

Symbols Reort

o Main.o

```
$ arm-none-eabi-nm.exe main.o
                 U ALARM_OFF
                 U ALARM_STATE
                 U LED_Init
00000000 T main
                 U PS_init
                 U PS_READ
                 U PS_STATE
```

o Startup.o

```
$ arm-none-eabi-nm.exe startup.o
00000084 T DEFAULT_HANDLER
                 U E_bss
                 U E_data
                 U E_text
00000084 W H_fault_HANDLER
                 U main
00000084 W NMI_HANDLER
00000000 T RESET_HANDLER
                 U S_bss
                 U S_data
                 U STACK_TOP
00000000 D vector
```

o Alarm.o

```
$ arm-none-eabi-nm.exe alarm.o
00000064 T ALARM_OFF
0000003c T ALARM_ON
00000000 B ALARM_STATE
                 U Delay
                 U LED_OFF
                 U LED_ON
00000000 T PS_SEND
00000000 D threshold
```

- PS.o

```
$ arm-none-eabi-nm.exe PS.o
                 U Delay
                 U getPressureVal
                 U GPIO_INITIALIZATION
00000000 B pressure_level
00000000 T PS_init
0000000c T PS_READ
                 U PS_SEND
00000004 B PS_STATE
```

- LED.o

```
$ arm-none-eabi-nm.exe LED.o
00000000 T LED_Init
0000001a T LED_OFF
0000000c T LED_ON
                 U Set_Alarm_actuator
```

- Driver.o

```
$ arm-none-eabi-nm.exe driver.o
00000000 T Delay
00000022 T getPressureVal
00000074 T GPIO_INITIALIZATION
00000038 T Set_Alarm_actuator
```

- o Project.elf

```
$ arm-none-eabi-nm.exe first_project.elf
08000170 T ALARM_OFF
08000148 T ALARM_ON
2000000c B ALARM_STATE
08000094 T DEFAULT_HANDLER
0800017c T Delay
20000010 B E_bss
20000004 D E_data
08000278 T E_text
0800019e T getPressureVal
080001f0 T GPIO_INITIALIZATION
08000094 W H_fault_HANDLER
080000a0 T LED_Init
080000ba T LED_OFF
080000ac T LED_ON
08000240 T main
08000094 W NMI_HANDLER
20000004 B pressure_level
080000c8 T PS_init
080000d4 T PS_READ
0800010c T PS_SEND
20000008 B PS_STATE
08000010 T RESET_HANDLER
20000004 B S_bss
20000000 D S_data
080001b4 T Set_Alarm_actuator
20002010 B STACK_TOP
20000000 D threshold
08000000 T vector
```

- o Project_sections

```
first_project.elf:      file format elf32-littlearm

Sections:
Idx Name          Size      VMA       LMA       File off  Algn
  0 .text          00000278 08000000 08000000 00001000 2**2
    CONTENTS, ALLOC, LOAD, READONLY, CODE
  1 .data           00000004 20000000 08000278 00002000 2**2
    CONTENTS, ALLOC, LOAD, DATA
  2 .bss            0000200c 20000004 0800027c 00002004 2**2
    ALLOC
  3 .debug_info     000006ea 00000000 00000000 00002004 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  4 .debug_abbrev   00000419 00000000 00000000 000026ee 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  5 .debug_loc      00000390 00000000 00000000 00002b07 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  6 .debug_aranges  000000c0 00000000 00000000 00002e97 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  7 .debug_line     00000393 00000000 00000000 00002f57 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  8 .debug_str      0000024d 00000000 00000000 000032ea 2**0
    CONTENTS, READONLY, DEBUGGING, OCTETS
  9 .comment        00000055 00000000 00000000 00003537 2**0
    CONTENTS, READONLY
10 .ARM.attributes 0000002d 00000000 00000000 0000358c 2**0
    CONTENTS, READONLY
11 .debug_frame     0000023c 00000000 00000000 000035bc 2**2
    CONTENTS, READONLY, DEBUGGING, OCTETS
```