

.eh\_frame

FDE 1  
0xab00 .0xabc0  
...

infer

FDE 2  
0xbc00 .0xbcca  
...

infer

FDE 3  
0xef00 .0xefa4  
...

infer

.text

0xab00 <F>:  
...

0xbc00 <G>:  
...

0xef00 <H>:  
...

.eh\_frame

FDE 1  
0xab00 .0xabc0  
...

FDE 2  
0xbc00 .0xbcca  
...

FDE 3  
0xef00 .0xefa4  
...

.text

0xab00 <H>:  
...

0xbc00 <F>:  
...

0xef00 <G>:  
...

