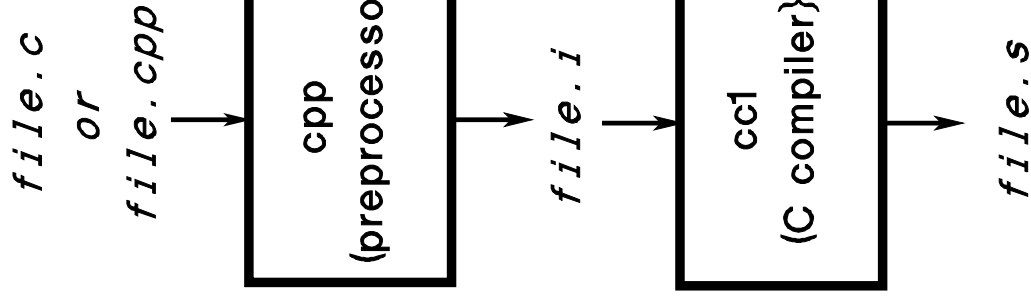


# Typical C/C++ Language Processing



To do all the steps, type:  
`gcc file.c` (for C, or)  
`g++ file.c` (for C++)

Handles `#include`, `#define`, `#if`, etc.

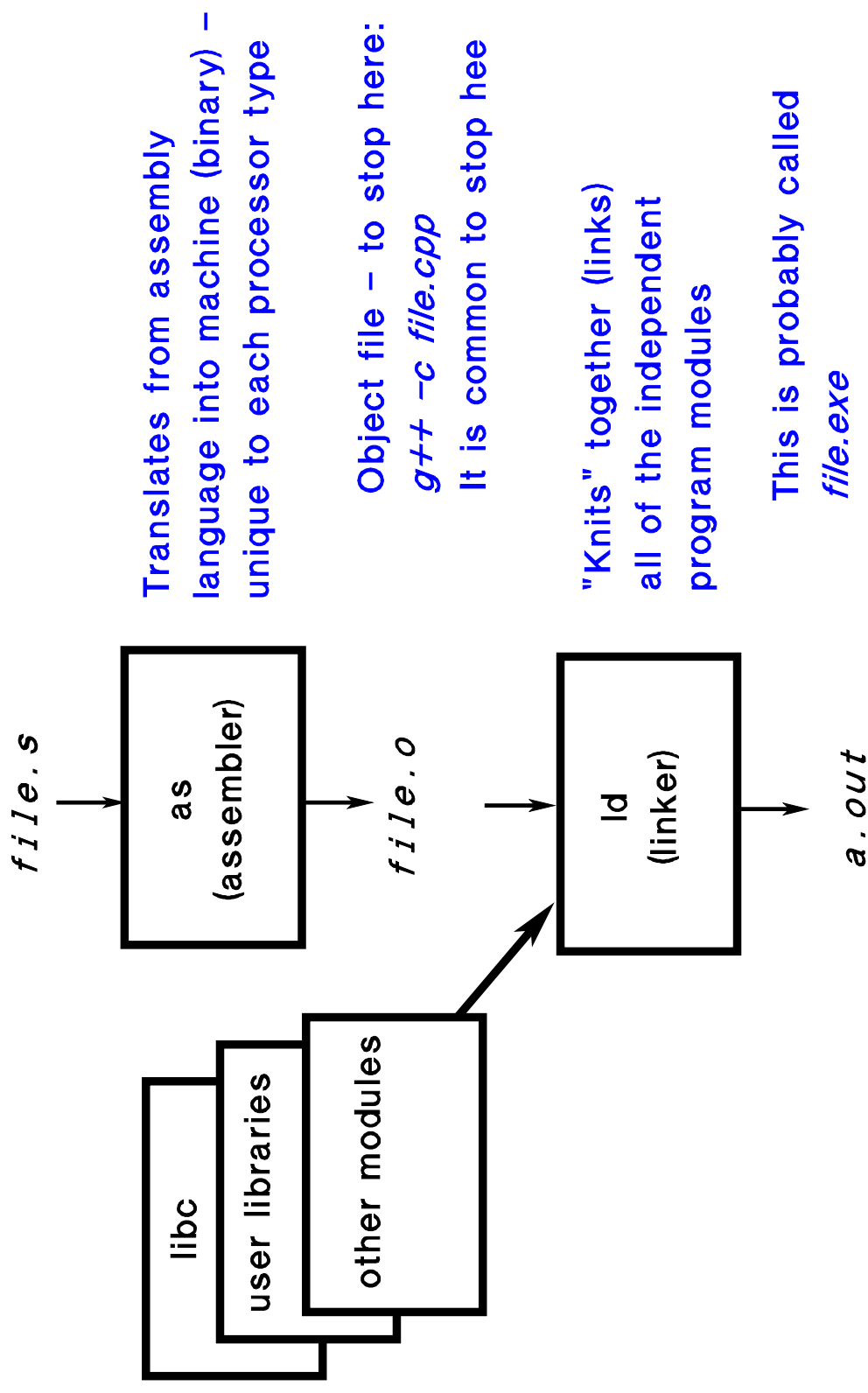
To Stop here, type:  
`g++ -E file.cpp`

This is the actual compiler

To stop here, type:  
`g++ -S file.cpp`

CCOM0010

# C/C++ Language Processing (cont'd)



CCOM0020

# ELF – Relocatable Object File

|                      |
|----------------------|
| ELF Header           |
| .text                |
| .rodata              |
| .data                |
| .bss                 |
| .symtab              |
| .rel.text            |
| .rel.data            |
| .debug               |
| .line                |
| .strtab              |
| Section Header Table |

*Sections*

*Describes object file sections*

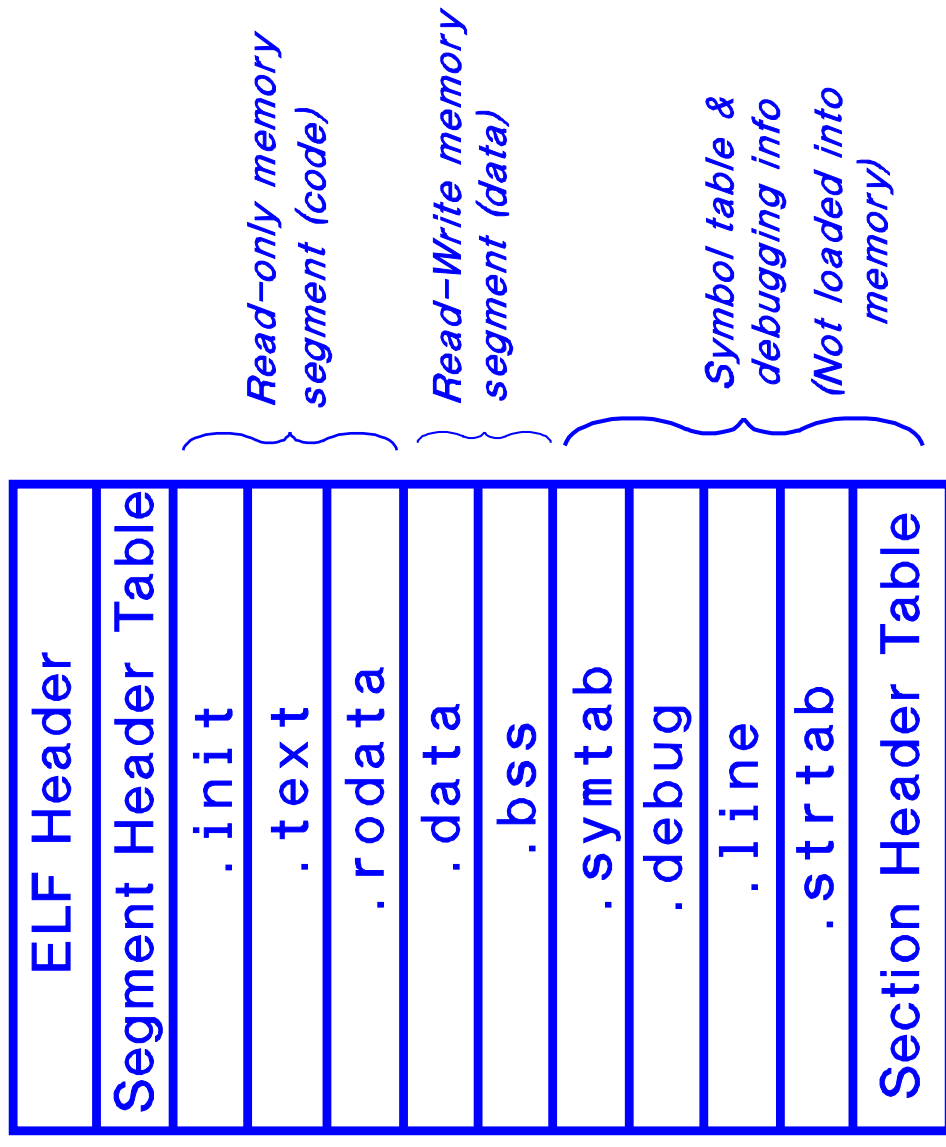
CCOM0030



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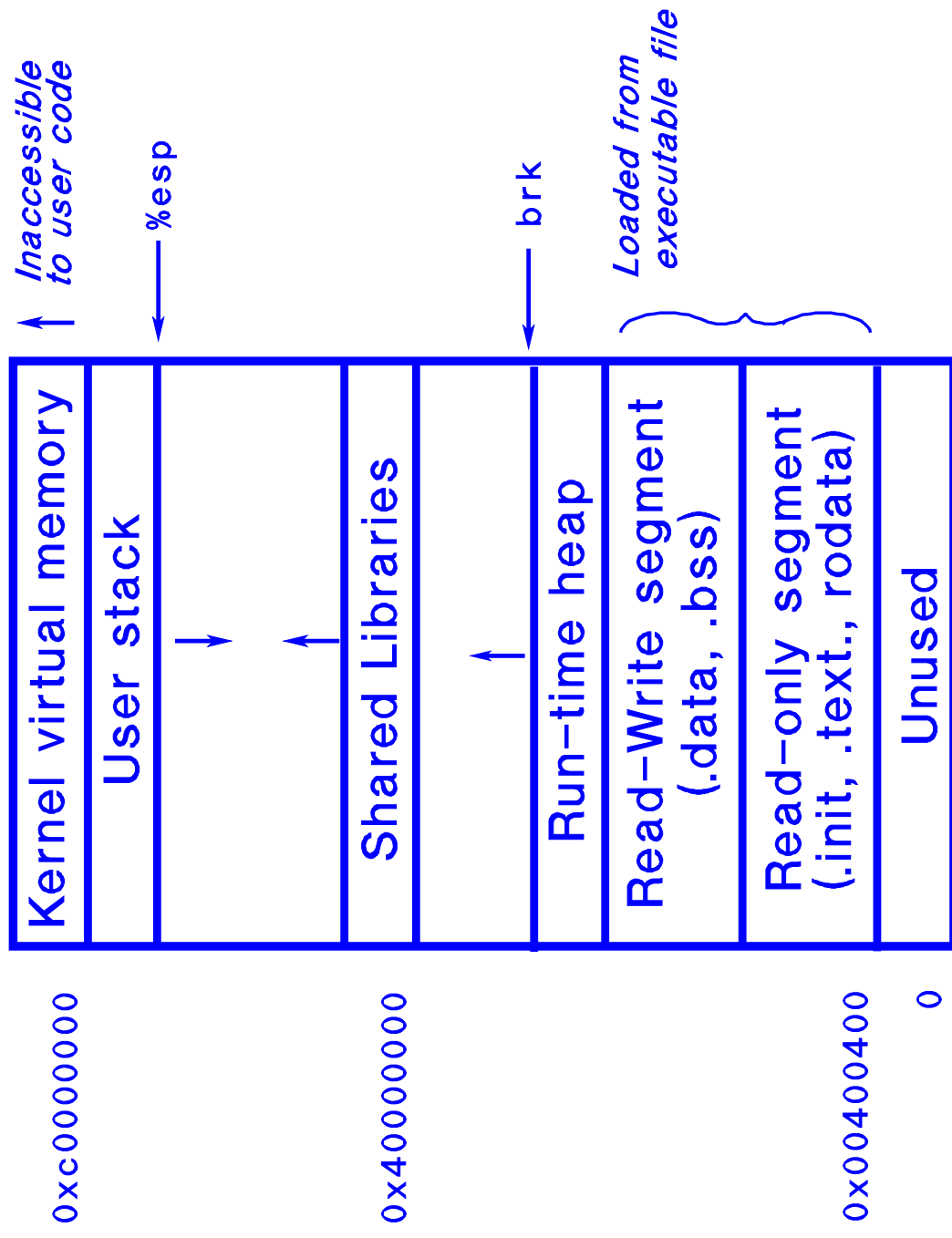


# ELF - Executable File



CCOM0040

# LINUX Runtime Memory Image



CCOM0050

# LINUX Startup Pseudo-Code

```
/* crt1.o */
_start:
    call __libc_init_first    /* entry point in .text */
    call _init               /* startup code in .text */
    call atexit              /* startup code in .init */
    /* set up argument list for main here */
    call main                /* application main code */
    call _exit               /* returns control to shell */
```

CCOM0050