## Object Files

Young W. Lim

2017-02-18 Sat

Young W. Lim Object Files 2017-02-18 Sat 1 / 4

## Outline

- Overview
  - References
  - Oject Files

## Based on

"Self-service Linux: Mastering the Art of Problem Determination", Mark Wilding

"Computer Architecture: A Programmer's Perspective", Bryant & O'Hallaron

I, the copyright holder of this work, hereby publish it under the following licenses: GNU head Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled GNU Free Documentation License.

CC BY SA This file is licensed under the Creative Commons Attribution ShareAlike 3.0 Unported License. In short: you are free to share and make derivative works of the file under the conditions that you appropriately attribute it, and that you distribute it only under a license compatible with this one.

3 / 4

## Object Files

- Relocatable object file
  - contains binary code and data in a form
  - that can be combined with other relocatable object files
  - at compile time to create an executable object file
- Executable object file
  - contains binary code and data in a form
  - that can be copied into memory and executed
- Shared object file
  - a special relocatable object file
  - that can be loaded into memory and linke dynamically
  - at either load time or run time