

# Introduction to Programming

Digression - I

**Compiler, Linker and Loader**

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# Let us revisit “that” error !!

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/tmp/ccqSQGjX.o: In function `main':  
QuadraticEquationWithRealRootsSolver.c:(.text+0x3d): undefined reference to `sqrt'  
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**Developers may use different exit status values to indicate different types of error conditions !!**

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Here, `-l` is the switch, and `m` stands for the Math library

- This library contains the object code for the `sqrt()` library function

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Remember the term “build”?

- This is basically what happens during a build – collecting “object codes” from different sources
- ... and producing one executable program

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The Linker is a software tool, that “puts together”, object codes from various source

- At this step, you will have to provide the libraries, that your code needs

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This means that the size of the executable is smaller, but the overall execution process is complex

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The Loader is a part of the Operating System

- Thus, it needs information in a format it can “understand”
- This is why, an executable is “platform dependent”
- ... e.g. the `a.out` that was produced on a Linux system, cannot be executed on Windows

# Additional Reading

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Although it may be premature, reading Chapter 2 and 3 on this guide may be insightful  
[https://www.linuxtopia.org/online\\_books/an\\_introduction\\_to\\_gcc/index.html](https://www.linuxtopia.org/online_books/an_introduction_to_gcc/index.html)