Data

read-write vs read-only (const)
initialized vs uninitialized
global (extern) vs local (static)

Sections

Instructions go in .text

Data goes in .data

const data (read-only) goes in .ro_data

Uninitialized data goes in .bss

+ other information about the program

symbols, relocation, debugging, ...

Symbols

```
T/t - text

D/d - read-write data

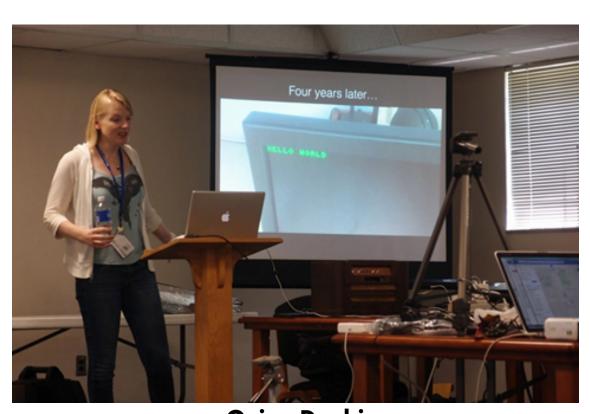
R/r - read-only data

B/b - bss

C - common

lower-case means static/local
```





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