

Unit3 lesson2

Lab1 : Creating a bare-metal Software to send a String

Generating output files :

script.sh part1:

```
1 #create preprocessed files
2 arm-none-eabi-gcc.exe -E ./main.c -o ./main.i
3 arm-none-eabi-gcc.exe -E ./uart.c -o ./uart.i
4
5 #define Compiler and Assembler flags
6 GCC_Flags="-mcpu=arm926ej-s -c -I. -nostdlib"
7 ASM_Flags="-mcpu=arm926ej-s -M"
8
9 #create object files
10 arm-none-eabi-as.exe $ASM_Flags ./startup.s -o ./startup.o
11 arm-none-eabi-gcc.exe $GCC_Flags ./main.c -o main.o
12 arm-none-eabi-gcc.exe $GCC_Flags ./uart.c -o uart.o
13
14
15
16 #create objdump files
17 arm-none-eabi-objdump.exe -h ./startup.o > ./start.txt
18 arm-none-eabi-objdump.exe -h ./main.o > ./main.txt
19 arm-none-eabi-objdump.exe -h ./uart.o > ./uart.txt
```

Unix script file length: 1,152 lines: 38 Ln: 24 Col: 47 Sel: 0 | 0 Windows (Ctrl) UTF-8 285

script.sh part2:

```
20
21
22 #extract the symbol table of each object
23 arm-none-eabi-nm.exe ./main.o > mainSTable.txt
24 arm-none-eabi-nm.exe ./uart.o > uartSTable.txt
25 arm-none-eabi-nm.exe ./startup.o > startupSTable.txt
26
27 #link and produce the map file
28 arm-none-eabi-ld.exe -T ./linker_script.ld -Map=Map_File.map ./startup.o
29
30
31 #convert elf to bin file
32 arm-none-eabi-objcopy.exe -O binary ./Azazy.elf ./Azazy.bin
33
34
35 #run the simulation
36 qemu-system-arm.exe -M versatilepb -m 128M -nographic -kernel ./Azazy.elf
37
38
```

sections of main.o :

```
1
2 ./main.o:      file format elf32-littlearm
3
4 Sections:
5 Idx Name          Size      VMA      LMA      File off  Algn
6  0 .text          00000018  00000000  00000000  00000034  2**2
7             CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
8  1 .data          00000064  00000000  00000000  0000004c  2**2
9             CONTENTS, ALLOC, LOAD, DATA
10  2 .bss           00000000  00000000  00000000  000000b0  2**0
11             ALLOC
12  3 .rodata        00000064  00000000  00000000  000000b0  2**2
13             CONTENTS, ALLOC, LOAD, READONLY, DATA
14  4 .comment       00000012  00000000  00000000  00000114  2**0
15             CONTENTS, READONLY
16  5 .ARM.attributes 00000032  00000000  00000000  00000126  2**0
17             CONTENTS, READONLY
18
```

sections of uart.o :

1						
2	./uart.o: file format elf32-littlearm					
3						
4	Sections:					
5	Idx Name	Size	VMA	LMA	File off	Align
6	0 .text	00000050	00000000	00000000	00000034	2**2
7					CONTENTS, ALLOC, LOAD, READONLY, CODE	
8	1 .data	00000000	00000000	00000000	00000084	2**0
9					CONTENTS, ALLOC, LOAD, DATA	
10	2 .bss	00000000	00000000	00000000	00000084	2**0
11					ALLOC	
12	3 .comment	00000012	00000000	00000000	00000084	2**0
13					CONTENTS, READONLY	
14	4 .ARM.attributes	00000032	00000000	00000000	00000096	2**0
15					CONTENTS, READONLY	

sections of startup.o :

1	./startup.o: file format elf32-littlearm					
2						
3	Sections:					
4	Idx Name	Size	VMA	LMA	File off	Align
5	0 .text	00000010	00000000	00000000	00000034	2**2
6					CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE	
7	1 .data	00000000	00000000	00000000	00000044	2**0
8					CONTENTS, ALLOC, LOAD, DATA	
9	2 .bss	00000000	00000000	00000000	00000044	2**0
10					ALLOC	
11	3 .ARM.attributes	00000022	00000000	00000000	00000044	2**0
12					CONTENTS, READONLY	

symbols of main.o :

1	00000000	T main
2	00000000	D str
3	00000000	R str2
4		U Uart_Send_Str
5		

symbols of uart.o :

1	00000000	T Uart_Send_Str
2		

symbols of startup.o :

1		U main
2	00000000	t reset
3		U stack_top
4	00000008	t stop
5		

symbols of the executable file :

1	00010020	T main
2	00010010	t reset
3	00010000	t reset
4	00011150	D stack_top
5	00010008	t stop
6	00010018	t stop
7	000100ec	D str
8	00010088	R str2
9	00010038	T Uart_Send_Str
10		

Simulation output :

```
PC@PC-PC MINGW32 /d/EmbeddedSystems/Online_Diploma/Online_Diploma_Repo/Embedded_
C/unit3_lesson2/codes and output files (main)
$ ./script.sh
./startup.s: Assembler messages:
./startup.s: Warning: end of file in comment; newline inserted
Learn-in-depth: Ahmed Azazy
```