# How compiler works internally?

**Editor or IDE (Write Your source code)**

|

| ( .cpp, .h) souce code and header files)

|

↓

**Preprocessor**

|

| (.i) include files and replaced symbols

|

↓

**Compiler**

|

| (.s ) assembly code

|

↓

**Assembler**

|

| (.o) Object code ( we can use nm , objdump )

|

↓

(Static libraries .a, .lib )----------- → **Linker**

|

| (.exe)

|

↓

(Dynamic Libraries .dll, .so )-----------→**Loader**

|

|

| (Loader takes the files from disk and

↓ put it in memory)

**Operating System**



