

ELF



ELF → Linkable
(Binary format)
↳ Executable

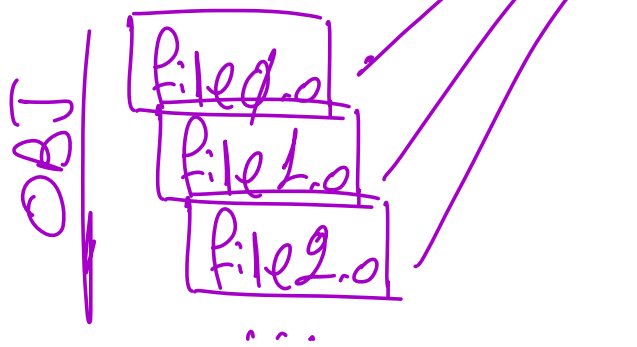
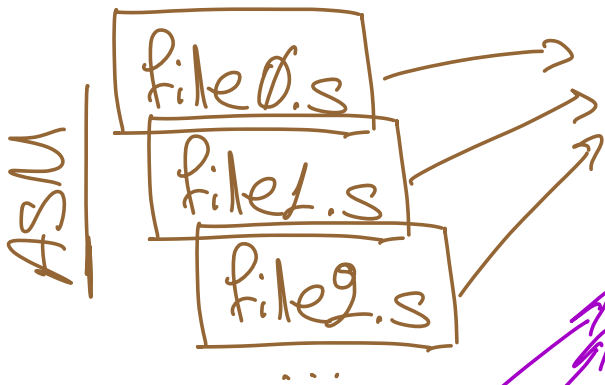
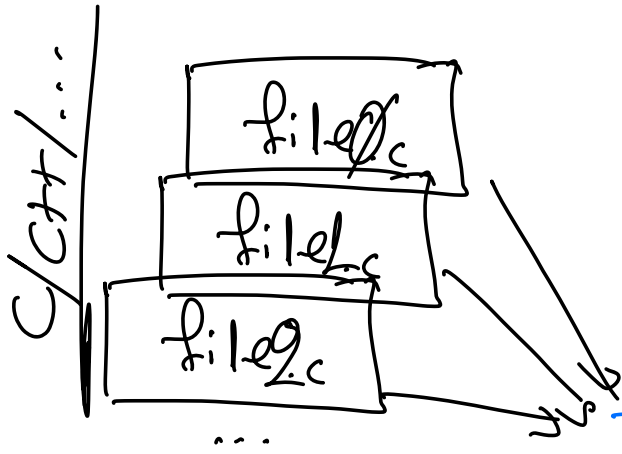
→ Executables

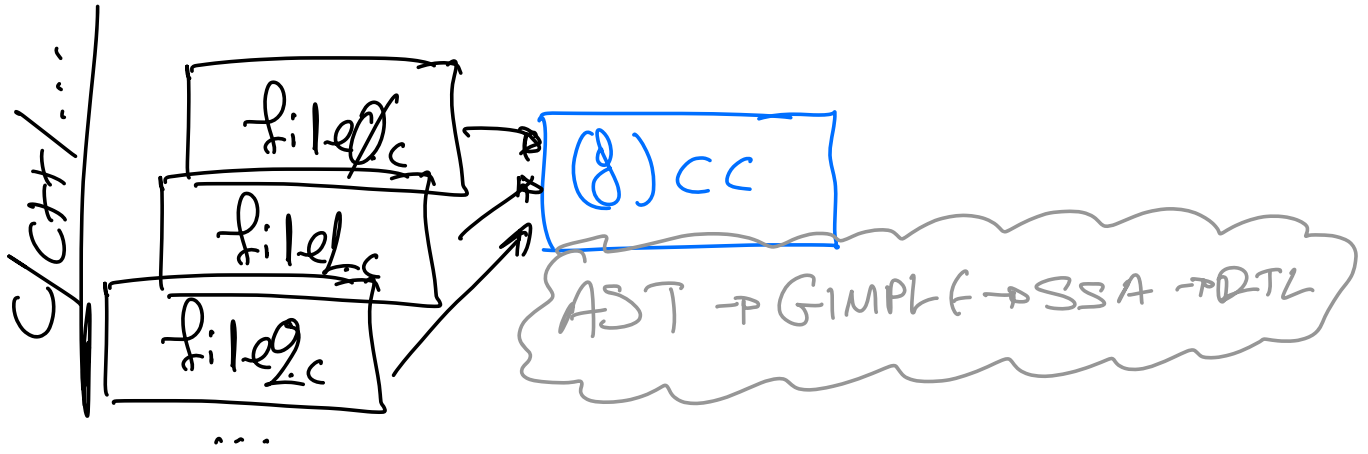
→ Shared/Static libraries

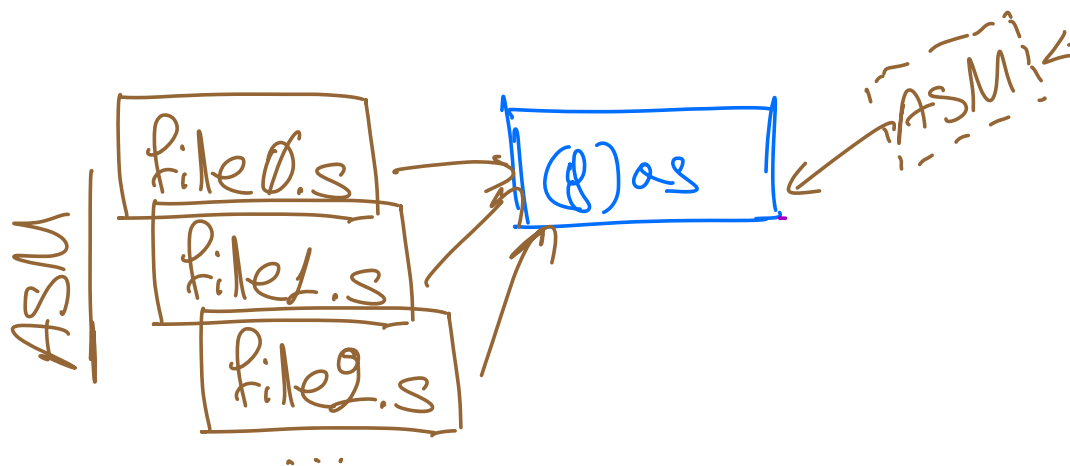
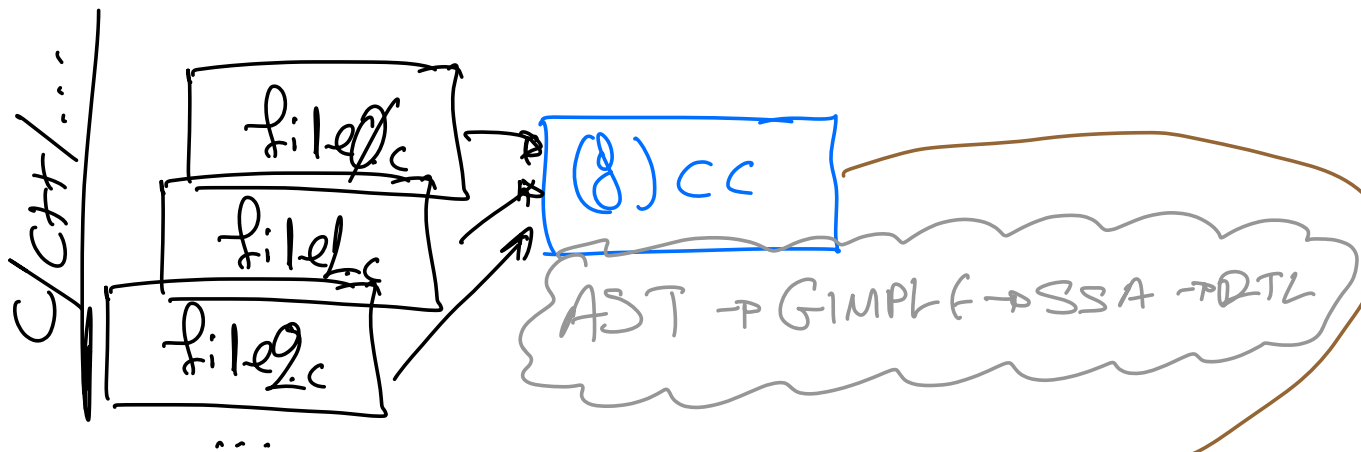
→ Object files

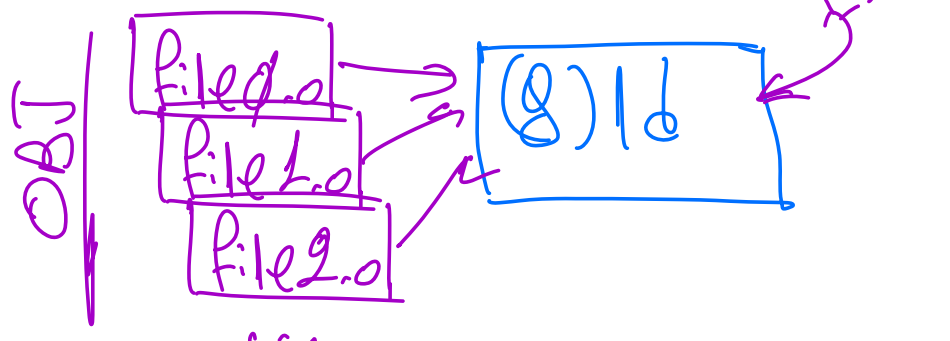
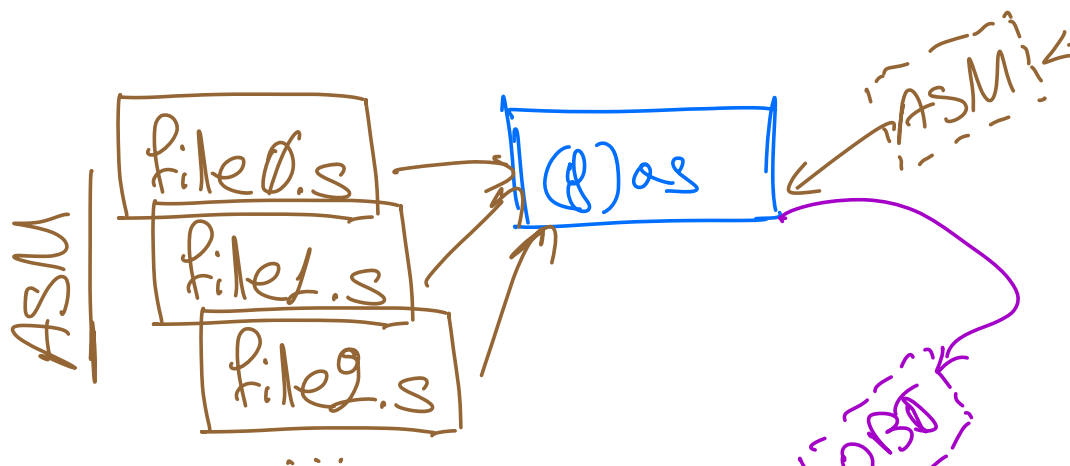
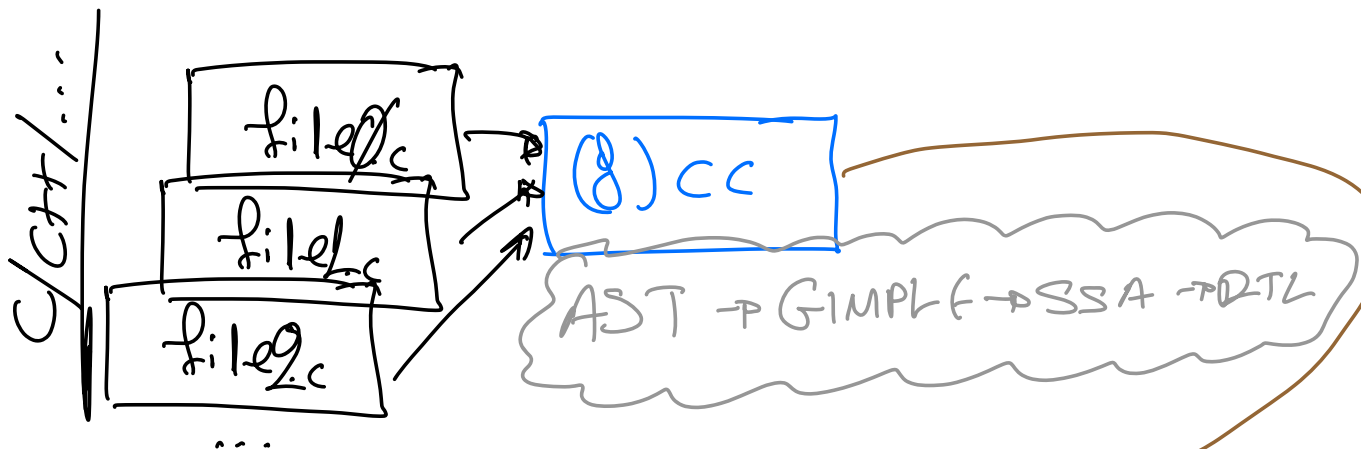
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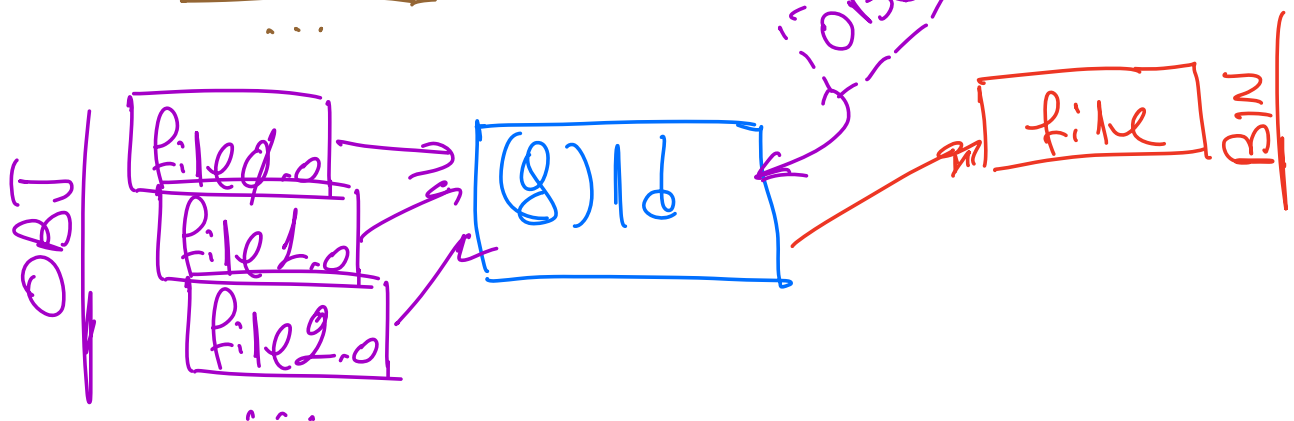
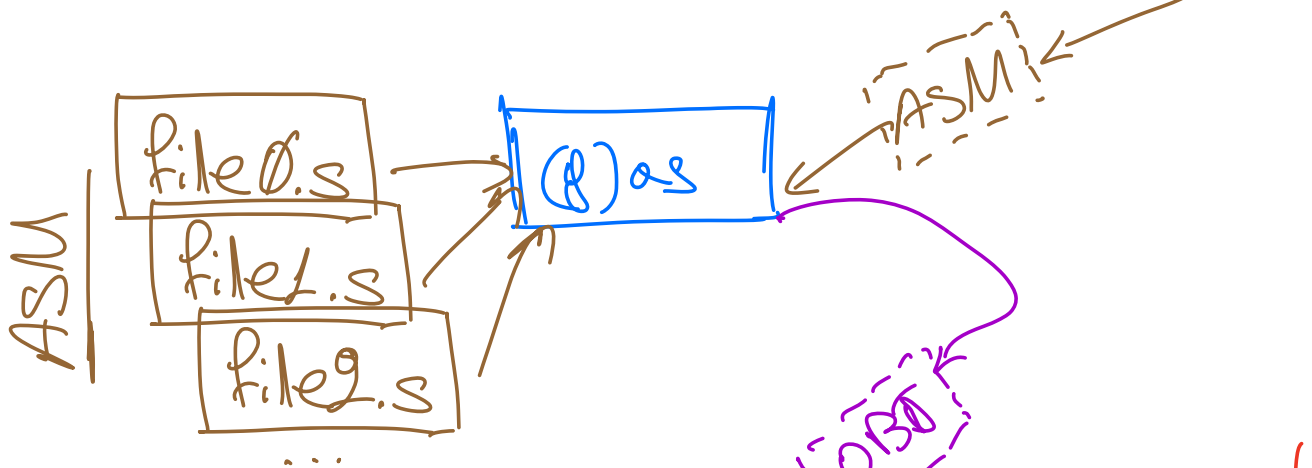
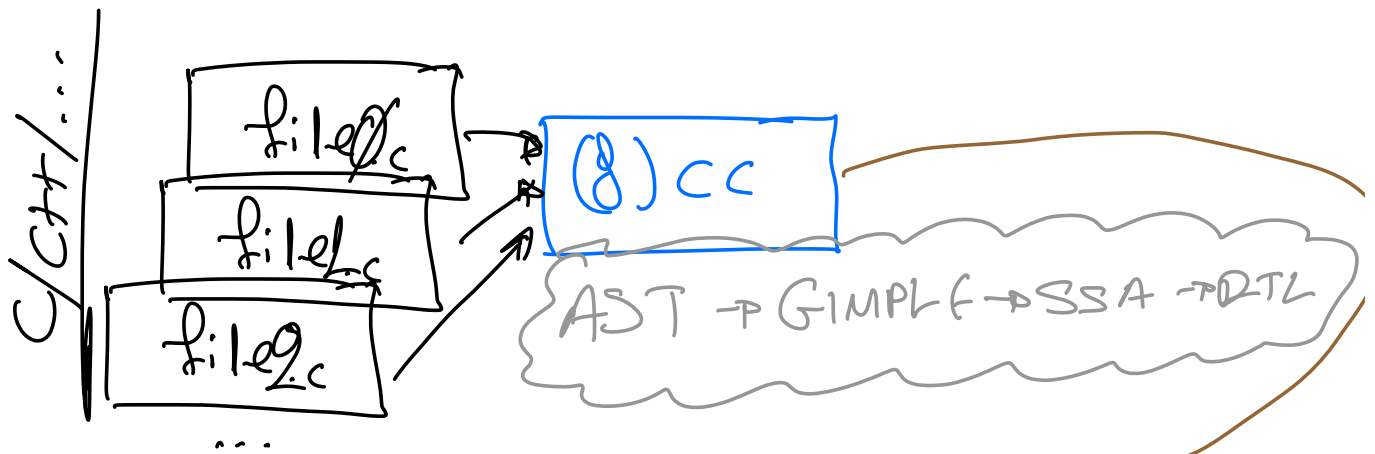
→ Core dumps

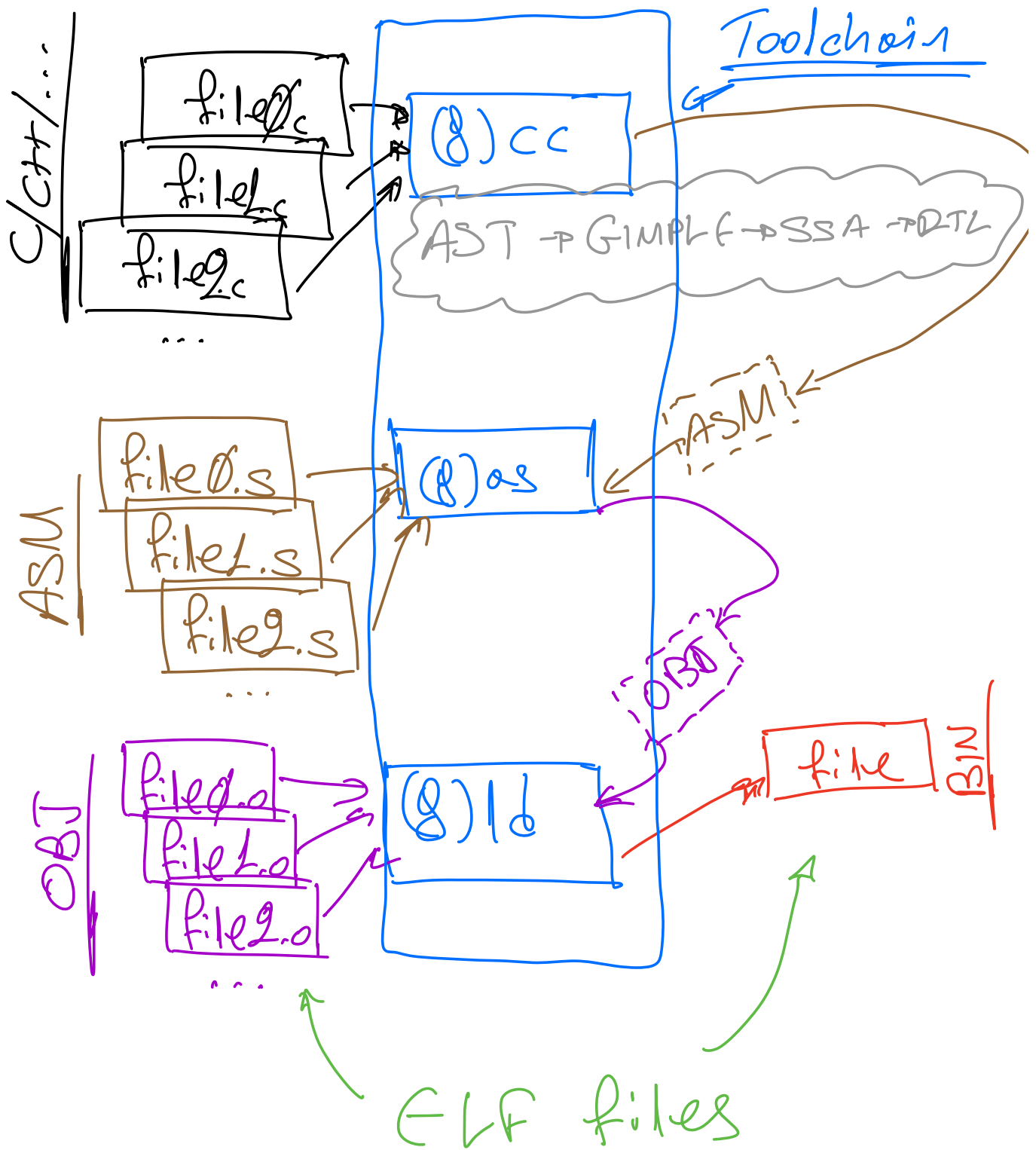


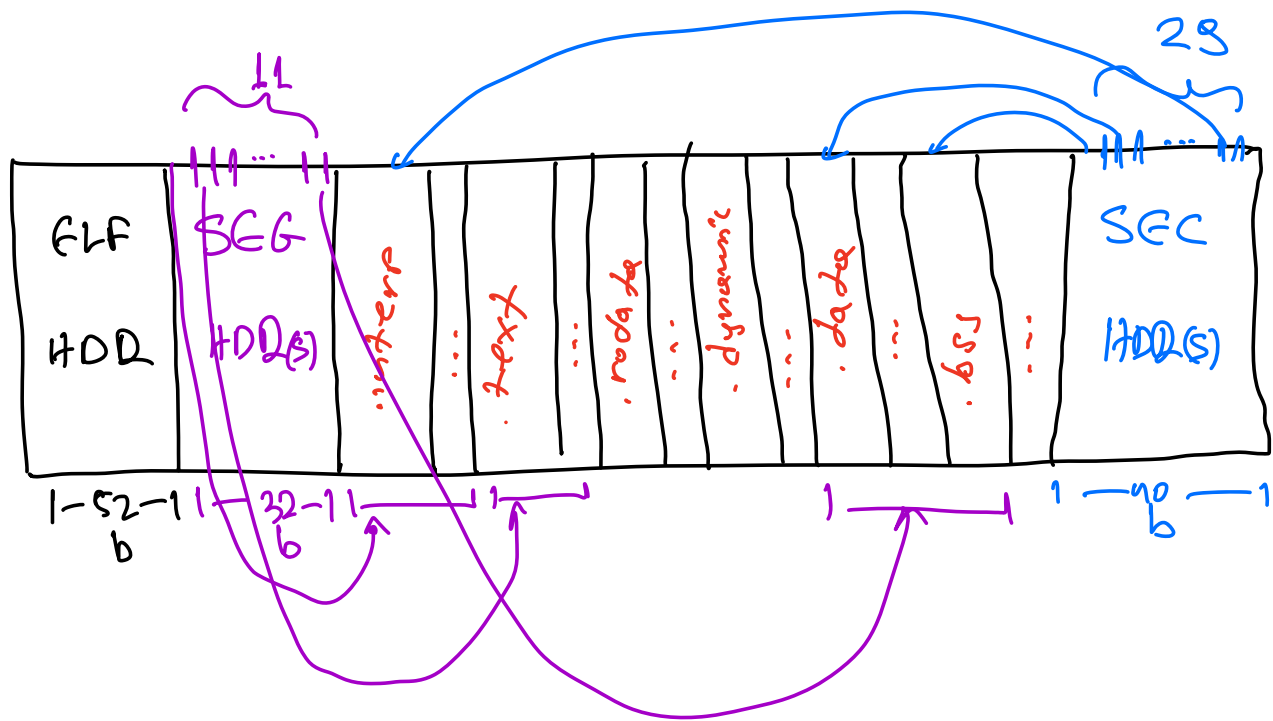


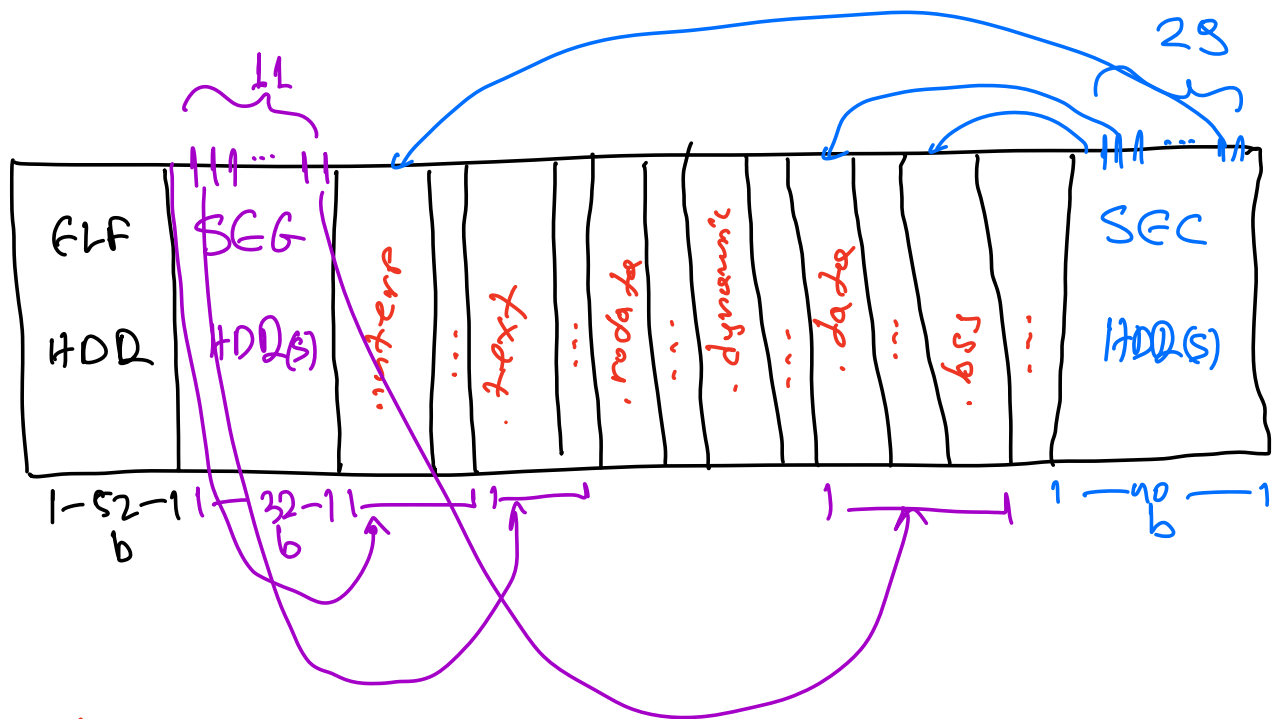












- .text** $\Rightarrow$ executable code
- .data** $\Rightarrow$ initialized global data
- .bss** $\Rightarrow$ uninitialized global data
- .rodata** $\Rightarrow$ read-only

C/C++ Data Types

C/C++ Data Types

→ Semantics
→ Storage

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→ Semantics
→ Storage

* char
short
int
long (int)
long long (int)
float
double
long double
* (pointer)
struct / union

C/C++ Data Types

→ semantics
→ storage

x86 | LP = 32-bits

signed / unsigned	char	1b (byte)
	short	2b
	int	4b
	long (int)	4b
	long long (int)	8b
	float	4b
	double	8b
	long double	16b
	* (pointer)	4b
	struct / union	...