

LAB 1

Using VersatilePB virtual board in QEMU and ARM toolchain

1. Writing source files, getting object files (with and without debug information) and analyzing them.

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-gcc.exe -c -g -I . -mcpu=arm926ej-s app.c -o app.o
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-gcc.exe -c -g -I . -mcpu=arm926ej-s uart.c -o uart.o
D:\KS\4.Embedded C\3. Lesson2\Assignment>ls *.o
app.o  uart.o
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objdump.exe -h app.o
```

app.o: file format elf32-littlearm

Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000018	00000000	00000000	00000034	2**2
		CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE				
1	.data	00000064	00000000	00000000	0000004c	2**2
		CONTENTS, ALLOC, LOAD, DATA				
2	.bss	00000000	00000000	00000000	000000b0	2**0
		ALLOC				
3	.rodata	00000064	00000000	00000000	000000b0	2**2
		CONTENTS, ALLOC, LOAD, READONLY, DATA				
4	.debug_info	000000cd	00000000	00000000	00000114	2**0
		CONTENTS, RELOC, READONLY, DEBUGGING				
5	.debug_abbrev	00000079	00000000	00000000	000001e1	2**0
		CONTENTS, READONLY, DEBUGGING				
6	.debug_loc	0000002c	00000000	00000000	0000025a	2**0
		CONTENTS, READONLY, DEBUGGING				
7	.debug_aranges	00000020	00000000	00000000	00000286	2**0
		CONTENTS, RELOC, READONLY, DEBUGGING				
8	.debug_line	00000049	00000000	00000000	000002a6	2**0
		CONTENTS, RELOC, READONLY, DEBUGGING				
9	.debug_str	000000e0	00000000	00000000	000002ef	2**0
		CONTENTS, READONLY, DEBUGGING				
10	.comment	00000012	00000000	00000000	000003cf	2**0
		CONTENTS, READONLY				
11	.ARM.attributes	00000032	00000000	00000000	000003e1	2**0
		CONTENTS, READONLY				
12	.debug_frame	0000002c	00000000	00000000	00000414	2**2
		CONTENTS, RELOC, READONLY, DEBUGGING				

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objdump.exe -h uart.o
```

```
uart.o:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000050	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
1	.data	00000000	00000000	00000000	00000084	2**0
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	00000084	2**0
	ALLOC					
3	.debug_info	000000c1	00000000	00000000	00000084	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
4	.debug_abbrev	00000070	00000000	00000000	00000145	2**0
	CONTENTS, READONLY, DEBUGGING					
5	.debug_loc	0000002c	00000000	00000000	000001b5	2**0
	CONTENTS, READONLY, DEBUGGING					
6	.debug_aranges	00000020	00000000	00000000	000001e1	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
7	.debug_line	00000051	00000000	00000000	00000201	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
8	.debug_str	000000e4	00000000	00000000	00000252	2**0
	CONTENTS, READONLY, DEBUGGING					
9	.comment	00000012	00000000	00000000	00000336	2**0
	CONTENTS, READONLY					
10	.ARM.attributes	00000032	00000000	00000000	00000348	2**0
	CONTENTS, READONLY					
11	.debug_frame	00000028	00000000	00000000	0000037c	2**2
	CONTENTS, RELOC, READONLY, DEBUGGING					

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-gcc.exe -c -I . -mcpu=arm926ej-s uart.c -o uart.o
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-gcc.exe -c -I . -mcpu=arm926ej-s app.c -o app.o
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objdump.exe -h app.o
```

```
app.o:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000018	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE					
1	.data	00000064	00000000	00000000	0000004c	2**2
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	000000b0	2**0
	ALLOC					
3	.rodata	00000064	00000000	00000000	000000b0	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
4	.comment	00000012	00000000	00000000	00000114	2**0
	CONTENTS, READONLY					
5	.ARM.attributes	00000032	00000000	00000000	00000126	2**0
	CONTENTS, READONLY					

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objdump.exe -h uart.o
```

```
uart.o:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000050	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
1	.data	00000000	00000000	00000000	00000084	2**0
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	00000084	2**0
	ALLOC					
3	.comment	00000012	00000000	00000000	00000084	2**0
	CONTENTS, READONLY					
4	.ARM.attributes	00000032	00000000	00000000	00000096	2**0
	CONTENTS, READONLY					

2. Writing startup code, getting object file and analyzing it.

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-as.exe -mcpu=arm926ej-s startup.s -o startup.o
startup.s: Assembler messages:
startup.s: Warning: end of file not at end of a line; newline inserted

D:\KS\4.Embedded C\3. Lesson2\Assignment>ls *.o
app.o startup.o uart.o

D:\KS\4.Embedded C\3. Lesson2\Assignment>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              00000010  00000000  00000000  00000034  2**2
CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
  1 .data              00000000  00000000  00000000  00000044  2**0
CONTENTS, ALLOC, LOAD, DATA
  2 .bss               00000000  00000000  00000000  00000044  2**0
ALLOC
  3 .ARM.attributes    00000022  00000000  00000000  00000044  2**0
CONTENTS, READONLY
```

3. Writing the linker script, linking all objects, getting the elf file and analyzing it.

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-ld.exe -T linker_script.ld startup.o app.o uart.o -o
lab1.elf -Map=outMap.map
arm-none-eabi-ld.exe: warning: section '.bss' type changed to PROGBITS

D:\KS\4.Embedded C\3. Lesson2\Assignment>ls *.elf
lab1.elf

D:\KS\4.Embedded C\3. Lesson2\Assignment>ls *.map
outMap.map
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objdump.exe -h lab1.elf

lab1.elf:          file format elf32-littlearm

Sections:
Idx Name              Size      VMA           LMA           File off  Algn
  0 .startup           00000010  00010000  00010000  00008000  2**2
CONTENTS, ALLOC, LOAD, READONLY, CODE
  1 .text              000000cc  00010010  00010010  00008010  2**2
CONTENTS, ALLOC, LOAD, READONLY, CODE
  2 .data              00000064  000100dc  000100dc  000080dc  2**2
CONTENTS, ALLOC, LOAD, DATA
  3 .bss               00000011  00010140  00010140  00008140  2**0
CONTENTS, ALLOC, LOAD, DATA
  4 .ARM.attributes    0000002e  00000000  00000000  00008151  2**0
CONTENTS, READONLY
```



```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-readelf.exe -a lab1.elf
```

ELF Header:

```
Magic: 7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00 00
Class: ELF32
Data: 2's complement, little endian
Version: 1 (current)
OS/ABI: UNIX - System V
ABI Version: 0
Type: EXEC (Executable file)
Machine: ARM
Version: 0x1
Entry point address: 0x10000
Start of program headers: 52 (bytes into file)
Start of section headers: 33220 (bytes into file)
Flags: 0x5000002, has entry point, Version5 EABI
Size of this header: 52 (bytes)
Size of program headers: 32 (bytes)
Number of program headers: 1
Size of section headers: 40 (bytes)
Number of section headers: 9
Section header string table index: 6
```

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[0]		NULL	00000000	000000	000000	00		0	0	0
[1]	.startup	PROGBITS	00010000	008000	000010	00	AX	0	0	4
[2]	.text	PROGBITS	00010010	008010	0000cc	00	AX	0	0	4
[3]	.data	PROGBITS	000100dc	0080dc	000064	00	WA	0	0	4
[4]	.bss	PROGBITS	00010140	008140	000011	00	WA	0	0	1
[5]	.ARM.attributes	ARM_ATTRIBUTES	00000000	008151	00002e	00		0	0	1
[6]	.shstrtab	STRTAB	00000000	00817f	000045	00		0	0	1
[7]	.symtab	SYMTAB	00000000	00832c	0001a0	10		8	20	4
[8]	.strtab	STRTAB	00000000	0084cc	000066	00		0	0	1

4. Getting the symbol table for the object files and the final elf file.

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-nm.exe app.o
```

```
00000000 T main
00000000 D string_buffer
00000000 R string_buffer2
00000000 U Uart_Send_String
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-nm.exe uart.o
```

```
00000000 T Uart_Send_String
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-nm.exe startup.o
```

```
U main
00000000 T reset
U stack_top
00000008 t stop
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-nm.exe lab1.elf
```

```
00010010 T main
00010000 T reset
00011151 B stack_top
00010008 t stop
000100dc D string_buffer
00010078 T string_buffer2
00010028 T Uart_Send_String
```

5. Getting the binary file and simulating the application using QEMU.

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>arm-none-eabi-objcopy.exe -O binary lab1.elf lab1.bin
```

```
D:\KS\4.Embedded C\3. Lesson2\Assignment>ls *.bin
lab1.bin
```

```
C:\Program Files (x86)\qemu>qemu-system-arm -M versatilepb -m 128M -nographic -kernel lab1.bin
Learn-in-depth: Mai
```