Advanced Unix System Programming

nm/objdump

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Abstract:

Contents

.1 Administrative Details

- Your sources shall be turned-in on the `AUSP_nmobjdump` directory.
- Your project shall be compiled with a unique Makefile.
- Your Makefile shall contain:
    - a rule nm to compile your nm project
    - a rule objdump to compile your objdump project
    - a rule all to call the two rules above
- The projects binaries are:
    - `my_nm` for the nm project
    - `my_objdump` for the objdump project
- You shall do this project alone.

.2 Subject

- The goal is to code an equivalent to the "nm" and the "objdump" system commands, without the options.
- Your `my_objdump` shall have the same behavior than `objdump -f -s`
- You shall handle a variable number of parameters
- The display produced will be the one of your openSUSE (bocal dump)
- The programs shall work with:
  - relocatable files : .o and .a
  - shared files : .so
  - executable files
- The other options "may" give you bonus.

⚠ Some options, deemed too easy or useless, may be ignored by the correctors

- The `nm` and `objdump` `mans` explain in detail how these commands work.

It is strongly recommended to try these functions to understand perfectly how they work

This project needs you to do research on the ELF format. Feel free to spend time on it.

.3 Forbidden functions

- exec*
- system
- all the functions allowing you to execute the system nm (or objdump)

.4 Allowed functions

- The C library without the forbidden functions