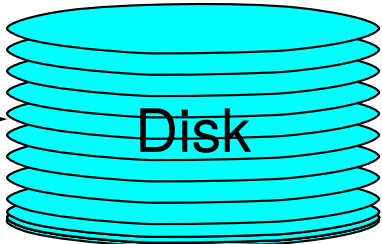
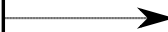


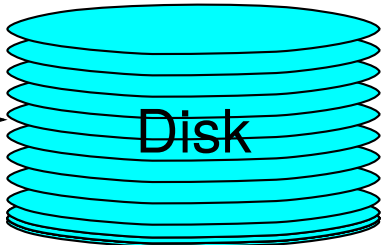
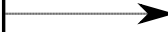
Editor



Disk

Programmer creates a program in the editor and stores it on the hard disk.

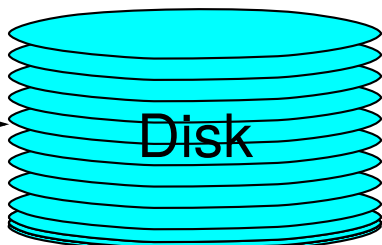
Preprocessor



Disk

Preprocessor program preprocesses the code.

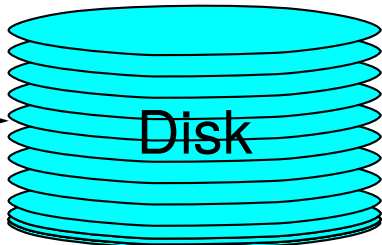
Compiler



Disk

Compiler creates object code and stores it on the hard disk

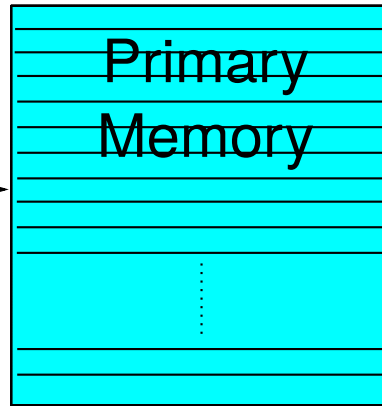
Linker



Disk

Linker links the object file with the libraries, creates an executable file and stores it on the hard disk.

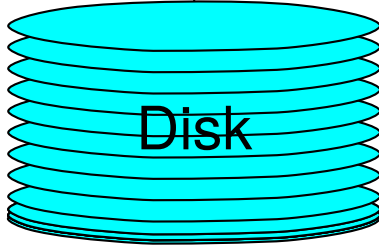
Loader



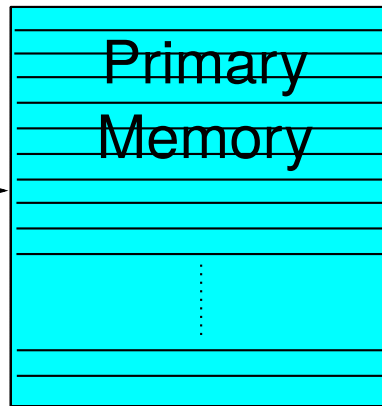
Primary
Memory

Loader puts program in memory.

Disk



CPU



Primary
Memory

CPU takes each instruction and executes it, possibly storing new data values as the program executes