

## ELF Sections

There are a number of types of sections described by entries in the section header table. Sections can hold executable code, data, dynamic linking information, debugging data, symbol tables, relocation information, comments, string tables, and notes. Some sections are loaded into the process image and some provide information needed in the building of a process image while still others are used only in linking object files. Figure [2.9](#) displays a list of special sections along with a brief description.