

## **Chapter 5. Linkers**

### **Questions**

1. Explain the concept of linking. What are binary programs & object modules used in linking.
2. Explain design of linker in detail.
3. Explain program relocation & linking concept.
4. Write algorithm for program linking with example.
5. What steps are involved in execution of a program? Explain translated, linked and load time addresses.
6. Discuss linking for overlays in detail.
7. Discuss about 'self-relocating programs'.
8. Explain linking of overlays with example.
9. Explain Linking concept with example.
10. What is meant by Linking? Explain binary programs and object modules used in linking?
11. How is linker designed? Give steps.
12. What steps are followed in linker design?
13. What is relocation? When is linking address & loading address equal?
14. Explain program relocation & linking algorithm with example.
15. Explain program relocation & linking