

# Annexe

## Fontionnalités

- Lecture du fichier `char* readFileBytes(const char *name)`
- Affichage du header `Elf32_Ehdr readHeader(char * filePath, int isVerbose)`
- Affichage des en-têtes de section `void readShheader(char * filePath, Elf32_Ehdr header,Elf32_Shdr* shdr,int isVerbose)`
- Affichage du contenu de section `void readSection(int numsection,char * filePath,Elf32_Ehdr header,Elf32_Shdr* shdr)`
- affichage de la tables des symboles `void readSymTable(char * filePath,Elf32_Ehdr header,Elf32_Shdr* shdr, Elf32_Sym* sym, int isVerbose)`
- Affichage des table de relocation `void readRelTable(char * filePath,Elf32_Ehdr header,Elf32_Shdr* shdr, Elf32_Rel* rel[],Elf32_Sym* sym,int isVerbose)`
- Suppression des sections REL `void delRelTable(char * filePath,Elf32_Ehdr header,Elf32_Shdr* shdr)`
- Modification des symboles `char* elfmodifsymb(char * filePath, Elf32_Ehdr headerOLD,Elf32_Ehdr header, Elf32_Shdr *shdrOLD,Elf32_Shdr *shdr, Elf32_Sym *sym)`
- Réimplanter les symboles `char *elfrelocatesymb(char * filePath, Elf32_Ehdr header,Elf32_Ehdr headerNew, Elf32_Rel **rel, Elf32_Shdr *shdr,Elf32_Shdr *shdrNew, Elf32_Sym *symOLD, Elf32_Sym *sym)`

## Options

- f
- h
- S
- x<num>
- s
- r
- d