

# Simple\_Loader Implementation

## Launcher.c

- Takes the fib executable as input
- Checks if fib is of the ELF format
- Calls the functions `load_and_run_elf()` (provides it the input file fib) and `loader_cleanup()`, which have their function prototypes in `loader.h` and actual code in `loader.c`

## Loader.c

- initialises pointer to struct ehdr and phdr
- Contains the code for functions `load_and_run_elf()` and `loader_cleanup()`

### `load_and_run_elf()` :

- Opens the fib executable in `O_RDONLY` mode
- Allocates memory to ehdr and phdr corresponding to the sizes of ELF header table and Program Header Table
- Loads the contents of ELF header table and PHT into ehdr and phdr
- Iterates through the contents of the PHT and for each segments of the type `PT_LOAD`, creates a mapping in the virtual memory of the process(with the size of the segment corresponding to the memory image)
- Loads the contents of these segments into the virtual memory mapping
- Creates a function pointer start which points to entry point of the executable(typecasted to `void*`) i.e. `e_entry`.
- result calls the `_start` function and prints the result

### `loader_cleanup()` :

- frees up memory allocated to the ehdr and phdr pointers

- closes the previously opened executable

## Makefile(test dir)

```
test > M Makefile
1 #Create 32-bit executable for fib.c by using the gcc flags as mentioned in the PDF
2 fib: fib.c
3 | gcc -m32 -no-pie -nostdlib -o fib fib.c
4 #Provide the command for cleanup
5 clean:
6 | @rm -f fib
7
```

- Compiles and links the `fib.c` file to create an executable `fib` only if there are any changes in `fib.c` or `fib` does not exist
- Removes `fib` executable upon invocation

## Makefile(loader dir)

```
loader > M Makefile
1 #Create lib_simpleloader.so from loader.c
2 ../bin/lib_simpleloader.so: loader.o
3 | gcc -m32 -fPIC -shared -o ../bin/lib_simpleloader.so loader.o
4
5 loader.o: loader.c loader.h
6 | gcc -m32 -fPIC -c loader.c
7 #Provide the command for cleanup
8 clean:
9 | @rm -f ../bin/*.so
10 | @rm -f *.o
```

- Creates the shared library `lib_simpleloader.so` in the `bin` directory if it already doesn't exist or there are any changes in `loader.o`
- Compiles `loader.c` to create `loader.o` with dependencies set as `loader.c` and `loader.h`
- Upon invocation of `clean`, removes filenames ending with `.o` and `.so`

## Makefile(launcher dir)

```
launcher > M Makefile
1 #Compile the launch.c by linking it with the lib_simpleloader.so
2 ../bin/launch: launch.c
3 | gcc -m32 -o ../bin/launch launch.c -L../bin/ -l_simpleloader -Wl,-rpath=../bin
4 #linking done after compiling
5 #Provide the command for cleanup
6 clean:
7 | @rm -f ../bin/launch
```

- Compiles launch.c and links it with the shared library lib\_simpleloader.so present in ../bin/ to create the executable launch in the bin directory
- Removes the launch file on invocation of clean

## Overall Makefile

```
M Makefile
1 #invoke make inside following directories and in this order: loader, launch, fib
2 .PHONY: all loader launcher test
3
4 all: loader launcher test
5
6 loader:
7 | @cd loader && $(MAKE)
8 launcher:
9 | @cd launcher && $(MAKE)
10 test:
11 | @cd test && $(MAKE)
12
13 #lib_simpleloader.so and launch binaries --> already inside bin directory
14
15 #Provide the command for cleanup
16 clean:
17 | @cd loader && $(MAKE) clean
18 | @cd launcher && $(MAKE) clean
19 | @cd test && $(MAKE) clean
20
```

- Sets loader, launcher and test as phony targets as they are not filenames
- invokes make command in each of these folders
- upon invocation of clean, it invokes make clean in all of these files

# Contributions

Collaborative work: `loader.c` → Function Building, Memory Mapping, Documentation

Raghav : File manipulation, Error handling

Snehil : Makefile , Launcher.c creation

## Github Link

[https://github.com/SnehilK3372/Group\\_97\\_Loader\\_WithBonus](https://github.com/SnehilK3372/Group_97_Loader_WithBonus)