

Contents

1	.gobc File Format	2
1.1	The gobcFile structure	2

1 .gobc File Format

This document describes the Golang bytecode file format, `.gobc`. Each `.gobc` file contains the bytecode for a Go source file.

A class file consists of a stream of 8-bit bytes. All 16-bit, 32-bit, and 64-bit quantities are constructed by reading in two, four, and eight consecutive 8-bit bytes, respectively.

This document uses a short-hand for specifying the number of bytes associated with the data. The types `u8`, `u16`, `u32`, and `u64` represent a one-, two-, four- or eight-byte quantity, respectively.

This document presents the `.gobc` file format using pseudo-code of C syntax. Arrays are zero-indexed.

1.1 The `gobcFile` structure

A `.gobc` file consists of a single `gobcFile` structure:

```
gobcFile {  
    u32          magicNumber  
    u32          functionCount  
    functionInfo functions[functionCount]  
}
```

The items that appear in the `gobcFile` structure are defined below:

magicNumber

The `magicNumber` item supplies the magic number identifying the `gobc` file format; it has the value `0xCAFEDEAD`.

functionCount

The `functionCount` item specifies the number of functions defined in the file in the global scope.

functions

The **functions** item is an array where each element is a **functionInfo** structure giving a complete description of the function.