

# APP.C

```
#include "Uart.h"
```

```
unsigned char string_buffer[100]="learn_in_depth:<Moaz>";
```

```
void main()
```

```
{
```

```
    UART_Send_string(string_buffer);
```

```
}
```

# UART.C

```
#include "Uart.h"

#define UART0DR *((volatile unsigned int* const )((unsigned int*)0x101f1000))

void UART_Send_string(unsigned char *P_tx_string){
    while(*P_tx_string !='\0')
    {
        UART0DR =(unsigned int )(*P_tx_string);
        P_tx_string++;
    }
}
```



# UART.H

```
#ifndef UART_H_
```

```
#define UART_H_
```

```
void UART_Send_string(unsigned char *P_tx_string);
```

```
#endif
```

# STARTUP.S

```
.global reset
```

```
reset:
```

```
    ldr sp, =stack_top
```

```
    bl main
```

```
stop:  b  stop
```



# LINKER\_SCRIPT.LD

```
ENTRY(reset)
```

```
MEMORY {
```

```
    Mem (rwx) : ORIGIN = 0x00000000, LENGTH = 64M
```

```
}
```

```
SECTIONS
```

```
{
```

```
    . = 0x10000;
```

```
    .startup . :
```

```
{
```

```
        startup.o(.text)
```

```
}>Mem
```

```
.text :{
```

```
    *(.text) *(.rodata)
```

```
.data :{
```

```
    *(.data)
```

```
.bss :
```

```
{    *(.bss)
```

```
    . = . + 0x1000;
```

```
    stack_top = .;
```

# APP.O SECTIONS

MINGW64:/d/Courses/Embedded Systems/Working\_dir/Unit3\_Embedded\_C/lesson\_2

Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working\_dir/Unit3\_Embedded\_C/lesson\_2 (master)

\$ arm-none-eabi-objdump.exe -h App.o

App.o: file format elf32-littlearm

Sections:

Idx	Name	Size	VMA	LMA	File off	Align
0	.text	00000018	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE					
1	.data	00000064	00000000	00000000	0000004c	2**2
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	000000b0	2**0
	ALLOC					
3	.debug_info	0000006b	00000000	00000000	000000b0	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
4	.debug_abbrev	00000058	00000000	00000000	0000011b	2**0
	CONTENTS, READONLY, DEBUGGING					
5	.debug_loc	0000002c	00000000	00000000	00000173	2**0
	CONTENTS, READONLY, DEBUGGING					
6	.debug_aranges	00000020	00000000	00000000	0000019f	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
7	.debug_line	00000035	00000000	00000000	000001bf	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
8	.debug_str	0000006d	00000000	00000000	000001f4	2**0
	CONTENTS, READONLY, DEBUGGING					
9	.comment	00000012	00000000	00000000	00000261	2**0
	CONTENTS, READONLY					
10	.ARM.attributes	00000032	00000000	00000000	00000273	2**0
	CONTENTS, READONLY					
11	.debug_frame	0000002c	00000000	00000000	000002a8	2**2
	CONTENTS, RELOC, READONLY, DEBUGGING					



# UART.O SECTIONS

```
Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_
Embedded_C/lesson_2 (master)
$ arm-none-eabi-objdump.exe -h Uart.o
```

```
Uart.o:          file format elf32-littlearm
```

## Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000058	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
1	.data	00000000	00000000	00000000	0000008c	2**0
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	0000008c	2**0
	ALLOC					
3	.debug_info	00000059	00000000	00000000	0000008c	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
4	.debug_abbrev	00000055	00000000	00000000	000000e5	2**0
	CONTENTS, READONLY, DEBUGGING					
5	.debug_aranges	00000020	00000000	00000000	0000013a	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
6	.debug_line	0000004e	00000000	00000000	0000015a	2**0
	CONTENTS, RELOC, READONLY, DEBUGGING					
7	.debug_str	000000c0	00000000	00000000	000001a8	2**0
	CONTENTS, READONLY, DEBUGGING					
8	.comment	0000004a	00000000	00000000	00000268	2**0
	CONTENTS, READONLY					
9	.debug_frame	00000030	00000000	00000000	000002b4	2**2
	CONTENTS, RELOC, READONLY, DEBUGGING					
10	.ARM.attributes	0000002c	00000000	00000000	000002e4	2**0
	CONTENTS, READONLY					

# STARTUP.O SECTIONS

```
Moaz Omar@DESKTOP-VLIBMOT MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_Embedded_C/lesson_2 (master)
$ arm-none-eabi-objdump.exe -h startup.o
```

```
startup.o:      file format elf32-littlearm
```

```
Sections:
```

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000010	00000000	00000000	00000034	2**2
	CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE					
1	.data	00000000	00000000	00000000	00000044	2**0
	CONTENTS, ALLOC, LOAD, DATA					
2	.bss	00000000	00000000	00000000	00000044	2**0
	ALLOC					
3	.ARM.attributes	00000022	00000000	00000000	00000044	2**0
	CONTENTS, READONLY					



# APP.O SYMBOLS

```
Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_Embedded_C/lesson_2 (master)
$ arm-none-eabi-nm.exe App.o
00000000 T main
00000000 D string_buffer
          U UART_Send_string
```

# UART.O SYMBOLS

```
Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_Embedded_C/lesson_2 (master)
$ arm-none-eabi-nm.exe Uart.o
00000000 T UART_Send_string
```



```
Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_Embedded_C/lesson_2 (master)
```

```
$ arm-none-eabi-nm.exe startup.o
```

```
U main
```

```
00000000 T reset
```

```
U stack_top
```

```
00000008 t stop
```

# LEARN-IN-DEPTH SYMBOLS

```
Moaz Omar@DESKTOP-VLIBMOT MINGW64 /d/Courses/Embe
$ arm-none-eabi-nm.exe learn-in-depth.elf
00000010 T main
00000000 T reset
000010e8 D stack_top
00000008 t stop
00000084 D string_buffer
0000002c T UART_Send_string
```



# LEARN-IN-DEPTH.ELF SECTIONS

```
Moaz Omar@DESKTOP-VLIBM0T MINGW64 /d/Courses/Embedded Systems/Working_dir/Unit3_Embedded_C/lesson_2 (master)
$ arm-none-eabi-objdump.exe -h learn-in-depth.elf
```

```
learn-in-depth.elf:      file format elf32-littlearm
```

Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.startup	00000010	00010000	00010000	00008000	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
1	.text	00000070	00010010	00010010	00008010	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
2	.data	00000064	00010080	00010080	00008080	2**2
	CONTENTS, ALLOC, LOAD, DATA					
3	.ARM.attributes	0000002e	00000000	00000000	000080e4	2**0
	CONTENTS, READONLY					
4	.comment	0000005a	00000000	00000000	00008112	2**0
	CONTENTS, READONLY					
5	.debug_info	000000c4	00000000	00000000	0000816c	2**0
	CONTENTS, READONLY, DEBUGGING					
6	.debug_abbrev	000000ad	00000000	00000000	00008230	2**0
	CONTENTS, READONLY, DEBUGGING					
7	.debug_loc	0000002c	00000000	00000000	000082dd	2**0
	CONTENTS, READONLY, DEBUGGING					
8	.debug_aranges	00000040	00000000	00000000	00008309	2**0
	CONTENTS, READONLY, DEBUGGING					
9	.debug_line	00000083	00000000	00000000	00008349	2**0
	CONTENTS, READONLY, DEBUGGING					
10	.debug_str	000000ee	00000000	00000000	000083cc	2**0
	CONTENTS, READONLY, DEBUGGING					
11	.debug_frame	0000005c	00000000	00000000	000084bc	2**2
	CONTENTS, READONLY, DEBUGGING					

# OUTPUT

```
Moaz Omar@DESKTOP-VLIBMOT MINGW64 /d/Courses/Embedded Systems/Working_dir/training
$ qemu-system-arm -M versatilepb -m 128M -nographic -kernel learn-in-depth.bin
dsound: Could not initialize DirectSoundCapture
dsound: Reason: No sound driver is available for use, or the given GUID is not a valid DirectSound device ID
learn_in_depth:<Moaz>|
```