

Symbol Table For startup.o

```
Ahmed (master) New Project with startup & code
$ arm-none-eabi-nm.exe 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 Hard_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
Ahmed (master) New Project with startup & code
```

Symbol Table For main.o

```
Ahmed (master) New Project with startup & code
$ arm-none-eabi-nm.exe main.o
00000003 C bss_var
00000000 R const_variables
00000000 D g_variables
00000000 T main
00000000 B ptr
Ahmed (master) New Project with startup & code
```

Symbol Table For toggle_led_cortex_m3.elf

```
$ arm-none-eabi-nm.exe toggle_led_cortex_m3.elf
2000000c B _E_bss
20000008 D _E_DATA
08000150 T _E_text
20000008 B _S_bss
20000000 D _S_DATA
2000100c B _stack_top
2000100c B bss_var
08000090 W Bus_Fault_Handler
0800014c T const_variables
08000090 T Default_Handler
20000000 D g_variables
08000090 W Hard_Fault_Handler
0800001c T main
08000090 W MM_Fault_Handler
08000090 W NMI_Handler
20000008 B ptr
0800009c T Reset_Handler
08000090 W Usage_Fault_Handler
08000000 T Vectors
Ahmed (master) New Project with startup & code
```

Map File

14	Linker script and memory map		
15			
16			
17	.text	0x08000000	0x150
18	*(.vectors*)		
19	.vectors	0x08000000	0x1c startup.o
20		0x08000000	Vectors
21	*(.text*)		
22	.text	0x0800001c	0x74 main.o
23		0x0800001c	main
24	.text	0x08000090	0xbc startup.o
25		0x08000090	Bus_Fault_Handler
26		0x08000090	MM_Fault_Handler
27		0x08000090	Hard_Fault_Handler
28		0x08000090	Default_Handler
29		0x08000090	Usage_Fault_Handler
30		0x08000090	NMI_Handler
31		0x0800009c	Reset_Handler
32	*(.rodata)		
33	.rodata	0x0800014c	0x4 main.o
34		0x0800014c	const_variables
35		0x08000150	_E_text = .
36			
55	.data	0x20000000	0x8 load address 0x08000150
56		0x20000000	_S_DATA = .
57	*(.data)		
58	.data	0x20000000	0x8 main.o
59		0x20000000	g_variables
60	.data	0x20000008	0x0 startup.o
61		0x20000008	. = ALIGN (0x4)
62		0x20000008	_E_DATA = .
63			
64	.igot.plt	0x20000008	0x0 load address 0x08000158
65	.igot.plt	0x00000000	0x0 main.o
66			
67	.bss	0x20000008	0x1007 load address 0x08000158
68		0x20000008	_S_bss = .
69	*(.bss)		
70	.bss	0x20000008	0x4 main.o
71		0x20000008	ptr
72	.bss	0x2000000c	0x0 startup.o
73		0x2000000c	_E_bss = .
74		0x2000000c	. = ALIGN (0x4)
75		0x2000100c	. = (. + 0x1000)