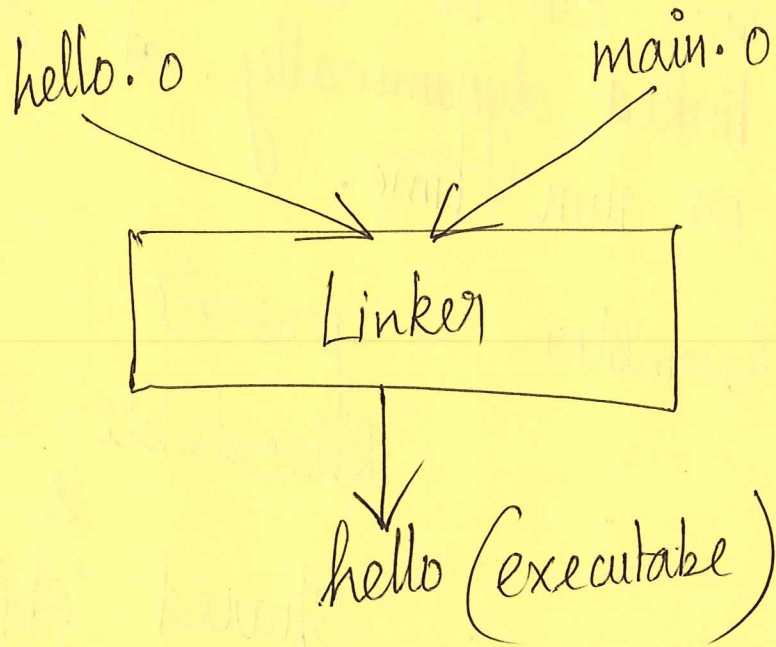
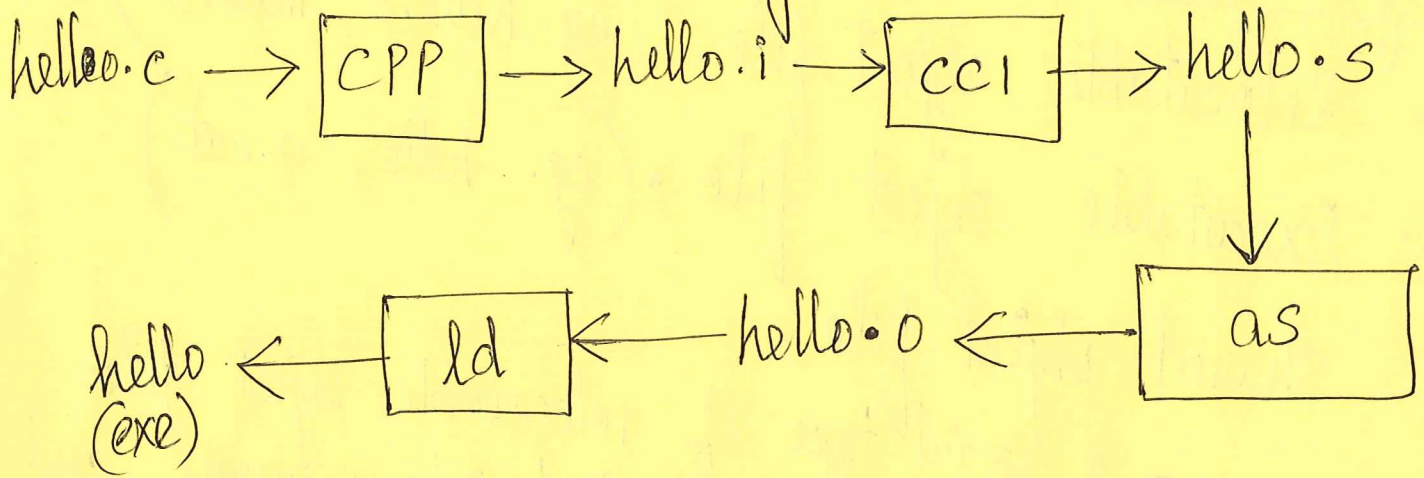


# Linking ①



## Static Linking

1. Symbol resolution
2. Relocation.

## Object files

(2)

1. Relocatable object file. (eg. hello.o, main.o)
2. Executable object file. (eg. hello, a.out)
3. Shared object file.

- a special type of relocatable object files than can be loaded into memory and **linked dynamically**, at either load time or run time.

Compilers & Assemblers - generate Relocatable Object Files & Shared Object Files

Linkers - generate Executable object files.

# ③ ELF - Executable and Linkable Format

## Relocatable Object files

ELF Header

• text

• rodata

• data

• bss

• symtab

• rel.text

• rel.data

• debug

• line

• strtab

Section header table.

Sections

Describes object file sections.



# Executable Object File (4)

