Lab2 Report

• Main.o sections

Idx 0	Name .text	Size 0000007c	VMA 00000000	LMA 00000000	File off 00000034	Algn 2**2	
U	. text	CONTENTS,		AD, RELOC,	READONLY,	CODE	
1	.data	00000007	00000000	00000000	000000b0	2**2	
	·uata	CONTENTS,	ALLOC, LO		0000000	2 2	
2	.bss	00000000	00000000	00000000	000000b7	2**0	
	.033	ALLOC	0000000	0000000	00000007	2 0	
3	.rodata	00000003	00000000	00000000	8d00000b8	2**2	
		CONTENTS,	ALLOC, LO	AD, READONI	Y. DATA		
4	.debug_info	0000016c	00000000	00000000	000000bb	2**0	
•	<u>J</u>	CONTENTS,	RELOC, READONLY, DEBUGGING				
5	.debug_abbrev	000000f9	00000000	00000000	00000227	2**0	
	J_	CONTENTS,	READONLY.	DEBUGGING			
6	.debug_loc	00000038	00000000	00000000	00000320	2**0	
	J _	CONTENTS,	READONLY,	DEBUGGING			
7	.debug_aranges	5 00000020	0000000Ó	00000000	00000358	2**0	
	5 5	CONTENTS,	RELOC, REA	ADONLY, DE	BUGGING		
8	.debug_line	00000056	00000000	00000000	00000378	2**0	
	J	CONTENTS,	RELOC, REA	ADONLY, DE	BUGGING		
9	.debug_str	000000fe	00000000	00000000	000003ce	2**0	
	J	CONTENTS,	READONLY,	DEBUGGING			
10	.comment	0000007c	00000000	00000000	000004cc	2**0	
		CONTENTS,	READONLY				
11	.debug_frame	0000002c	00000000	00000000	00000548	2**2	
	_	CONTENTS,	RELOC, REA	ADONLY, DE	BUGGING		
12	.ARM.attribute	es 00000033	3 0000000	00000000	00000574	1 2**0	
		CONTENTS,	READONLY				

• Learn-in-depth-cortex-m3.elf

	Name .text	Size 0000007c	VMA 00000000	LMA 00000000	File off 00000034	Algn 2**2
U	. text					
-1	4	CONTENTS,	ALLOC, LO		READONLY,	CODE
Т	.data	00000007	00000000	00000000	000000b0	2**2
_		CONTENTS,	ALLOC, LO			
2	.bss	00000000	00000000	00000000	000000b7	2**0
		ALLOC				
3	.rodata	00000003	00000000	00000000	000000b8	2**2
		CONTENTS,	ALLOC, LO	AD, READONI	LY, DATA	
4	.debug_info	0000016c	00000000	00000000	000000bb	2**0
	3—	CONTENTS,	RELOC, READONLY, DEBUGGING			
5	.debug_abbrev	000000f9	00000Ó00	00000Ó00	00000227	2**0
	J_	CONTENTS.	READONLY.	DEBUGGING		
6	.debug_loc	00000038	00000000		00000320	2**0
•		CONTENTS.	READONLY,		000000	
7	.debug_aranges		00000000		00000358	2**0
•	racoug_arange	CONTENTS.		ADONLY, DEI		
8	.debug_line	00000056	00000000	00000000	00000378	2**0
U	. acbag_ i iiic			ADONLY, DE		2 0
a	.debug_str	000000fe	00000000	00000000	000003ce	2**0
9	. uebug_sti		READONLY,		00000366	2 0
10	.comment	0000007c	00000000	00000000	000004cc	2**0
10	. Commerc			0000000	000004CC	20
11		CONTENTS,		0000000	00000540	2**2
TT	.debug_frame	0000002c	00000000	00000000	00000548	2**2
4.5				ADONLY, DE		4 2000
12	.ARM.attribute			0000000	00000574	4 2**0
		CONTENTS,	READONLY			

• Main.o Symbols

```
$ arm-none-eabi-nm.exe main.o
00000003 C bss_var
00000000 R const_variables
00000004 D g_variables
00000000 T main
00000000 D R_ODR
```

• Learn-in-depth-cortex-m3.elf Symbols

```
$ arm-none-eabi-nm.exe learn_in_depth_cortex_m3.elf
20000008 B _E_bss
20000008 D _E_DATA
0800012b T _E_text
20000008 B _S_bss
20000000 D _S_DATA
20001008 B _stack_top
20001008 B bss_var
08000098 W Bus_Fault
08000128 T const_variables
08000098 T Defalut_Handler
20000004 D g_variables
08000098 W Hard_Fault_Handler
080000098 W Hard_Fault_Handler
080000098 W MM_Fault_Handler
080000000 T main
08000098 W NMI_Handler
20000000 D R_ODR
08000004 T Reset_Handler
08000008 W Usage_Fault_Handler
08000008 W Usage_Fault_Handler
08000000000 T vectors
```