

CSI 402 – Systems Programming – Handout 8.1

Outline for an Absolute Loader

Note: The following outline is based on the format of the corresponding load module shown in Slide 8-4 of Lecture 8.

Outline for Absolute Loader:

1. Read the Header Record to obtain the starting address (for loading) and the length of the program. (The loader must also check and make sure that the starting address and the length are valid.)
 2. Read the next record.
 3. **while** (the record type is Text) **do** {
 - (3.1) Store the object code included in the Text Record at the specified locations. If the computed checksum does not match the stored checksum, repeat Step 3.1 for the current Text Record.
 - (3.2) Read the next record.
} */* End of while loop. */*
 4. Jump to the address specified in the End Record to start program execution. (The loader must also make sure that the address specified in the End Record is valid.)
-