# **Unit3 lesson4 Assignment**

### main.o symbols:

```
MINGW32:/d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4

PC@PC-PC MINGW32 /d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4

$ arm-none-eabi-nm.exe main.o
00000000 T main
00000000 D str
```

#### startup.o symbols:

```
- 0 X
MINGW32:/d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
PC@PC-PC MINGw32 /d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
$ arm-none-eabi-nm.exe startup.o
000000000 b __stack_
         U E bss
         U _E_data
         U _E_text
         U S bss
         U _S_data
00000084 W BusFault
00000084 T Default Handler
00000084 W HardFault
         U main
00000084 W MemManage
00000084 W NMI
00000000 T Reset_Handler
00000084 W UsageFault
00000000 D vectors_arr
```

#### learn\_in\_depth.elf symbols :

```
_ 0 X
MINGW32:/d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
PC@PC-PC MINGW32 /d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
$ arm-none-eabi-nm.exe learn_in_depth.elf
2000001c b __stack_
2000041c B _E_bss
2000001c D _E_data
00000140 T _E_text
2000001c B _S_bss
200000000 D _S_data
000000a0 W BusFault
000000a0 T Default_Handler
000000a0 W HardFault
000000ac T main
000000a0 W MemManage
000000a0 W NMI
0000001c T Reset_Handler
20000000 D str
000000a0 W UsageFault
00000000 T vectors_arr
```

## learn\_in\_depth.elf info:

```
_ D X
  MINGW32:/d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
PC@PC-PC MINGW32 /d/EmbeddedSystems/Online_Diploma/unit3/lesson4/lab4
$ arm-none-eabi-readelf.exe -h learn_in_depth.elf
ELF Header:
  Magic: 7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00
  Class:
                                      ELF32
                                      2's complement, little endian
  Data:
  Version:
                                      1 (current)
  OS/ABI:
                                      UNIX - System V
  ABI Version:
                                      EXEC (Executable file)
  Type:
  Machine:
                                      ARM
  Version:
                                      0x1
  Entry point address:
                                      0x0
                                      52 (bytes into file)
  Start of program headers:
                                      134692 (bytes into file)
  Start of section headers:
                                      0x5000200, Version5 EABI, soft-float ABI
  Flags:
  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: 15
```