**CS 361 HW1 Questionnaire**

Please answer the following questions, and fill out the table shown below:

1. What is your name, ACCC ID, and the first digit of your UIN ? Bresia Prudente, bprude2, 7
2. What were your data types for <type1>, <type2>, <type3>, <type4>? Char, float, float, double

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | mainC.o | Func2C.o | mainC | mainCPP.o | Func2CPP.o | myclass.o | mainCP |
| Type of file | Object: relocatable | Object: relocatable | Object: executable |  |  |  |  |
| Entry point address | 0x0 | 0x0 | 0x400490 |  |  |  |  |
| Start of section headers | 5288 (bytes into file) | 2880 (bytes into file) | 15632 (bytes into file) |  |  |  |  |
| Section numbers for .text, .data, .bss | 1, 3, 5 | 1, 3, 5 | 13, 24, 25 |  |  |  |  |
| Size ( decimal ) for .text, .data, .bss | 2486, 2000, 8 | 1398, 1000, 0 | 2850, 2032, 16 |  |  |  |  |
| Total sizes of items in .text, .data, .bss | 4494 | 2398 | 4898 |  |  |  |  |
| Section number, size, and offset for each of the items listed below.  Use C, U, A for COMMON, UNDEFINED, AND ABSOLUTE, or NA if Not Applicable |  |  |  |  |  |  |  |
| mainC[PP]Global | 3, 1 byte, 0000000000000140 | NA | 24, 1 byte, 00000000006021a0 |  |  |  |  |
| mainC[PP]StaticGlobal | 3, 4 bytes, 00000000000001a0 | NA | 24, 4 bytes, 0000000000602200 |  |  |  |  |
| mainC[PP]InitGlobal | 3, 1 byte, 0000000000000170 | NA | 24, 1 byte, 00000000006021d0 |  |  |  |  |
| mainC[PP]StaticInitGlobal | 3, 4 bytes, 0000000000000204 | NA | .data, 4 bytes, 0000000000602264 |  |  |  |  |
| mainC[PP]StaticLocalPtr | NA | NA | NA |  |  |  |  |
| mainC[PP]StaticLocalArray | NA | NA | NA |  |  |  |  |
| mainC[PP]Local | NA | NA | NA |  |  |  |  |
| mainC[PP]InitLocal | NA | NA | NA |  |  |  |  |
| func2CHello | 3, 6 bytes, 0000000000000000 | 3, 6 bytes, 0000000000000000 | 24, 6 bytes, 0000000000602060 |  |  |  |  |
| func2CWorld | 3, 8 bytes, 0000000000000008 | 3, 8 bytes, 0000000000000008 | 24, 8 bytes, 0000000000602068 |  |  |  |  |
| mainGlobalObj | NA | NA | NA |  |  |  |  |
| methodStaticLocal | NA | NA | NA |  |  |  |  |
| staticMethodStaticInitLocal | NA | NA | NA |  |  |  |  |
| myclassStaticClass | NA | NA | NA |  |  |  |  |
| myclassStaticInitClass | NA | NA | NA |  |  |  |  |
| myClassHello | NA | NA | NA |  |  |  |  |
| Main | 1, 421 bytes, 0000000000000811 | NA | 13, 421 bytes, 0000000000400d8e |  |  |  |  |
| func1C[PP] | 1, 667 bytes, 0000000000000576 | NA | 13, 667 bytes, 0000000000400af3 |  |  |  |  |
| func2C[PP] | 1, 737 bytes, 0000000000000295 | 1, 737 bytes, 0000000000000295 | 13, 737 bytes, 0000000000400812 |  |  |  |  |
| func3C[PP] | 1, 661 bytes, 0000000000000000 | 1, 661 bytes, 0000000000000000 | 13, 661 bytes, 000000000040057d |  |  |  |  |
| MyClass::method | NA | NA | NA |  |  |  |  |
| MyClass::staticMethod | NA | NA | NA |  |  |  |  |
| printf | UNDEFINED, 0 byte, 0000000000000000 | UNDEFINED, 0, 0000000000000000 | UNDEFINED, 0 byte, 0000000000000000 |  |  |  |  |
| \_\_start | NA | NA | 13, 0 byte, 0000000000400490 |  |  |  |  |
| \_\_end | NA | NA | 25, 0 byte, 0000000000602840 |  |  |  |  |
| \_\_data\_start | NA | NA | 24, 0 byte, 0000000000602040 |  |  |  |  |
| \_\_bss\_start | NA | NA | .bss, 0 byte, 0000000000602830 |  |  |  |  |

1. What do you think about readelf versus objdump? Which do you prefer, and why?

Both readelf and objdump appear to be similar in displaying contents. I prefer readelf because it displays more information than objdump.

1. Which readelf flags did you find most useful? Which objdump flags?

For readelf, I found that “-a” flag was useful for viewing the entire information needed. For objdump, I found the flags “-h”, “-t”, and “-x” useful.