# PDF101 an Adobe document walk-through CORKAMI.COM CORKAMI.COM



```
HEADER
%PDF-1.1
                                                             <<
                                                              /Pages 2 0 R
1 0 obj
                                                             >>
<<
                                                             endobj
 /Pages 2 0 R
                                                       047:
2 0 obj
endobj
                                                             <<
                                                              /Type /Pages
2 0 obj
                                                               /Count 1
 /Type /Pages
                                                              /Kids [3 0 R]
 /Count 1
 /Kids [3 0 R]
                                                            endobj
                                                       111:
3 0 obj
endobj
                                                             <<
                                                               /Type /Page
                                                               /Contents 4 0 R
 /Type /Page
                                                               /Parent 2 0 R
  /Contents 4 0 R
                                                               /Resources <<
  /Parent 2 0 R
  /Resources <<
                                                                 /Font <<
   /Font <<
                                                                   /F1 <<
     /F1 <<
                                                                     /Type /Font
       /Tupe /Font
                                                                     /Subtype /Type1
        /Subtupe /Tupe1
                                                                     /BaseFont /Arial
       /BaseFont /Arial
                                                                >>
                                                              >>
                                                             >>
                                                             endobj
                                                       313: 4 0 obj
                                                             << /Length 47 >>
stream
                                                             stream
                                                                                     BEGIN TEXT
 /F1 110
                                                                                       FONT F1 (ARIAL) SET TO SIZE 110
                                                               /F1 110
                                                               Τf
                                                                                       SELECT THIS FONT
 10 400 Td
                                                                                       MOVE TO COORDINATE 10, 400
                                                               10 400 Td
 (Hello World!)Tj
                                                                                       OUTPUT TEXT "HELLO WORLD!"
                                                               (Hello World!)Tj
                                                                                     END TEXT
endstream
endobj
                                                             endstream
                                                             endobj
0000000000 65535 f
0000000010 00000 n
0000000047 00000 n
                                                                                     CROSS REFERENCES
0000000111 00000 n
                                                                                     5 OBJECTS, STARTING AT INDEX 0
0000000313 00000 n
                                                             0000000000 65535 f
                                                                                     (STANDARD FIRST EMPTY OBJECT 0
                                                             0000000010 00000 n
                                                                                     OFFSET TO OBJECT 1, REV 0
                                                             0000000047 00000 n
                                                                                     TO OBJECT 2...
                                                             0000000111 00000 n
 /Root 1 0 R
                                                             0000000313 00000 n
>>
startxref
                                                             trailer
%%E0F
                                                             <<
                                                              /Root 1 0 R
                                   TRAILER
                                                             startxref
                                                             416
                                                             %%E0F
```

# **BASICS**

PDF IS TEXT BASED, WITH BINARY STREAMS

**TYPES** 0: STRING EX: (Hello World!) /NAME (IDENTIFIERS) EX: /Count 1 <>>: DICTIONARY EX:<</key1 value1 /key2 value2>> []: ARRAY EX: [0 1 2 3 4]

## **OBJECT REFERENCES**

CONTENT IS STORED IN OBJECT MOST CONTENT CAN BE INLINED OR REFERENCED IN A SEPARATE OBJECT

/Key1 value ISEQUIVALENT TO /Key1 3 0 R 3 0 obj value endobj

#### BINARY STREAMS

BINARY STREAM ARE STORED IN SEPARATE OBJECTS LIKE THIS:

<object number> <object revision> obj STREAM LENGTH, COMPRESSION PARAMETERS... stream <STREAM CONTENT> endstream endobj

## TRIVIA

THE PDF WAS FIRST SPECIFIED BY ADOBE SYSTEMS IN 1993

INITIAL VERSIONS OF ADOBE ACROBAT WERE NOT FREE

## FILE STRUCTURE

### HEAD OF THE FILE

THE \*PDF-\* SIGNATURE IDENTIFIES THE FORMAT AND REQUIRED VERSION

#### **XREF**

<STARTING OBJECT> <OBJECT COUNT> FOLLOWED BY XREF ENTRIES: IF (OBJECT IN USE) <OFFSET:10> <GENERATION:5> n

<NEXT\_FREE\_OBJECT:10> <GENERATION:5> f

#### END OF THE FILE

startxref <XREF OFFSET IN DECODED STREAM>

## PARSING

THE HEADER \*PDF-1.? SIGNATURE IS CHECKED TO IDENTIFY THE FILE FORMAT THE XREF IS LOCATED VIA THE startxref OFFSET THE xref TABLE GIVES OFFSET OF EACH OBJECT THE trailer IS PARSED EACH OBJECT REFERENCE IS FOLLOWED. BUILDING THE DOCUMENT PAGES ARE CREATED, TEXT IS RENDERED





