Assignment: 2 Loaders & Linkers

1. What is a Loader? Differentiate linking loader from linkage editor.
2. Explain the working mechanism of absolute loaders with the algorithm.
3. Explain load-and-go assembler with an example.
4. Explain program blocks and control sections.
5. What is relocation? How is relocation carried out in a loader?
6. What are the main features of a machine dependent loader? When logically related parts of programming are linked then what is generated and why is it important?
7. Explain different loader design options.
8. Explain dynamic linking.
9. Refer the program on page 137 of the textbook and the solution on page 138. Explain why the modification records are added in such fashion.
10. Refer the program on page 139 and its object program on page 140 and explain why the text records are modified.
11. Refer the pages 143 to 145, explain the object program.
12. On page 146 (figure 3.12(a)), explain the loading process.