents whether the relocation is REL or RELA (ELF-specific).

```
vector<relocationEntry> &getRelocations()
```

Get the vector of relocation entries that will modify this region. The vector should not be modified.

```
bool addRelocationEntry(const relocationEntry& rel)
```

Add the provided relocation entry to this region.

```
bool patchData(Offset off, void *buf, unsigned size);
```

Patch the raw data for this region. `buf` represents the buffer to be patched at offset `off` and size `size`.

6.7.0.13 REMOVED The following methods were removed since they were inconsistent and dangerous to use.

```
Offset getRegionAddr() const
```

Please use `getDiskOffset` or `getMemOffset` instead, as appropriate.

```
unsigned long getRegionSize() const
```

Please use `getDiskSize` or `getMemSize` instead, as appropriate.

6.8 Relocation Information

This class represents object relocation information.

`Offset target_addr() const`

Specifies the offset that will be overwritten when relocations are processed.

`Offset rel_addr() const`

Specifies the offset of the relocation itself.

`Offset addend() const`

Specifies the value added to the relocation; whether this value is used or not is specific to the relocation type.

`const std::string name() const`

Specifies the user-readable name of the relocation.

`Symbol *getDynSym() const`

Specifies the symbol whose final address will be used in the relocation calculation. How this address is used is specific to the relocation type.

`unsigned long getRelType() const`

Specifies the platform-specific relocation type.

6.9 Class ExceptionBlock

This class represents an exception block present in the object file. This class gives all the information pertaining to that exception block.

Method name	Return type	Method description
<code>hasTry</code>	<code>bool</code>	True if the exception block has a try block.
<code>tryStart</code>	<code>Offset</code>	Start of the try block if it exists, else 0.
<code>tryEnd</code>	<code>Offset</code>	End of the try block if it exists, else 0.
<code>trySize</code>	<code>Offset</code>	Size of the try block if it exists, else 0.
<code>catchStart</code>	<code>Offset</code>	Start of the catch block.

```
bool contains(Offset addr) const
```

This method returns true if the offset `addr` is contained within the try block. If there is no try block associated with this exception block or the offset does not fall within the try block, it returns false.

6.10 Class localVar

This represents a local variable or parameter of a function.

Method name	Return type	Method description
<code>getName</code>	<code>string &</code>	Name of the local variable or parameter.
<code>getType</code>	<code>Type *</code>	Type associated with the variable.
<code>getFileName</code>	<code>string &</code>	File where the variable was declared, if known.
<code>getLineNum</code>	<code>int</code>	Line number where the variable was declared, if known.

```
vector<VariableLocation> &getLocationLists()
```

A local variable can be in scope at different positions and based on that it is accessible in different ways. Location lists provide a way to encode that information. The method retrieves the location list, specified in terms of `VariableLocation` structures (section 6.11) where the variable is in scope.

6.11 Class VariableLocation

The `VariableLocation` class is an encoding of the location of a variable in memory or registers.

```
typedef enum {
    storageUnset,
    storageAddr,
    storageReg,
    storageRegOffset
} storageClass;

typedef enum {
    storageRefUnset,
    storageRef,
    storageNoRef
} storageRefClass;

struct VariableLocation {
    storageClass stClass;
    storageRefClass refClass;
    MachRegister mr_reg;
    long frameOffset;
    Address lowPC;
    Address hiPC;
}
```

A `VariableLocation` is valid within the address range represented by `lowPC` and `hiPC`. If these are 0 and (Address) -1, respectively, the `VariableLocation` is always valid.

The location represented by the `VariableLocation` can be determined by the user as follows:

stClass == storageAddr refClass == storageRef The `frameOffset` member contains the address of a pointer to the variable.

refClass == storageNoRef The `frameOffset` member contains the address of the variable.

stClass == storageReg refClass == storageRef The register named by `mr_reg` contains the address of the variable.

refClass == storageNoRef The register named by `mr_reg` member contains the variable.

stClass == storageRegOffset refClass == storageRef The address computed by adding `frameOffset` to the contents of `mr_reg` contains a pointer to the variable.

refClass == storageNoRef The address computed by adding `frameOffset` to the contents of `mr_reg` contains the variable.

7 API Reference - Line Number Interface

This section describes the line number interface for the `SymtabAPI` library. Currently this interface has the following capabilities

- Look up address ranges for a given line number
- Look up source lines for a given address.
- Add new line information. This information will be available for lookup, but will not be included with an emitted object file.

In order to look up or add line information, the user/application must have already parsed the object file and should have a `Symtab` handle to the object file. For more information on line information lookups through the `Symtab` class refer to Section 6. The rest of this section describes the classes that are part of the line number interface.

7.1 Class LineInformation

This class represents an entire line map for a module. This contains mappings from a line number within a source to the address ranges.

```
bool getAddressRanges (const char * lineSource,
    unsigned int LineNo,
    std::vector< AddressRange > & ranges )
```

This method returns the address ranges in ranges corresponding to the line with line number `lineNo` in the source file `lineSource`. Searches within this line map. Return true if at least one address range corresponding to the line number was found and returns false if none found.

```
bool getSourceLines( Offset addressInRange, std::vector< Statement *> & lines );
bool getSourceLines( Offset addressInRange, std::vector< LineNoTuple > & lines);
```

These methods returns the source file names and line numbers corresponding to the given address addressInRange. Searches within this line map. Return true if at least one tuple corresponding to the offset was found and returns false if none found.

```
bool addLine(const char * lineSource, unsigned int lineNo,
            unsigned int lineOffset, Offset lowInclusiveAddr,
            Offset highExclusiveAddr)
```

This method adds a new line to the line Map. lineSource represents the source file name. lineNo represents the line number.

```
bool addAddressRange(Offset lowInclusiveAddr, Offset highExclusiveAddr,
                    const char* lineSource, unsigned int lineNo,
                    unsigned int lineOffset = 0);
```

This method adds an address range [lowInclusiveAddr, highExclusiveAddr) for the line with line number lineNo in source file lineSource.

```
LineInformation::const_iterator begin() const
```

This method returns an iterator pointing to the beginning of the line information for the module. This is useful for iterating over the entire line information present in a module. An example described in Section 6.3.3 gives more information on how to use begin() for iterating over the line information.

```
LineInformation::const_iterator end() const
```

This method returns an iterator pointing to the end of the line information for the module. This is useful for iterating over the entire line information present in a module. An example described in Section 6.3.3 gives more information on how to use end() for iterating over the line information.

7.2 Class Statement

A Statement is the base representation of line information.

Method name	Return type	Method description
startAddr	Offset	Starting address of this line in the file.
endAddr	Offset	Ending address of this line in the file.
getFile	std::string	File that contains the line.
getLine	unsigned int	Line number.
getColumn	unsigned int	Starting column number.

For backwards compatibility, this class may also be referred to as a **LineNoTuple**, and provides the following legacy member variables. They should not be used and will be removed in a future version of SyntabAPI.

Member	Return type	Method description
first	const char *	Equivalent to getFile.
second	unsigned int	Equivalent to getLine.
column	unsigned int	Equivalent to getColumn.

7.3 Iterating over Line Information

The LineInformation class also provides the ability for iterating over its data (line numbers and their corresponding address ranges). The following example shows how to iterate over the line information for a given module using SyntabAPI.

```
//Example showing how to iterate over the line information for a given module.
using namespace Dyninst;
using namespace SyntabAPI;

5 //Obj represents a handle to a parsed object file using syntabAPI
  //Module handle for the module
  Module *mod;

  //Find the module "foo" within the object.
10 obj->findModule(mod, "foo");

  // Get the Line Information for module foo.
  LineInformation *info = mod->getLineInformation();

15 //Iterate over the line information
  LineInformation::const_iterator iter;
  for( iter = info->begin(); iter != info->end(); iter++)
  {
    // First component represents the address range for the line
20 const std::pair<Offset, Offset> addrRange = iter->first;

    //Second component gives information about the line itself.
    LineNoTuple lt = iter->second;
  }
```

8 API Reference - Type Interface

This section describes the type interface for the SyntabAPI library. Currently this interface has the following capabilities

- Look up types within an object file.
- Extend the types to create new types and add them to the Syntab file representation. These types will be available for lookup but will not be added if a new object file is produced.

The rest of the section describes the classes that are part of the type interface.

8.1 Class Type

The class Type represents the types of variables, parameters, return values, and functions. Instances of this class can represent language predefined types (e.g. int, float), already defined types in the Object File or binary (e.g., structures compiled into the binary), or newly created types (created using the create factory methods of the corresponding type classes described later in the section) that are added to SymtabAPI by the user.

As described in Section 2.2, this class serves as a base class for all the other classes in this interface. An object of this class is returned from type look up operations performed through the Symtab class described in Section 6. The user can then obtain the specific type object from the generic Type class object. The following example shows how to get the specific object from a given `Type` object returned as part of a look up operation.

```

1 //Example shows how to retrieve a structure type object from a given "Type" object
  using namespace Dyninst;
  using namespace SymtabAPI;

  //Obj represents a handle to a parsed object file using symtabAPI
6 //Find a structure type in the object file
  Type *structType = obj->findType('structType1');

  // Get the specific typeStruct object
  typeStruct *stType = structType->isStructType();

```

```
string &getName()
```

This method returns the name associated with this type. Each of the types is represented by a symbolic name. This method retrieves the name for the type. For example, in the example above `structType1` represents the name for the structType object.

```
bool setName(string zname)
```

This method sets the name of this type to name. Returns true on success and false on failure.

```
typedef enum{
    dataEnum,
    dataPointer,
    dataFunction,
    dataSubrange,
    dataArray,
    dataStructure,
    dataUnion,
    dataCommon,

```

```

    dataScalar,
    dataTypeDefine,
    dataReference,
    dataUnknownType,
    dataNullType,
    dataTypeClass
} dataClass;

```

```
dataClass getType()
```

This method returns the data class associated with the type. This value should be used to convert this generic type object to a specific type object which offers more functionality by using the corresponding query function described later in this section. For example, if this method returns `dataStructure` then the `isStructureType()` should be called to dynamically cast the `Type` object to the `typeStruct` object.

```
typeId_t getID()
```

This method returns the ID associated with this type. Each type is assigned a unique ID within the object file. For example an integer scalar built-in type is assigned an Id -1.

```
unsigned getSize()
```

This method returns the total size in bytes occupied by the type.

```
typeEnum *getEnumType()
```

If this `Type` object represents an enum type, then return the object casting the `Type` object to `typeEnum` otherwise return `NULL`.

```
typePointer *getPointerType()
```

If this `Type` object represents an pointer type, then return the object casting the `Type` object to `typePointer` otherwise return `NULL`.

```
typeFunction *getFunctionType()
```

If this `Type` object represents an Function type, then return the object casting the `Type` object to `typeFunction` otherwise return `NULL`.

```
typeRange *getSubrangeType()
```

If this Type object represents a Subrange type, then return the object casting the Type object to typeSubrange otherwise return NULL.

`typeArray *getArrayType()`

If this Type object represents an Array type, then return the object casting the Type object to typeArray otherwise return NULL.

`typeStruct *getStructType()`

If this Type object represents a Structure type, then return the object casting the Type object to typeStruct otherwise return NULL.

`typeUnion *getUnionType()`

If this Type object represents a Union type, then return the object casting the Type object to typeUnion otherwise return NULL.

`typeScalar *getScalarType()`

If this Type object represents a Scalar type, then return the object casting the Type object to typeScalar otherwise return NULL.

`typeCommon *getCommonType()`

If this Type object represents a Common type, then return the object casting the Type object to typeCommon otherwise return NULL.

`typeTypedef *getTypeDefType()`

If this Type object represents a TypeDef type, then return the object casting the Type object to typeTypedef otherwise return NULL.

`typeRef *getRefType()`

If this Type object represents a Reference type, then return the object casting the Type object to typeRef otherwise return NULL.

8.2 Class typeEnum

This class represents an enumeration type containing a list of constants with values. This class is derived from Type, so all those member functions are applicable. typeEnum inherits from the Type class.

```
static typeEnum *create(string &name, vector<pair<string, int> *> &consts,  
                        Symtab *obj = NULL)  
static typeEnum *create(string &name, vector<string> &constNames, Symtab *obj)
```

These factory methods create a new enumerated type. There are two variations to this function. consts supplies the names and IdÃs of the constants of the enum. The first variant is used when user-defined identifiers are required; the second variant is used when system-defined identifiers will be used. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool addConstant(const string &constname, int value)
```

This method adds a constant to an enum type with name constName and value value. Returns true on success and false on failure.

```
std::vector<std::pair<std::string, int> > &getConstants();
```

This method returns the vector containing the enum constants represented by a (name, value) pair of the constant.

```
bool setName(const char* name)
```

This method sets the new name of the enum type to name. Returns true if it succeeds, else returns false.

```
bool isCompatible(Type *type)
```

This method returns true if the enum type is compatible with the given type type or else returns false. For type compatibility rules, see 7

8.3 Class typeFunction

This class represents a function type, containing a list of parameters and a return type. This class is derived from Type, so all the member functions of class Type are applicable. typeFunction inherits from the Type class.

```
static typeFunction *create(string &name, Type *retType,
                           vector<Type *> &paramTypes, Symtab *obj = NULL)
```

This factory method creates a new function type with name name. retType represents the return type of the function and paramTypes is a vector of the types of the parameters in order. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if the function type is compatible with the given type type or else returns false. For type compatibility rules see 7.

```
bool addParam(Type *type)
```

This method adds a new function parameter with type type to the function type. Returns true if it succeeds, else returns false.

```
Type *getReturnType() const
```

This method returns the return type for this function type. Returns NULL if there is no return type associated with this function type.

```
bool setRetType(Type *rtype)
```

This method sets the return type of the function type to rtype. Returns true if it succeeds, else returns false.

```
bool setName(string &name)
```

This method sets the new name of the function type to name. Returns true if it succeeds, else returns false.

```
vector< Type *> &getParams() const
```

This method returns the vector containing the individual parameters represented by their types in order. Returns NULL if there are no parameters to the function type.

8.4 Class typeScalar

This class represents a scalar type. This class is derived from Type, so all the member functions of class Type are applicable. typeScalar inherits from the Type class.

```
static typeScalar *create(string &name, int size, Symtab *obj = NULL)
```

This factory method creates a new scalar type. The name field is used to specify the name of the type, and the size parameter is used to specify the size in bytes of each instance of the type. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isSigned()
```

This method returns true if the scalar type is signed or else returns false.

```
bool isCompatible(Type *type)
```

This method returns true if the scalar type is compatible with the given type type or else returns false. For type compatibility rules see 7.

8.5 Class Field

This class represents a field in a container. For e.g. a field in a structure/union type.

```
typedef enum {  
    visPrivate,  
    visProtected,  
    visPublic,  
    visUnknown  
} visibility_t;
```

A handle for identifying the visibility of a certain Field in a container type. This can represent private, public, protected or unknown(default) visibility

```
Field(string &name, Type *type, visibility_t vis = visUnknown)
```

This constructor creates a new field with name name, type type and visibility vis. This newly created Field can be added to a container type.

```
const string &getName()
```

This method returns the name associated with the field in the container.

```
Type *getType()
```

This method returns the type associated with the field in the container.

```
int getOffset()
```

This method returns the offset associated with the field in the container

```
visibility_t getVisibility()
```

This method returns the visibility associated with a field in a container. This returns visPublic for the variables within a common block.

8.6 Class fieldListType

This class represents a container type. It is one of the three categories of types as described in Section . The structure and the union types fall under this category. This class is derived from Type, so all the member functions of class Type are applicable. fieldListType inherits from the Type class.

```
vector<Field *> *getComponents()
```

This method returns the list of all fields present in the container. This gives information about the name, type and visibility of each of the fields. Returns NULL if there are no fields.

```
void addField(std::string fieldname, Type *type, int offsetVal = -1,  
              visibility_t vis = visUnknown)
```

This method adds a new field at the end to the container type with field name fieldname, type type and type visibility vis.

```
void addField(unsigned num, std::string fieldname, Type *type, int offsetVal = -1,  
              visibility_t vis = visUnknown)
```

This method adds a field after the field with number num with field name fieldname, type type and type visibility vis.

```
void addField(Field *fld)
```

This method adds a new field fld to the container type.

```
void addField(unsigned num, Field *fld)
```

This method adds a field fld after field num to the container type.

8.6.0.14 Class typeStruct : public fieldListType

This class represents a structure type. The structure type is a special case of the container type. The fields of the structure represent the fields in this case. As a subclass of class fieldListType, all methods in fieldListType are applicable.

```
static typeStruct *create(string &name, vector<pair<string, Type *>> &flds,  
                          Syntab *obj = NULL)
```

This factory method creates a new struct type. The name of the structure is specified in the name parameter. The flds vector specifies the names and types of the fields of the structure type. The newly created type is added to the Syntab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
static typeStruct *create(string &name, vector<Field *> &fields  
                          Syntab *obj = NULL)
```

This factory method creates a new struct type. The name of the structure is specified in the name parameter. The fields vector specifies the fields of the type. The newly created type is added to the Syntab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries

```
bool isCompatible(Type *type)
```

This method returns true if the struct type is compatible with the given type type or else returns false. For type compatibility rules see 7

8.6.0.15 Class typeUnion

This class represents a union type, a special case of the container type. The fields of the union type represent the fields in this case. As a subclass of class fieldListType, all methods in fieldListType are applicable. typeUnion inherits from the fieldListType class.

```
static typeUnion *create(string &name, vector<pair<string, Type *>> &flds,  
                          Syntab *obj = NULL)
```


This factory method creates a new union type. The name of the union is specified in the name parameter. The flds vector specifies the names and types of the fields of the union type. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
static typeUnion *create(string &name, vector<Field *> &fields,
                        Symtab *obj = NULL)
```

This factory method creates a new union type. The name of the structure is specified in the name parameter. The fields vector specifies the fields of the type. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if the union type is compatible with the given type type or else returns false. For type compatibility rules see 7.

8.6.0.16 Class typeCommon

This class represents a common block type in fortran, a special case of the container type. The variables of the common block represent the fields in this case. As a subclass of class fieldListType, all methods in fieldListType are applicable. typeCommon inherits from the Type class.

```
vector<CBlocks *> *getCBlocks()
```

This method returns the common block objects for the type. The methods of the CBlock can be used to access information about the members of a common block. The vector returned by this function contains one instance of CBlock for each unique definition of the common block

8.6.0.17 Class CBlock

This class represents a common block in Fortran. Multiple functions can share a common block.

```
bool getComponents(vector<Field *> *vars)
```

This method returns the vector containing the individual variables of the common block. Returns true if there is at least one variable, else returns false.

```
bool getFunctions(vector<Symbol *> *funcs)
```

This method returns the functions that can see this common block with the set of variables described in getComponents method above. Returns true if there is at least one function, else returns false.

8.7 Class derivedType

This class represents a derived type which is a reference to another type. It is one of the three categories of types as described in Section . The pointer, reference and the typedef types fall under this category. This class is derived from Type, so all the member functions of class Type are applicable.

```
Type *getConstituentType() const
```

This method returns the type of the base type to which this type refers to.

8.7.0.18 Class typePointer

This class represents a pointer type, a special case of the derived type. The base type in this case is the type this particular type points to. As a subclass of class derivedType, all methods in derivedType are also applicable.

```
static typePointer *create(string &name, Type *ptr,  
                           Symtab *obj = NULL)  
static typePointer *create(string &name, Type *ptr, int size,  
                           Symtab *obj = NULL)
```

These factory methods create a new type, named name, which points to objects of type ptr. The first form creates a pointer whose size is equal to sizeof(void*) on the target platform where the application is running. In the second form, the size of the pointer is the value passed in the size parameter. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if the Pointer type is compatible with the given type type or else returns false. For type compatibility rules see 7

```
bool setPtr(Type *ptr)
```

This method sets the pointer type to point to the type in ptr. Returns true if it succeeds, else returns false.

8.7.0.19 Class typeTypedef

This class represents a typedef type, a special case of the derived type. The base type in this case is the Type this particular type is typedef'ed to. As a subclass of class derivedType, all methods in derivedType are also applicable.

```
static typeTypedef *create(string &name, Type *ptr,
                          Symtab *obj = NULL)
```

This factory method creates a new type called name and having the type ptr. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if the typedef type is compatible with the given type type or else returns false. For type compatibility rules see 7

8.7.0.20 Class typeRef

This class represents a reference type, a special case of the derived type. The base type in this case is the Type this particular type refers to. As a subclass of class derivedType, all methods in derivedType are also applicable here.

```
static typeRef *create(string &name, Type *ptr, Symtab * obj = NULL)
```

This factory method creates a new type, named name, which is a reference to objects of type ptr. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if the ref type is compatible with the given type type or else returns false. For type compatibility rules see 7

8.8 Class rangedType

This class represents a range type with a lower and an upper bound. It is one of the three categories of types as described in Section . The sub-range and the array types fall under this category. This class is derived from Type, so all the member functions of class Type are applicable.

```
unsigned long getLow() const
```

This method returns the lower bound of the range. This can be the lower bound of the range type or the lowest index for an array type.

```
unsigned long getHigh() const
```

This method returns the higher bound of the range. This can be the higher bound of the range type or the highest index for an array type.

8.8.0.21 Class typeSubrange

This class represents a sub-range type. As a subclass of class rangedType, all methods in rangedType are applicable here. This type is usually used to represent a sub-range of another type. For example, a typeSubrange can represent a sub-range of the array type or a new integer type can be declared as a sub-range of the integer using this type.

```
static typeSubrange *create(string &name, int size, int low, int hi,  
                           symtab *obj = NULL)
```

This factory method creates a new sub-range type. The name of the type is name, and the size is size. The lower bound of the type is represented by low, and the upper bound is represented by high. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries.

```
bool isCompatible(Type *type)
```

This method returns true if this sub range type is compatible with the given type type or else returns false. For type compatibility rules see 7

8.8.0.22 Class typeArray

This class represents an Array type. As a subclass of class rangedType, all methods in rangedType are applicable.

```
static typeArray *create(string &name, Type *type, int low, int hi,  
                        Symtab *obj = NULL)
```

This factory method creates a new array type. The name of the type is name, and the type of each element is type. The index of the first element of the array is low, and the last is high. The newly created type is added to the Symtab object obj. If obj is NULL the type is not added to any object file, but it will be available for further queries

```
bool isCompatible(Type *type)
```

This method returns true if the array type is compatible with the given type type or else returns false. For type compatibility rules see 7

```
Type *getBaseType() const
```

This method returns the base type of this array type.

9 API Reference - Dynamic Components

Unlike the static components discussed in Section 6, which operate on files, SymtabAPI's dynamic components operate on a process. The dynamic components currently consist of the Dynamic Address Translation system, which translates between absolute addresses in a running process and static SymtabAPI objects.

9.1 Class AddressLookup

The AddressLookup class provides a mapping interface for determining the address in a process where a SymtabAPI object is loaded. A single dynamic library may load at different addresses in different processes. The 'address' fields in a dynamic library's symbol tables will contain offsets rather than absolute addresses. These offsets can be added to the library's load address, which is computed at runtime, to determine the absolute address where a symbol is loaded.

The AddressLookup class examines a process and finds its dynamic libraries and executables and each one's load address. This information can be used to map between SymtabAPI objects and absolute addresses. Each AddressLookup instance is associated with one process. An AddressLookup object can be created to work with the currently running process or a different process on the same system.

On the Linux platform the AddressLookup class needs to read from the process' address space to determine its shared objects and load addresses. By default, AddressLookup will attach to another process using a debugger interface to read the necessary information, or simply use `memcpy` if reading from the current process. The default behavior can be changed by implementing a new ProcessReader class and passing an instance of it to the createAddressLookup factor constructors. The ProcessReader class is discussed in more detail in Section 7.1.1.

When an AddressLookup object is created for a running process it takes a snapshot of the process' currently loaded libraries and their load addresses. This snapshot is used to answer queries into the AddressLookup object, and is not automatically updated when the process loads or unloads libraries. The refresh function can be used to updated an AddressLookup object's view of its process.

```
static AddressLookup *createAddressLookup(ProcessReader *reader = NULL)
```

This factory constructor creates a new AddressLookup object associated with the process that called this function. The returned AddressLookup object should be cleaned with the delete operator when it is no longer needed. If the reader parameter is non-NULL on Linux or Solaris then the new AddressLookup object will use reader to read from the target process. This function returns the new AddressLookup object on success and NULL on error.

```
static AddressLookup *createAddressLookup(PID pid,  
                                         ProcessReader *reader = NULL)
```

This factory constructor creates a new AddressLookup object associated with the process referred to by `pid`. The returned AddressLookup object should be cleaned with the delete operator when it is no longer needed. If the `reader` parameter is non-NULL on Linux or Solaris then the new AddressLookup object will use it to read from the target process. This function returns the new AddressLookup object on success and NULL on error.

```
typedef struct {
    std::string name;
    Address codeAddr;
    Address dataAddr;
} LoadedLibrary;
```

```
static AddressLookup *createAddressLookup(const std::vector<LoadedLibrary> &ll)
```

This factory constructor creates a new AddressLookup associated with a previously collected list of libraries from a process. The list of libraries can initially be collected with the getLoadAddresses function. The list can then be used with this function to re-create the AddressLookup object, even if the original process no longer exists. This can be useful for off-line address lookups, where only the load addresses are collected while the process exists and then all address translation is done after the process has terminated. This function returns the new AddressLookup object on success and NULL on error.

```
bool getLoadAddresses(std::vector<LoadedLibrary> &ll)
```

This function returns a vector of LoadedLibrary objects that can be used by the createAddressLookup(const std::vector<LoadedLibrary> &ll) function to create a new AddressLookup object. This function is usually used as part of an off-line address lookup mechanism. This function returns true on success and false on error.

```
bool refresh()
```

When a AddressLookup object is initially created it takes a snapshot of the libraries currently loaded in a process, which is then used to answer queries into this API. As the process runs more libraries may be loaded and unloaded, and this snapshot may become out of date. An AddressLookup's view of a process can be updated by calling this function, which causes it to examine the process for loaded and unloaded objects and update its data structures accordingly. This function returns true on success and false on error.

```
bool getAddress(Symtab *tab, Symbol *sym, Address &addr)
```

Given a Symtab object, tab, and a symbol, sym, this function returns the address, addr, where the symbol can be found in the process associated with this AddressLookup. This function returns true if it was able to successfully lookup the address of sym and false otherwise.

```
bool getAddress(Symtab *tab, Offset off, Address &addr)
```

Given a Symtab object, tab, and an offset into that object, off, this function returns the address, addr, of that location in the process associated with this AddressLookup. This function returns true if it was able to successfully lookup the address of sym and false otherwise.

```
bool getSymbol(Address addr, Symbol * &sym, Symtab* &tab, bool close = false)
```

Given an address, `addr`, this function returns the `Symtab` object, `tab`, and `Symbol`, `sym`, that reside at that address. If the `close` parameter is true then `getSymbol` will return the nearest symbol that comes before `addr`; this can be useful when looking up the function that resides at an address. This function returns true if it was able to find a symbol and false otherwise.

```
bool getOffset(Address addr, Symtab* &tab, Offset &off)
```

Given an address, `addr`, this function returns the `Symtab` object, `tab`, and an offset into `tab`, `off`, that reside at that address. This function returns true on success and false otherwise.

```
bool getOffset(Address addr, LoadedLibrary &lib, Offset &off)
```

As above, but returns a `LoadedLibrary` data structure instead of a `Symtab`.

```
bool getAllSymtabs(std::vector<Symtab *> &tabs)
```

This function returns all `Symtab` objects that are contained in the process represented by this `AddressLookup` object. This will include the process's executable and all shared objects loaded by this process. This function returns true on success and false otherwise.

```
bool getLoadAddress(Symtab *sym, Address &load_address)
```

Given a `Symtab` object, `sym`, that resides in the process associated with this `AddressLookup`, this function returns `sym`'s load address. On the AIX system, where an object can have one load address for its code and one for its data, this function will return the code's load address. Use `getDataLoadAddress` to get the data load address. This function returns true on success and false otherwise.

```
bool getDataLoadAddress(Symtab *sym, Address &load_addr)
```

Given a `Symtab` object, `sym`, this function returns the load address of its data section. This function will return the data load address on AIX systems only, all other supported operating systems return zero. This function returns true on success and false otherwise.

9.2 Class `ProcessReader`

The implementation of the `AddressLookup` on Linux and Solaris requires it to be able to read from the target process's address space. By default, reading from another process on the same system this is done

through the operating system debugger interface. A user can provide their own process reading mechanism by implementing a child of the `ProcessReader` class and passing it to the `AddressLookup` constructors. The API described in this section is an interface that a user can implement. With the exception of the `ProcessReader` constructor, these functions should not be called by user code.

The `ProcessReader` is defined, but not used, on non-Linux and Solaris systems.

`ProcessReader()`

This constructor for a `ProcessReader` should be called by any child class constructor.

`virtual bool ReadMem(Address traced, void *inSelf, unsigned size) = 0`

This function should read `size` bytes from the address at `traced` into the buffer pointed to by `inSelf`. This function must return true on success and false on error.

`virtual bool GetReg(MachRegister reg, MachRegisterVal &val) = 0`

This function reads from the register specified by `reg` and places the result in `val`. It must return true on success and false on failure.