

Object files for main and startup

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MINGW64~/Documents/Embedded systems/Mastering Embedded System/Working_Dir/Embedded_system_online_diploma/unit3_Embedded_C/unit3_lesson3/Lab_2_startup5
$ arm-none-eabi-objdump.exe -h startup.o

startup.o:      file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA     File off  Algn
 0 .text          00000008  00000000  00000000  00000034  2**1
   CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
 1 .data          00000000  00000000  00000000  0000003c  2**0
   CONTENTS, ALLOC, LOAD, DATA
 2 .bss           00000000  00000000  00000000  0000003c  2**0
   ALLOC
 3 .vectors       00000050  00000000  00000000  0000003c  2**0
   CONTENTS, RELOC, READONLY
 4 .ARM.attributes 00000021  00000000  00000000  0000008c  2**0
   CONTENTS, READONLY
 5 .debug_line    0000003b  00000000  00000000  000000ad  2**0
   CONTENTS, RELOC, READONLY, DEBUGGING
 6 .debug_info   000000bf  00000000  00000000  000000e8  2**0
   CONTENTS, RELOC, READONLY, DEBUGGING
 7 .debug_abbrev  00000014  00000000  00000000  000001a7  2**0
   CONTENTS, READONLY, DEBUGGING
 8 .debug_aranges 00000020  00000000  00000000  000001c0  2**3
   CONTENTS, RELOC, READONLY, DEBUGGING

ahmed@DESKTOP-GN3H53 MINGW64 /d/ahmed/Documents/Embedded systems/Mastering Embedded System/Working_Dir/Embedded_system_online_diploma/unit3_Embedded_C/unit3_lesson3/Lab_2_startup5 (main)
$ arm-none-eabi-objdump.exe -h main.o

main.o:      file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA     File off  Algn
 0 .text          000000b4  00000000  00000000  00000034  2**2
   CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
 1 .data          00000004  00000000  00000000  000000e8  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, RELOC, READONLY, DATA
 4 .debug_info    000000e2  00000000  00000000  000000f0  2**0
   CONTENTS, RELOC, READONLY, DEBUGGING
 5 .debug_abbrev  0000008c  00000000  00000000  000001d2  2**0
   CONTENTS, READONLY, DEBUGGING
 6 .debug_loc     00000038  00000000  00000000  0000025e  2**0
   CONTENTS, READONLY, DEBUGGING
 7 .debug_aranges 00000020  00000000  00000000  00000296  2**0
   CONTENTS, RELOC, READONLY, DEBUGGING
 8 .debug_line    0000009b  00000000  00000000  000002b6  2**0
   CONTENTS, RELOC, READONLY, DEBUGGING
 9 .debug_str     00000157  00000000  00000000  00000351  2**0
   CONTENTS, READONLY, DEBUGGING
10 .comment       00000012  00000000  00000000  000004a8  2**0
   CONTENTS, READONLY
11 .ARM.attributes 00000033  00000000  00000000  000004ba  2**0
   CONTENTS, READONLY
12 .debug_frame   0000002c  00000000  00000000  000004f0  2**2
   CONTENTS, RELOC, READONLY, DEBUGGING

ahmed@DESKTOP-GN3H53 MINGW64 /d/ahmed/Documents/Embedded systems/Mastering Embedded System/Working_Dir/Embedded_system_online_diploma/unit3_Embedded_C/unit3_lesson3/Lab_2_startup5 (main)
$
```

Map file

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D:\ahmed\Documents\Embedded systems\Mastering Embedded System\Working_Dir\Embedded_system_online_diploma\unit3_Embedded_C\unit3_lesson3\Lab_2_startup5\Map_file.map - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

Map_file.map -- Lab_3_startupC x Map_file.map -- Lab_2_startup5 x
7  "default" 0x00000000 0xffffffff
8
9  Linker script and memory map
10
11
12  .text      0x00000000  0x110
13  *(.vectors*)
14  .vectors  0x00000000  0x50 startup.o
15  *(.text*)
16  .text      0x00000050  0x4 main.o
17  .text      0x00000050  0x4 main.o
18  .text      0x00000184  0x8 startup.o
19  *(.rodata)
20  .rodata    0x0000018c  0x4 main.o
21  .rodata    0x0000018c  0x4 main.o const_variables
22
23  .glue_7    0x00000110  0x0
24  .glue_7    0x00000000  0x0 linker stubs
25
26  .glue_7t   0x00000110  0x0
27  .glue_7t   0x00000000  0x0 linker stubs
28
29  .vfp11_veneer 0x00000110  0x0
30  .vfp11_veneer 0x00000000  0x0 linker stubs
31
32  .v4_bx     0x00000110  0x0
33  .v4_bx     0x00000000  0x0 linker stubs
34
35  .iplt      0x00000110  0x0
36  .iplt      0x00000000  0x0 main.o
37
38  .rel.dyn   0x00000110  0x0
39  .rel.iplt  0x00000000  0x0 main.o
40
41  .data      0x00000110  0x4
42  *(.data)
43  .data      0x00000110  0x4 main.o
44  .data      0x00000110  0x4 main.o g_variables
45  .data      0x00000114  0x0 startup.o
46
47  .igot.plt  0x00000114  0x0
48  .igot.plt  0x00000000  0x0 main.o
49
50  .bss       0x20000000  0x0
51  *(.bss)
52  .bss       0x20000000  0x0 main.o
53  .bss       0x20000000  0x0 startup.o
54  LOAD main.o
55  LOAD startup.o
56  OUTPUT(ahmed_cortexM3.elf elf32-littlearm)
57
58
```