מגיש: שילה גילאור
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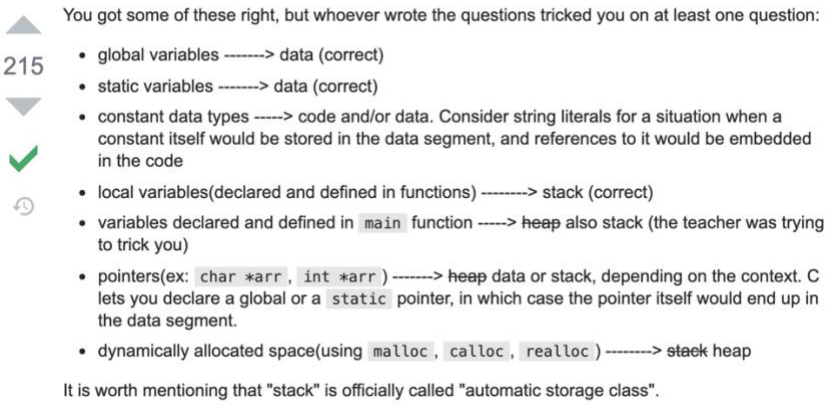
שאלה 1 (25 נק'): מבנה הזכרון של תוכנית בשפת C.
בשאלה זו תתנסו במבנה הזכרון של תוכנית בשפת C הכולל את הקטעים **text**, **stack** ,**heap** וכו'. נתונה התוכנית program. עליכם לענות על כל השאלות בהערות (comments). למטרה זו באפשרותכם להשתמש בכלים הבאים : **objdump**, **nm**, **size** (למדו איך להשתמש בהם).

מה עליכם לבצע:

0) למדו איך להשתמש ב- **objdump**, **nm**, **size**. השתמשו ב- **man** או מקורות אחרים לפי בחירתכם. עליכם להכיר את הכלים האלה לפחות ברמה שתאפשר לכם לבצע את המטלה.
1) החליפו כל הערה (comment) שיש בה שאלה בתשובה, בתשובה של שורה אחת בתוך התכנית המקורית.כל השאלות ממוספרות. שמרו על אותו מספור בתשובות שלכם.
2) יש ליצור קובץ pdf נפרד, שבו תסבירו כל אחת מתשובותיכם. כמו כן הוסיפו פלט של הכלים(הנ"ל) שהשתמשתם בהם, שמאשר את התשובה שלכם. יש להשתמש באותו מספור. לצורך נוחות הבדיקה, אנא העתיקו לפני כל תשובה את השאלה המקורית + שורת הקוד המתאימה מהתוכנית המקורית.

```c
#define _BSD_SOURCE
#include <stdio.h>
#include <stdlib.h>

char globBuf[65536];            /* 1. Where is allocated? */
int primes[] = { 2, 3, 5, 7 };  /* 2. Where is allocated? */

static int
square(int x)                   /* 3. Where is allocated? */
{
    int result;                 /* 4. Where is allocated? */

    result = x * x;
    return result;              /* 5. How the return value is passed? */
}

static void
doCalc(int val)                 /* 6. Where is allocated? */
{
    printf("The square of %d is %d\n", val, square(val));

    if (val < 1000) {
        int t;                  /* 7. Where is allocated? */

        t = val * val * val;
        printf("The cube of %d is %d\n", val, t);
    }
}

int
main(int argc, char* argv[])    /*8. Where is allocated? */
{
    static int key = 9973;      /*9. Where is allocated? */
    static char mbuf[10240000]; /*10. Where is allocated? */
    char* p;                    /*11. Where is allocated? */


    doCalc(key);

    exit(EXIT_SUCCESS);
}
```

Where I learned from:
https://stackoverflow.com/questions/14588767/where-in-memory-are-my-variables-stored-in-c



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You got some of these right, but whoever wrote the questions tricked you on at least one question:

- global variables -------> data (correct)
- static variables -------> data (correct)
- constant data types -----> code and/or data. Consider string literals for a situation when a constant itself would be stored in the data segment, and references to it would be embedded in the code
- local variables(declared and defined in functions) --------> stack (correct)
- variables declared and defined in `main` function -----> ~~heap~~ also stack (the teacher was trying to trick you)
- pointers(ex: `char *arr` , `int *arr`) -------> ~~heap~~ data or stack, depending on the context. C lets you declare a global or a `static` pointer, in which case the pointer itself would end up in the data segment.
- dynamically allocated space(using `malloc` , `calloc` , `realloc`) --------> ~~stack~~ heap

It is worth mentioning that "stack" is officially called "automatic storage class".

https://linux.die.net/man/1/nm

"B"

"b"

The symbol is in the uninitialized data section (known as BSS).

"D"

"d"

The symbol is in the initialized data section.

"T"

"t"

The symbol is in the text (code) section.

https://linux.die.net/man/1/objdump

The other common output format, usually seen with ELF based files, looks like this:

```
00000000 l    d  .bss   00000000 .bss
00000000 g       .text  00000000 fred
```

Here the first number is the symbol's value (sometimes refered to as its address). The next field is actually a set of characters and spaces indicating the flag bits that are set on the symbol. These characters are described below. Next is the section with which the symbol is associated or *ABS* if the section is absolute (ie not connected with any section), or *UND* if the section is referenced in the file being dumped, but not defined there.

After the section name comes another field, a number, which for common symbols is the alignment and for other symbol is the size. Finally the symbol's name is displayed.

The flag characters are divided into 7 groups as follows:

"l"

"g"

"u"

"!"

The symbol is a local (l), global (g), unique global (u), neither global nor local (a space) or both global and local (!). A symbol can be neither local or global for a variety of reasons, e.g., because it is used for debugging, but it is probably an indication of a bug if it is ever both local and global. Unique global symbols are a GNU extension to the standard set of ELF symbol bindings. For such a symbol the dynamic linker will make sure that in the entire process there is just one symbol with this name and type in use.

"O"

The symbol is the name of a function (F) or a file (f) or an object (O) or just a normal symbol (a space).

https://stackoverflow.com/questions/6666805/what-does-each-column-of-objdumps-symbol-table-mean

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COLUMN ONE: the symbol's value

COLUMN TWO: a set of characters and spaces indicating the flag bits that are set on the symbol. There are seven groupings which are listed below:

group one: (l,g,,!) local, global, neither, both.

group two: (w,) weak or strong symbol.

group three: (C,) symbol denotes a constructor or an ordinary symbol.

group four: (W,) symbol is warning or normal symbol.

group five: (I,) indirect reference to another symbol or normal symbol.

group six: (d,D,) debugging symbol, dynamic symbol or normal symbol.

group seven: (F,f,O,) symbol is the name of function, file, object or normal symbol.

COLUMN THREE: the section in which the symbol lives, *ABS* means not associated with a certain section

COLUMN FOUR: the symbol's size or alignment.

COLUMN FIVE: the symbol's name.

If you want additional information try you man page ;-) or the following links:
http://manpages.ubuntu.com/manpages/intrepid/man1/objdump.1.html and
http://sourceware.org/binutils/docs/binutils/objdump.html

```
char globBuf[65536];            /* 1. Where is allocated?  Uninitialized data segment – bss – global */
```

1) globBuf - Uninitialized data segment – bss - global

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "globBuf"
00000000009c8060 B globBuf
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "globBuf"
00000000009c8060 g     O .bss    0000000000010000              globBuf
```

```
int primes[] = { 2, 3, 5, 7 };  /* 2. Where is allocated? Initialized data segment. – data – global */
```

2) primes - Initialized data segment. – data - global

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "primes"
0000000000004010 D primes
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "primes"
0000000000004010 g     O .data  0000000000000010              primes
```

```
square(int x)                   /* 3. Where is allocated? Allocated in frame for square() – text – local*/
```

3) square() - Allocated in frame for square() – text - local

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "square"
0000000000001169 t square
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "square"
0000000000001169 l     F .text  0000000000000019              square
```

```
    int result;                 /* 4. Where is allocated? stack*/
```

4) result – stack

```
   return result;               /* 5. How the return value is passed? Return value passed via register*/
```

5) return value - Return value passed via register

```
doCalc(int val)                 /* 6. Where is allocated? Allocated in frame for doCalc() – text – local*/
```

6) doCalc() - Allocated in frame for doCalc() – text - local

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "doCalc"
0000000000001182 t doCalc
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "doCalc"
0000000000001182 l     F .text  0000000000000065              doCalc
```

```
  int t;                    /* 7. Where is allocated? stack*/
```

7) t - stack

```
main(int argc, char* argv[])    /*8. Where is allocated? Allocated in frame for main() – text – global*/
```

8) main() - Allocated in frame for main() – text - global

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "main"
                 U __libc_start_main@@GLIBC_2.2.5
00000000000011e7 T main
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "main"
0000000000000000       F *UND*  0000000000000000              __libc_start_main@@GLIBC_2.2.5
00000000000011e7 g     F .text  000000000000002a              main
```

```
static int key = 9973;      /*9. Where is allocated? Initialized data segment – data – local */
```

9) key - Initialized data segment – data - local

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "key"
0000000000004020 d key.2844
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "key"
0000000000004020 l     O .data  0000000000000004              key.2844
```

```
static char mbuf[10240000]; /*10. Where is allocated? Uninitialized data segment – bss – local */
```

10) mbuf – Uninitialized data segment – bss - local

```
shilo@shilo-VirtualBox:~/Desktop/os_final$ nm process_layout_q | grep "mbuf"
0000000000004060 b mbuf.2845
shilo@shilo-VirtualBox:~/Desktop/os_final$ objdump -x process_layout_q | grep "mbuf"
0000000000004060 l     O .bss   00000000009c4000              mbuf.2845
```

```
char* p;                    /*11. Where is allocated? Allocated in frame for main() – Uninitialized */
```

11) p - Allocated in frame for main() - Uninitialized

Extra explanation for in functions variables.

```
shilo@shilo-VirtualBox:~/Desktop/os_final/os_final_handing/task_1$ objdump -d q1_302537394

q1_302537394:     file format elf64-x86-64


0000000000001169 <square>:
    1169:       f3 0f 1e fa             endbr64
    116d:       55                      push   %rbp
    116e:       48 89 e5                mov    %rsp,%rbp
    1171:       89 7d ec                mov    %edi,-0x14(%rbp)
    1174:       8b 45 ec                mov    -0x14(%rbp),%eax
    1177:       0f af c0                imul   %eax,%eax
    117a:       89 45 fc                mov    %eax,-0x4(%rbp)
    117d:       8b 45 fc                mov    -0x4(%rbp),%eax
    1180:       5d                      pop    %rbp
    1181:       c3                      retq

0000000000001182 <doCalc>:
    1182:       f3 0f 1e fa             endbr64
    1186:       55                      push   %rbp
    1187:       48 89 e5                mov    %rsp,%rbp
    118a:       48 83 ec 20             sub    $0x20,%rsp
    118e:       89 7d ec                mov    %edi,-0x14(%rbp)
    1191:       8b 45 ec                mov    -0x14(%rbp),%eax
    1194:       89 c7                   mov    %eax,%edi
    1196:       e8 ce ff ff ff          callq  1169 <square>
    119b:       89 c2                   mov    %eax,%edx
    119d:       8b 45 ec                mov    -0x14(%rbp),%eax
    11a0:       89 c6                   mov    %eax,%esi
    11a2:       48 8d 3d 5b 0e 00 00    lea    0xe5b(%rip),%rdi        # 2004 <_IO_stdin_used+0x4>
    11a9:       b8 00 00 00 00          mov    $0x0,%eax
    11ae:       e8 ad fe ff ff          callq  1060 <printf@plt>
    11b3:       81 7d ec e7 03 00 00    cmpl   $0x3e7,-0x14(%rbp)
    11ba:       7f 28                   jg     11e4 <doCalc+0x62>
    11bc:       8b 45 ec                mov    -0x14(%rbp),%eax
    11bf:       0f af c0                imul   %eax,%eax
    11c2:       8b 55 ec                mov    -0x14(%rbp),%edx
    11c5:       0f af c2                imul   %edx,%eax
    11c8:       89 45 fc                mov    %eax,-0x4(%rbp)
    11cb:       8b 55 fc                mov    -0x4(%rbp),%edx
    11ce:       8b 45 ec                mov    -0x14(%rbp),%eax
    11d1:       89 c6                   mov    %eax,%esi
    11d3:       48 8d 3d 42 0e 00 00    lea    0xe42(%rip),%rdi        # 201c <_IO_stdin_used+0x1c>
    11da:       b8 00 00 00 00          mov    $0x0,%eax
    11df:       e8 7c fe ff ff          callq  1060 <printf@plt>
    11e4:       90                      nop
    11e5:       c9                      leaveq
    11e6:       c3                      retq
```