

C compilation Steps Write-up

- Makefile

```
Makefile
1  output:
2      gcc hello.c -o hello
3  object: hello.c
4      gcc -c hello.c -o hello.o
5  compile: hello.c
6      gcc -S hello.c
7  preprocess: hello.c
8      gcc -E hello.c -o hello.i
9  all: ouput
```

- C program

```
C hello.c x
C hello.c
1  #include <stdio.h>
2  int main(){
3      int a=0,b=1;
4      printf(" a=%d \n b=%d", a, b);
5      return 0;
6  }
```

1. Preprocessing step:

This step includes preprocessing directives mentioned in the code written in C language which are the include lines, typedefs, the define, etc. It also removes all the comments from the code.

Command used to do the above mentioned step:

```
gcc -E hello.c -o hello.i
```

Makefile command for the same :

```
make preprocess
```

Result of the above command is preprocessed file named "hello.i" which is readable and itself written in C language, but the difference between this and the original C program is that all the preprocessing has been done and it is free from any comments that might be present in the C code. This file includes various new lines introduced by the command we used above.

- An excerpt from the hello.i file

```
C hello.i x
C hello.i > ...
774 extern int pclose (FILE *__stream);
775
776
777
778
779
780 extern char *ctermid (char *__s) __attribute__ ((__nothrow__ , __leaf__));
781 # 840 "/usr/include/stdio.h" 3 4
782 extern void flockfile (FILE *__stream) __attribute__ ((__nothrow__ , __leaf__));
783
784
785
786 extern int ftrylockfile (FILE *__stream) __attribute__ ((__nothrow__ , __leaf__));
787
788
789 extern void funlockfile (FILE *__stream) __attribute__ ((__nothrow__ , __leaf__));
790 # 868 "/usr/include/stdio.h" 3 4
791
792 # 2 "hello.c" 2
793
794 # 2 "hello.c"
795 int main(){
796     int a=0,b=1;
797     printf(" a=%d \n b=%d", a, b);
798     return 0;
799 }
800
```

2. Compilation step:

This step includes compiling the code written in a high level language. It essentially converts the high level code to assembly language code which will later be converted to machine language code.

Command used to do the above mentioned step:

```
gcc -S hello.c
```

Makefile command for the same:

```
make compile
```

Result of the above command is a file named "hello.s" which if viewed will show a code written in assembly language using mnemonics. It has all the dependencies intact and gives an insight as to what is happening at an assembly level.

- hello.s file :

```
asm hello.s x
asm hello.s
1      .file   "hello.c"
2      .text
3      .section .rodata
4      .LC0:
5      .string " a=%d \n b=%d"
6      .text
7      .globl main
8      .type   main, @function
9      main:
10     .LFB0:
11     .cfi_startproc
12     pushq   %rbp
13     .cfi_def_cfa_offset 16
14     .cfi_offset 6, -16
15     movq    %rsp, %rbp
16     .cfi_def_cfa_register 6
17     subq    $16, %rsp
18     movl    $0, -8(%rbp)
19     movl    $1, -4(%rbp)
20     movl    -4(%rbp), %edx
21     movl    -8(%rbp), %eax
22     movl    %eax, %esi
23     leaq    .LC0(%rip), %rdi
24     movl    $0, %eax
25     call    printf@PLT
26     movl    $0, %eax
27     leave
28     .cfi_def_cfa 7, 8
29     ret
30     .cfi_endproc
31     .LFE0:
32     .size   main, .-main
33     .ident  "GCC: (Ubuntu 7.5.0-3ubuntu1~18.04) 7.5.0"
34     .section .note.GNU-stack,"",@progbits
```

This step includes converting the assembly code into machine language code, i.e., object code. This file is non-readable by a human being.

Command used to do the above mentioned step:

```
gcc -c hello.c -o hello.o
```

Makefile command for the same:

make object

Result of the above command is a file named “hello.o” which essentially the binary code. The reason we don’t see the readable version in the hello.o is because after this it has to be read by the circuitry of the machine in this particular way.

- **hello.o** file as available to read:

```

1 ELF 00000000 0->0 000000000000000000 00000000@00000@0
2 00UH00H00_0E000000E0_0000U00E000H0=000000000000000000 a=%d
3 | b=%d0GCC: (Ubuntu 7.5.0-3ubuntu1~18.04) 7.5.0000_0000000zR0x[] [] [] 0_00_000_00000006000A[] _C
4 [q[] 000000000000000000_000_00000000000000000_0_0000000000000000_0_0000000000000000_0_0
5 000_000_0000000_0000000S000_000_000000000000v000000000000000000_000000000000_000_000_00000000000
6 0000000000000_000000000009000_000000000000000000000+000000000000_000000_000000B000_000000000
7 000_000_0000000_0000000_000_000000000000000000000000_000000_000_000_000000_000000_000_0000000000000

```

4. Linking step:

This step includes taking into account all the files on which the C code depends on. In this case, it doesn't depend on any other C code written, but if a code does depend on functions from some other codes as well then this step is essential and on top of that, this code results in an executable file which can then be run to see the output of the program.

Command used to do the above mentioned step:

```
gcc hello.c -o hello
```

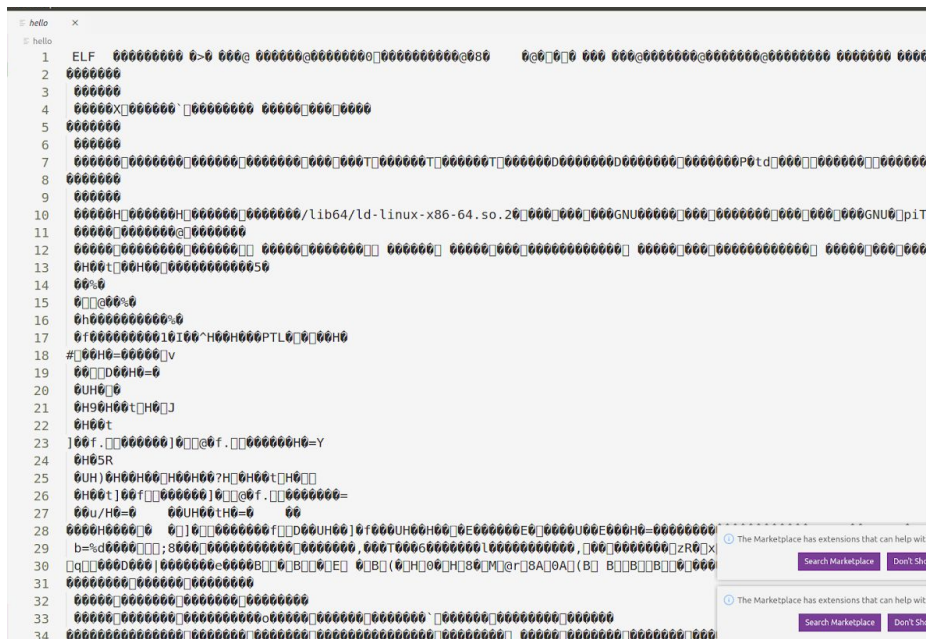
Makefile command for the same:

```
make
```

Result is hello file which can then be executed with command: ./hello (if in the same directory).

When only the last command is run then also all the previous steps take place but the files of the previous steps are not made. The reason is due to the cleanup protocols of the gcc command that are used in case no flag like -E, -S, etc. are used.

- An excerpt of hello file as available to be read:



```
1  ELF 64-bit LSB shared object; Intel x86-64; version 1.0; BINARY; 0000000000000000 0000000000000000 0000000000000000 0000000000000000
2  00000000
3  00000000
4  00000000 00000000 00000000 00000000
5  00000000
6  00000000
7  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
8  00000000
9  00000000
10 00000000 00000000 00000000 00000000 /lib64/ld-linux-x86-64.so.2 00000000 00000000 GNU 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
11 00000000 00000000 00000000
12 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
13 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
14 00000000
15 00000000
16 00000000 00000000
17 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
18 #00000000 00000000 v
19 00000000 00000000 00000000
20 00000000
21 00000000 00000000 00000000
22 00000000
23 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
24 00000000
25 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
26 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
27 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
28 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
29 b=00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
30 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
31 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
32 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
33 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
34 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
```

References:

<https://www.cprogramming.com/compilingandlinking.html>