



Loaders:

The loader is a program which accepts an object code and prepares them for an execution. An object code produced by an assembler/compiler cannot be executed without any modification.

These functions are:

- I. Allocation at space in main memory for the program.
- II. Linking of a program with each other like library programs.
- III. Adjust all address dependent locations, such as address constants to correspond to the allocated space.
- IV. Physically load the machine instruction and data into memory.

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Loader scheme:

There are several schemes accomplishing the four loadings function. These schemes are:

- I. Absolute loader
- II. Relocating loader
- III. Direct linking loader
- IV. Dynamic loading etc.
- V. Dynamic linking etc.

Absolute loader:

The task of an absolute loader is virtually trivial. The loader simply accepts the machine language code produced by the assembler and places it into main memory at the location specified by an assembler.

Relocating loader:

To avoid possible reassembling of all subroutines when a single subroutine is changed and to perform the tasks of allocation and linking for the programmer.



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