

## LAB2

1- Compiling the c files, getting the object files, linking all files with startup file and linker script file, and then generate the binary file using Makefile command.

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ make
arm-none-eabi-gcc -c -gdwarf-2 -mcpu=cortex-m3 -mthumb -I . main.c -o main.o
arm-none-eabi-gcc -c -gdwarf-2 -mcpu=cortex-m3 -mthumb -I . startup.c -o startup.o
arm-none-eabi-ld -T linker_script.ld main.o startup.o -o learn-in-depth_cortex_m3.elf -Map=Map_file.map
arm-none-eabi-objcopy -O binary learn-in-depth_cortex_m3.elf learn-in-depth_cortex_m3.bin
=====Build is Done=====

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$ |
```

2- analyze memory sections of each file.

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-objdump -h main.o

main.o:      file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA           File off  Algn
 0 .text          000000b0  00000000  00000000  00000034  2**2
    CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
 1 .data          00000008  00000000  00000000  000000e4  2**2
    CONTENTS, ALLOC, LOAD, DATA
 2 .bss           00000000  00000000  00000000  000000ec  2**0
    ALLOC
 3 .rodata        00000004  00000000  00000000  000000ec  2**2
    CONTENTS, ALLOC, LOAD, READONLY, DATA
 4 .debug_info    0000016e  00000000  00000000  000000f0  2**0
    CONTENTS, RELOC, READONLY, DEBUGGING
 5 .debug_abbrev  000000ee  00000000  00000000  0000025e  2**0
    CONTENTS, READONLY, DEBUGGING
 6 .debug_loc     00000038  00000000  00000000  0000034c  2**0
    CONTENTS, READONLY, DEBUGGING
 7 .debug_aranges 00000020  00000000  00000000  00000384  2**0
    CONTENTS, RELOC, READONLY, DEBUGGING
 8 .debug_line    0000009c  00000000  00000000  000003a4  2**0
    CONTENTS, RELOC, READONLY, DEBUGGING
 9 .debug_str     0000014b  00000000  00000000  00000440  2**0
    CONTENTS, READONLY, DEBUGGING
10 .comment       00000012  00000000  00000000  0000058b  2**0
    CONTENTS, READONLY
11 .ARM.attributes 00000033  00000000  00000000  0000059d  2**0
    CONTENTS, READONLY
12 .debug_frame   0000002c  00000000  00000000  000005d0  2**2
    CONTENTS, RELOC, READONLY, DEBUGGING
```

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-objdump -h startup.o
```

```
startup.o:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Align
0	.text	000000c4	00000000	00000000	00000034	2**2
	CONTENTS,		ALLOC, LOAD, RELOC,		READONLY, CODE	
1	.data	00000000	00000000	00000000	000000f8	2**0
	CONTENTS,		ALLOC, LOAD, DATA			
2	.bss	00000000	00000000	00000000	000000f8	2**0
	ALLOC					
3	.vectors	0000001c	00000000	00000000	000000f8	2**2
	CONTENTS,		ALLOC, LOAD, RELOC, DATA			
4	.debug_info	00000167	00000000	00000000	00000114	2**0
	CONTENTS,		RELOC, READONLY, DEBUGGING			
5	.debug_abbrev	000000c0	00000000	00000000	0000027b	2**0
	CONTENTS,		READONLY, DEBUGGING			
6	.debug_loc	00000064	00000000	00000000	0000033b	2**0
	CONTENTS,		READONLY, DEBUGGING			
7	.debug_aranges	00000020	00000000	00000000	0000039f	2**0
	CONTENTS,		RELOC, READONLY, DEBUGGING			
8	.debug_line	000000ad	00000000	00000000	000003bf	2**0
	CONTENTS,		RELOC, READONLY, DEBUGGING			
9	.debug_str	00000172	00000000	00000000	0000046c	2**0
	CONTENTS,		READONLY, DEBUGGING			
10	.comment	00000012	00000000	00000000	000005de	2**0
	CONTENTS,		READONLY			
11	.ARM.attributes	00000033	00000000	00000000	000005f0	2**0
	CONTENTS,		READONLY			
12	.debug_frame	0000004c	00000000	00000000	00000624	2**2
	CONTENTS,		RELOC, READONLY, DEBUGGING			

```
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$ |
```

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-objdump -h learn-in-depth_cortex_m3.elf
```

```
learn-in-depth_cortex_m3.elf:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Align
0	.text	00000194	08000000	08000000	00008000	2**2
	CONTENTS,		ALLOC, LOAD, READONLY, CODE			
1	.data	00000008	20000000	08000194	00010000	2**2
	CONTENTS,		ALLOC, LOAD, DATA			
2	.bss	000003e8	20000008	0800019c	00010008	2**0
	ALLOC					
3	.debug_info	000002d5	00000000	00000000	00010008	2**0
	CONTENTS,		READONLY, DEBUGGING			
4	.debug_abbrev	000001ae	00000000	00000000	000102dd	2**0
	CONTENTS,		READONLY, DEBUGGING			
5	.debug_loc	0000009c	00000000	00000000	0001048b	2**0
	CONTENTS,		READONLY, DEBUGGING			
6	.debug_aranges	00000040	00000000	00000000	00010527	2**0
	CONTENTS,		READONLY, DEBUGGING			
7	.debug_line	00000149	00000000	00000000	00010567	2**0
	CONTENTS,		READONLY, DEBUGGING			
8	.debug_str	0000018e	00000000	00000000	000106b0	2**0
	CONTENTS,		READONLY, DEBUGGING			
9	.comment	00000011	00000000	00000000	0001083e	2**0
	CONTENTS,		READONLY			
10	.ARM.attributes	00000033	00000000	00000000	0001084f	2**0
	CONTENTS,		READONLY			
11	.debug_frame	00000078	00000000	00000000	00010884	2**2
	CONTENTS,		READONLY, DEBUGGING			

```
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$ |
```

### 3- Getting the symbol table of each file.

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-nm main.o
00000000 R const_variables
00000004 D g_variables
00000000 T main
00000000 D R_ODR

Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-nm startup.o
      U _E_bss
      U _E_DATA
      U _E_text
      U _S_bss
      U _S_DATA
      U _stack_top
00000000 W Bus_Fault_Handler
00000000 T Default_Handler
00000000 W H_Fault_Handler
      U main
00000000 W MM_Fault_Handler
00000000 W NMI_Handler
0000000c T Reset_Handler
00000000 W Usage_Fault_Handler
00000000 D vectors

Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-nm learn-in-depth_cortex_m3.elf
20000008 B _E_bss
20000008 D _E_DATA
08000194 T _E_text
20000008 B _S_bss
20000000 D _S_DATA
200003f0 B _stack_top
080000cc W Bus_Fault_Handler
08000190 T const_variables
080000cc T Default_Handler
20000004 D g_variables
080000cc W H_Fault_Handler
0800001c T main
080000cc W MM_Fault_Handler
080000cc W NMI_Handler
20000000 D R_ODR
080000d8 T Reset_Handler
080000cc W Usage_Fault_Handler
08000000 T vectors

Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ |
```



#### 4- Analyze the final elf file.

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-readelf -a learn-in-depth_cortex_m3.elf
ELF Header:
  Magic:   7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00 00
  Class:                           ELF32
  Data:                             2's complement, little endian
  Version:                           1 (current)
  OS/ABI:                            UNIX - System V
  ABI Version:                       0
  Type:                              EXEC (Executable file)
  Machine:                           ARM
  Version:                           0x1
  Entry point address:                0x8000000
  Start of program headers:          52 (bytes into file)
  Start of section headers:          67996 (bytes into file)
  Flags:                              0x5000002, has entry point, Version5 EABI
  Size of this header:                52 (bytes)
  Size of program headers:            32 (bytes)
  Number of program headers:          2
  Size of section headers:            40 (bytes)
  Number of section headers:          16
  Section header string table index: 13

Section Headers:
[Nr] Name                Type           Addr          Off          Size    ES Flg Lk  Inf At
[ 0]                     NULL           00000000      000000      000000    00   0  0  0  0
[ 1] .text                 PROGBITS      08000000      008000      000194    00  AX  0  0  4
[ 2] .data                 PROGBITS      20000000      010000      000008    00  WA  0  0  4
[ 3] .bss                  NOBITS        20000008      010008      0003e8    00  WA  0  0  1
[ 4] .debug_info            PROGBITS      00000000      010008      0002d5    00   0  0  1
[ 5] .debug_abbrev           PROGBITS      00000000      0102dd      0001ae    00   0  0  1
[ 6] .debug_loc              PROGBITS      00000000      01048b      00009c    00   0  0  1
[ 7] .debug_aranges          PROGBITS      00000000      010527      000040    00   0  0  1
[ 8] .debug_line             PROGBITS      00000000      010567      000149    00   0  0  1
[ 9] .debug_str              PROGBITS      00000000      0106b0      00018e    01  MS  0  0  1
[10] .comment                PROGBITS      00000000      01083e      000011    01  MS  0  0  1
[11] .ARM.attributes          ARM_ATTRIBUTES 00000000      01084f      000033    00   0  0  1
[12] .debug_frame            PROGBITS      00000000      010884      000078    00   0  0  4
[13] .shstrtab                STRTAB        00000000      0108fc      00009d    00   0  0  1
[14] .symtab                  SYMTAB        00000000      010c1c      000290    10   15 23  4
[15] .strtab                  STRTAB        00000000      010eac      0000e9    00   0  0  1

Key to Flags:
  W (write), A (alloc), X (execute), M (merge), S (strings)
  I (info), L (link order), G (group), T (TLS), E (exclude), x (unknown)
  0 (extra OS processing required) o (OS specific), p (processor specific)

There are no section groups in this file.

Program Headers:
  Type           Offset      VirtAddr     PhysAddr     FileSiz MemSiz  Flg Align
  LOAD           0x008000   0x08000000   0x08000000   0x00194 0x00194  R E  0x8000
  LOAD           0x010000   0x20000000   0x08000194   0x00008 0x003f0  RW  0x8000

Section to Segment mapping:
Segment Sections...
00      .text
01      .data .bss
```

Program Headers:

Type	Offset	VirtAddr	PhysAddr	FileSiz	MemSiz	Flg	Align
LOAD	0x008000	0x08000000	0x08000000	0x00194	0x00194	R E	0x8000
LOAD	0x010000	0x20000000	0x08000194	0x00008	0x003f0	RW	0x8000

Section to Segment mapping:

Segment Sections...

00	.text
01	.data .bss

There is no dynamic section in this file.

There are no relocations in this file.

There are no unwind sections in this file.

Symbol table '.symtab' contains 41 entries:

Num:	Value	Size	Type	Bind	Vis	Ndx	Name
0:	00000000	0	NOTYPE	LOCAL	DEFAULT	UND	
1:	08000000	0	SECTION	LOCAL	DEFAULT	1	
2:	20000000	0	SECTION	LOCAL	DEFAULT	2	
3:	20000008	0	SECTION	LOCAL	DEFAULT	3	
4:	00000000	0	SECTION	LOCAL	DEFAULT	4	
5:	00000000	0	SECTION	LOCAL	DEFAULT	5	
6:	00000000	0	SECTION	LOCAL	DEFAULT	6	
7:	00000000	0	SECTION	LOCAL	DEFAULT	7	
8:	00000000	0	SECTION	LOCAL	DEFAULT	8	
9:	00000000	0	SECTION	LOCAL	DEFAULT	9	
10:	00000000	0	SECTION	LOCAL	DEFAULT	10	
11:	00000000	0	SECTION	LOCAL	DEFAULT	11	
12:	00000000	0	SECTION	LOCAL	DEFAULT	12	
13:	00000000	0	FILE	LOCAL	DEFAULT	ABS	startup.c
14:	080000cc	0	NOTYPE	LOCAL	DEFAULT	1	\$t
15:	08000000	0	NOTYPE	LOCAL	DEFAULT	1	\$d
16:	0000003c	0	NOTYPE	LOCAL	DEFAULT	12	\$d
17:	00000000	0	FILE	LOCAL	DEFAULT	ABS	main.c
18:	20000000	0	NOTYPE	LOCAL	DEFAULT	2	\$d
19:	08000190	0	NOTYPE	LOCAL	DEFAULT	1	\$d
20:	0800001c	0	NOTYPE	LOCAL	DEFAULT	1	\$t
21:	00000010	0	NOTYPE	LOCAL	DEFAULT	12	\$d
22:	00000000	0	FILE	LOCAL	DEFAULT	ABS	
23:	080000cd	10	FUNC	WEAK	DEFAULT	1	NMI_Handler
24:	08000190	3	OBJECT	GLOBAL	DEFAULT	1	const_variables
25:	080000cd	10	FUNC	WEAK	DEFAULT	1	Bus_Fault_Handler
26:	080000cd	10	FUNC	WEAK	DEFAULT	1	H_Fault_Handler
27:	20000008	0	NOTYPE	GLOBAL	DEFAULT	3	_E_bss
28:	20000004	3	OBJECT	GLOBAL	DEFAULT	2	g_variables
29:	080000cd	10	FUNC	WEAK	DEFAULT	1	MM_Fault_Handler
30:	080000d9	182	FUNC	GLOBAL	DEFAULT	1	Reset_Handler
31:	200003f0	0	NOTYPE	GLOBAL	DEFAULT	3	_stack_top
32:	20000008	0	NOTYPE	GLOBAL	DEFAULT	2	_E_DATA
33:	080000cd	10	FUNC	GLOBAL	DEFAULT	1	Default_Handler
34:	20000008	0	NOTYPE	GLOBAL	DEFAULT	3	_S_bss
35:	0800001d	174	FUNC	GLOBAL	DEFAULT	1	main
36:	20000000	4	OBJECT	GLOBAL	DEFAULT	2	R_ODR
37:	080000cd	10	FUNC	WEAK	DEFAULT	1	Usage_Fault_Handler
38:	20000000	0	NOTYPE	GLOBAL	DEFAULT	2	_S_DATA
39:	08000194	0	NOTYPE	GLOBAL	DEFAULT	1	_E_text



```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ arm-none-eabi-objdump -h learn-in-depth_cortex_m3.elf
```

```
learn-in-depth_cortex_m3.elf:      file format elf32-littlearm
```

Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000194	08000000	08000000	00008000	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
1	.data	00000008	20000000	08000194	00010000	2**2
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	000003e8	20000008	0800019c	00010008	2**0
	ALLOC					
3	.debug_info	000002d5	00000000	00000000	00010008	2**0
	CONTENTS, READONLY, DEBUGGING					
4	.debug_abbrev	000001ae	00000000	00000000	000102dd	2**0
	CONTENTS, READONLY, DEBUGGING					
5	.debug_loc	0000009c	00000000	00000000	0001048b	2**0
	CONTENTS, READONLY, DEBUGGING					
6	.debug_aranges	00000040	00000000	00000000	00010527	2**0
	CONTENTS, READONLY, DEBUGGING					
7	.debug_line	00000149	00000000	00000000	00010567	2**0
	CONTENTS, READONLY, DEBUGGING					
8	.debug_str	0000018e	00000000	00000000	000106b0	2**0
	CONTENTS, READONLY, DEBUGGING					
9	.comment	00000011	00000000	00000000	0001083e	2**0
	CONTENTS, READONLY					
10	.ARM.attributes	00000033	00000000	00000000	0001084f	2**0
	CONTENTS, READONLY					
11	.debug_frame	00000078	00000000	00000000	00010884	2**2
	CONTENTS, READONLY, DEBUGGING					

```
Abdo Halem@Halem-Lab /cygdrive/d/Engineering/Embedded_Systems/Eng_Kerolos_Diploma/Lectures/Unit3/Lesson3/Lab2
$ |
```