

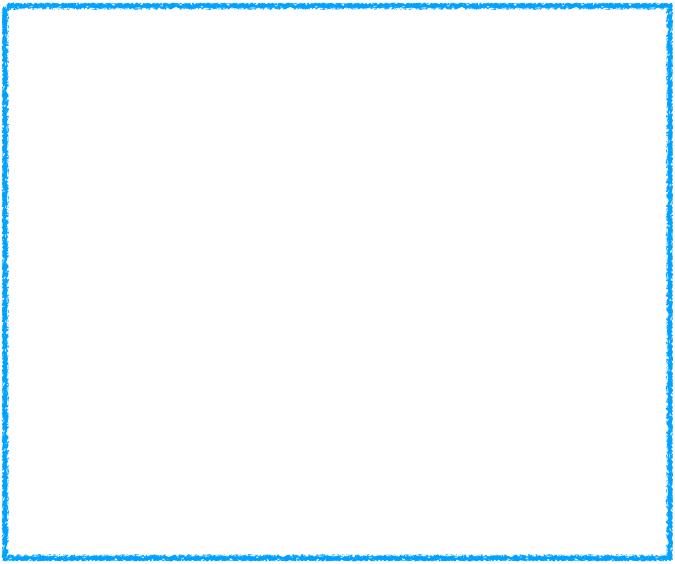


# en trame.

# pc\_begin pc range



### Length



### DWARF instructions

### 



### ength



### DWARF instructions

en trame hdr

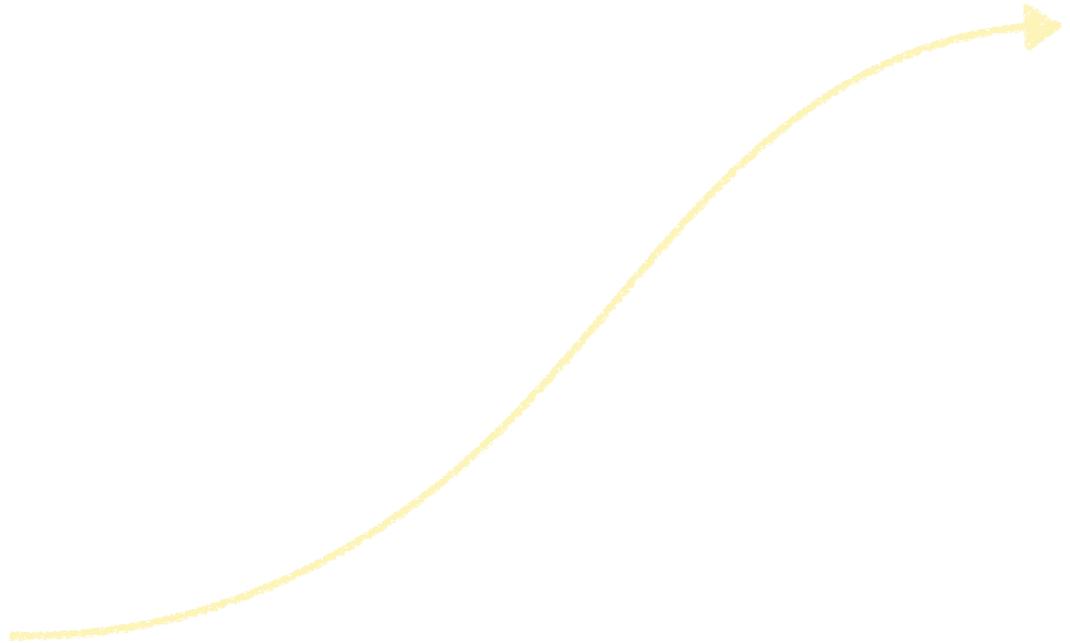
## fde\_count

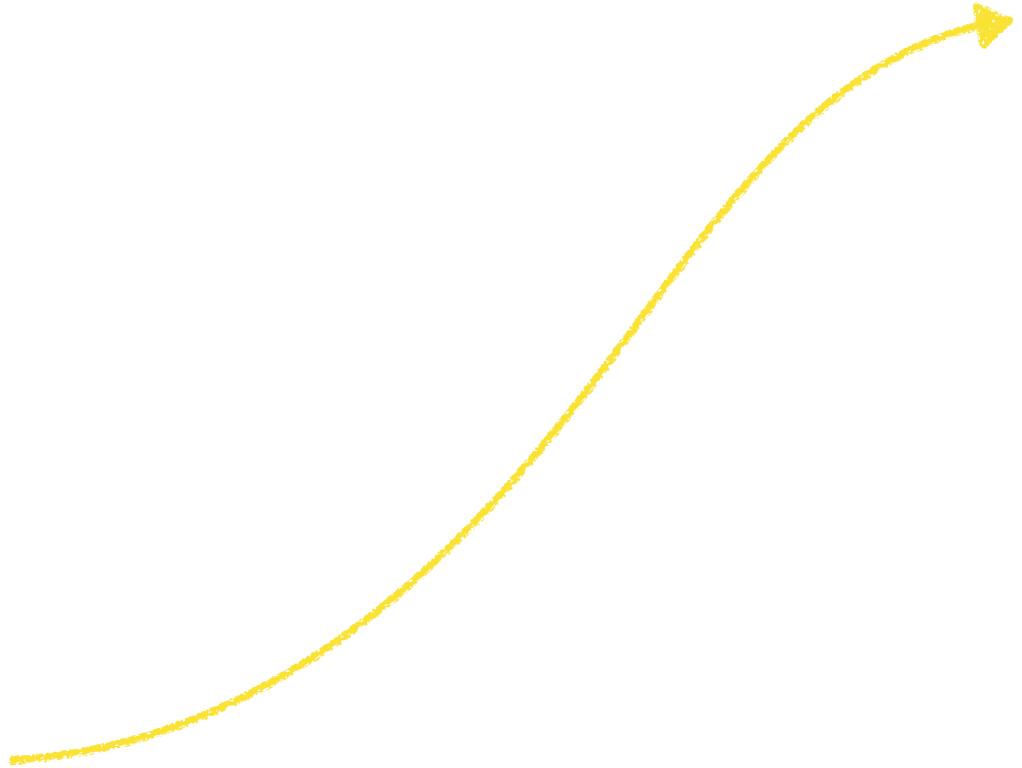
pc\_begin
fde\_offset

pc\_begin
fde\_offset

pc\_begin
fde\_offset











# 

### instructions

### instructions