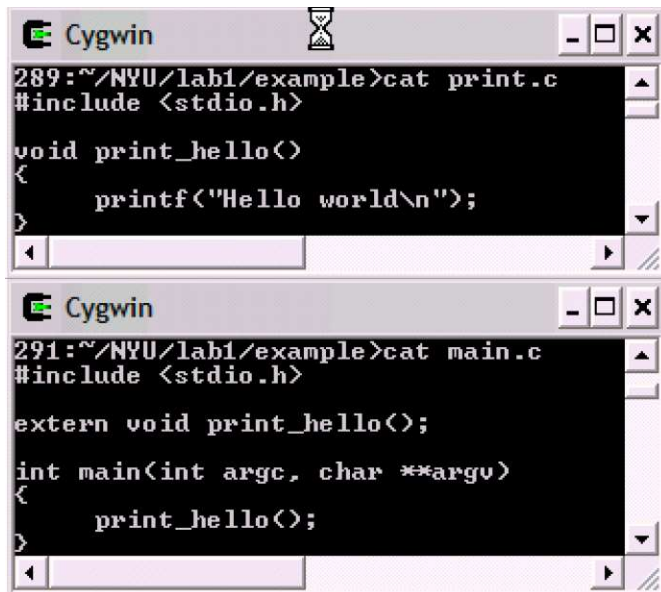


LAB assignment #1

LAB #1: Write a Linker

- Link “==merge” together multiple parts of a program
- What problem is solved?
 - External references need to be resolved
 - Module relative addressing needs to be fixed



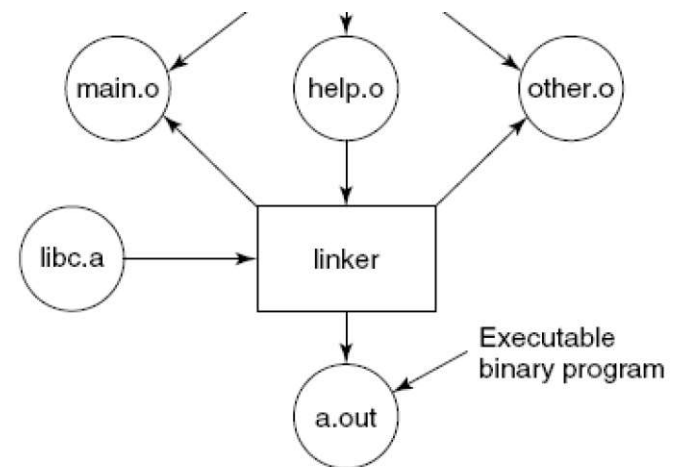
```
Cygwin
289:~/NYU/lab1/example>cat print.c
#include <stdio.h>

void print_hello()
{
    printf("Hello world\n");
}

Cygwin
291:~/NYU/lab1/example>cat main.c
#include <stdio.h>

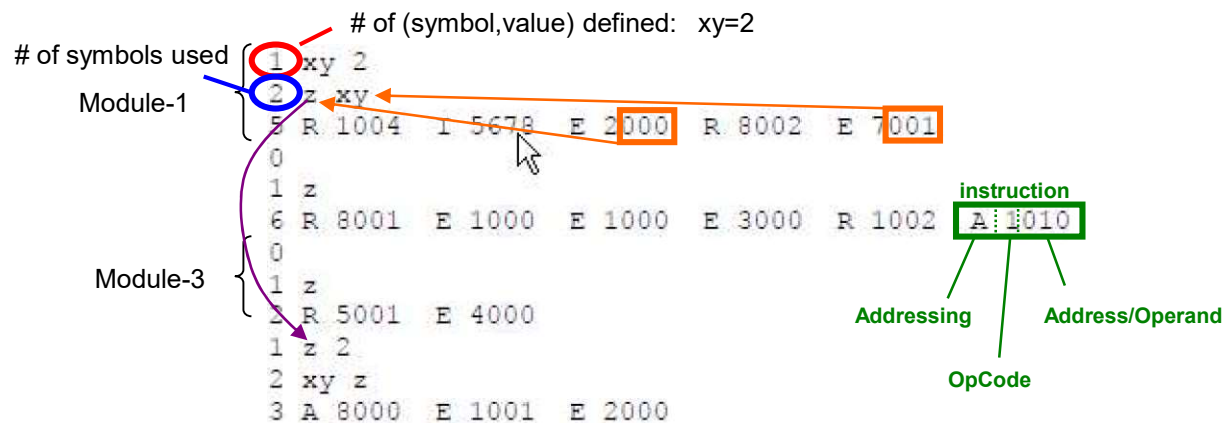
extern void print_hello();

int main(int argc, char **argv)
{
    print_hello();
}
```



LAB #1: Write a Linker

- Simplified module specification
 - List of symbols defined and their value by module
 - List of symbols used in module (including external)
 - List of "instructions"



Addressing

I: Immediate

R: Relative

A: Absolute

E: External

Lab #1: Write a Linker

input

```
1 xy 2
2 z xy
5 R 1004 I 5678 E 2000 R 8002 E 7001
0
1 z
6 R 8001 E 1000 E 1000 E 3000 R 1002 A 1010
0
1 z
2 R 5001 E 4000
1 z 2
2 xy z
3 A 8000 E 1001 E 2000
```

Fancy Output (not req)

```
Symbol Table
xy=2
z=15
Memory Map
+0
0:      R 1004      1004+0 = 1004
1:      I 5678      5678
2: xy:   E 2000 ->z 2015
3:      R 8002      8002+0 = 8002
4:      E 7001 ->xy 7002
+5
0:      R 8001      8001+5 = 8006
1:      E 1000 ->z 1015
2:      E 1000 ->z 1015
3:      E 3000 ->z 3015
4:      R 1002      1002+5 = 1007
5:      A 1010      1010
+11
0:      R 5001      5001+11= 5012
1:      E 4000 ->z 4015
+13
0:      A 8000      8000
1:      E 1001 ->z 1015
2 z:    E 2000 ->xy 2002
```

Required output

```
Symbol Table
xy=2
z=15
Memory Map
000: 1004
001: 5678
002: 2015
003: 8002
004: 7002
005: 8006
006: 1015
007: 1015
008: 3015
009: 1007
010: 1010
011: 5012
012: 4015
013: 8000
014: 1015
015: 2002
```