



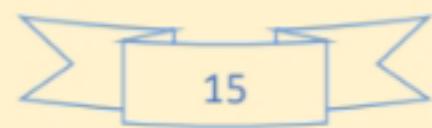
Dynamic loading:

In each of the previous loader schemes we have assumed that all of subroutines needed are loaded into main memory at the same time. If the total amount of memory required by all those subroutines exceeds the amount available, as is common with large program on small computers, there is a trouble! There are several hardware techniques such as paging and segmentation. That attempt to solve this problem.

Dynamic linking:

The major disadvantage of all the previous loading schemes is that if a subroutine is referenced but never executed. (e.g. if the programmer had placed a call statement in his program but this statement was never executed because of a condition did not satisfy) the loader would still in the overhead of linking subroutine.

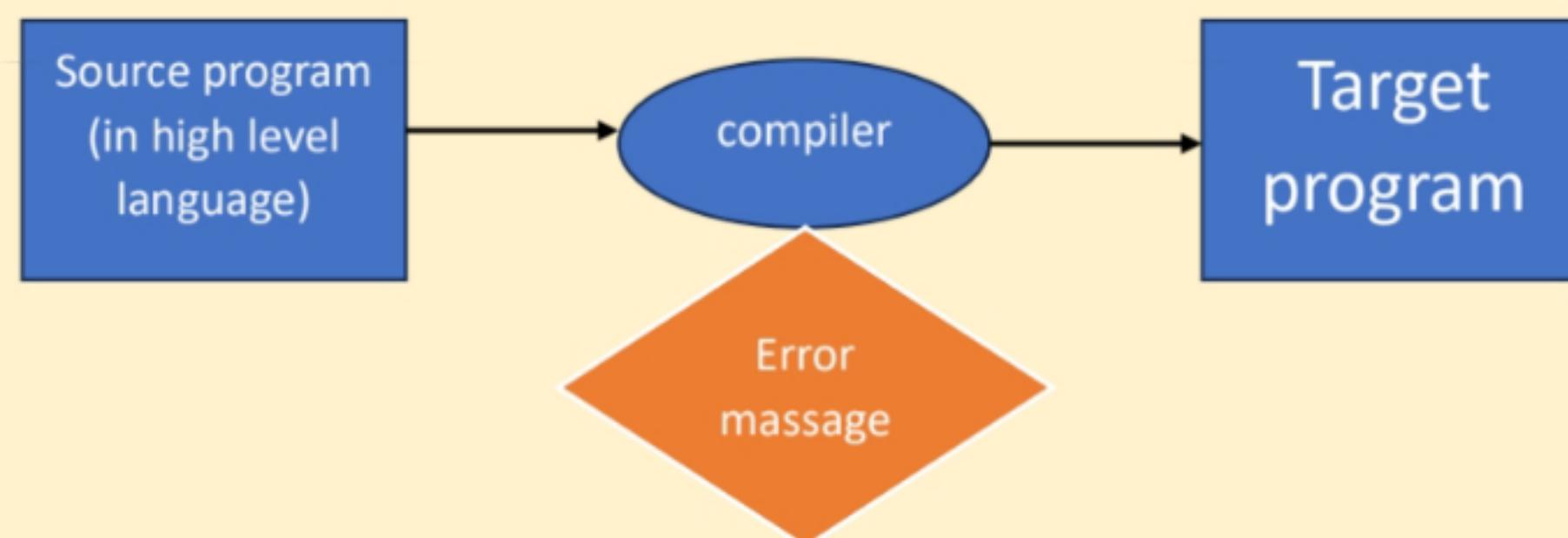
What is compiler?



[LINUX OPERATING SYSTEM]

A compiler is a software that reads a program written in a source language and translates it into an equivalent program in another language.

The important aspects of compilation process is to produce error message in the source program. These error messages are mainly due to the grammatical mistake done by the programmer.



Approach to compiler development.

There are several approaches to compiler development.



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