



SNS COLLEGE OF TECHNOLOGY

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COURSE NAME : 19CST101 PROGRAMMING FOR PROBLEM SOLVING

I YEAR/ I SEMESTER

UNIT-II C PROGRAMMING BASICS

Topic: Compilation and Linking processes

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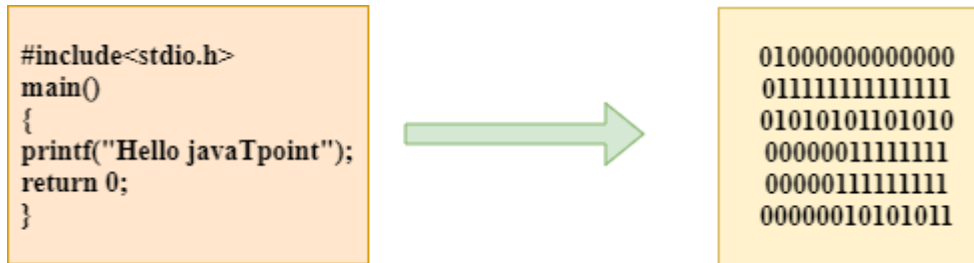


Compilation and Linking processes



What is a compilation?

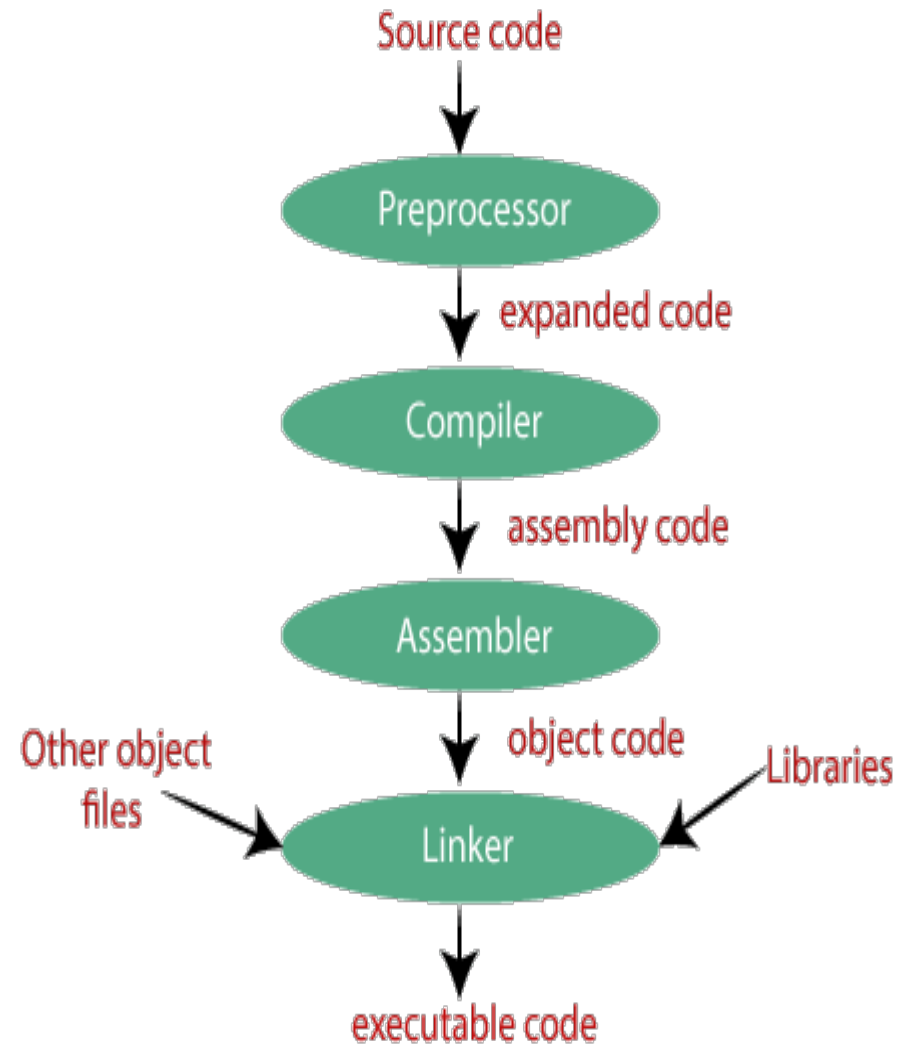
- Process of converting the source code into object code.
- It is done with the help of the compiler.
- The compiler checks the source code for the syntactical or structural errors, and if the source code is error-free, then it generates the object code.



- The C compilation process converts the source code taken as input into the object code or machine code.
- The compilation process can be divided into four steps,
 - Pre-processing
 - Compiling
 - Assembling
 - Linking



Compilation and Linking processes





Compilation and Linking processes



Preprocessor:

- The source code is the code which is written in a text editor and the source code file is given an extension ".c".
- This source code is first passed to the preprocessor, and then the preprocessor expands this code.
- After expanding the code, the expanded code is passed to the compiler.

Compiler:

- The code which is expanded by the preprocessor is passed to the compiler.
- The compiler converts this code into assembly code.
- Or we can say that the C compiler converts the pre-processed code into assembly code.

Assembler:

- The assembly code is converted into object code by using an assembler.
- The name of the object file generated by the assembler is the same as the source file.
- The extension of the object file in DOS is '.obj,' and in UNIX, the extension is 'o'.
- If the name of the source file is '**hello.c**', then the name of the object file would be 'hello.obj'.



Compilation and Linking processes

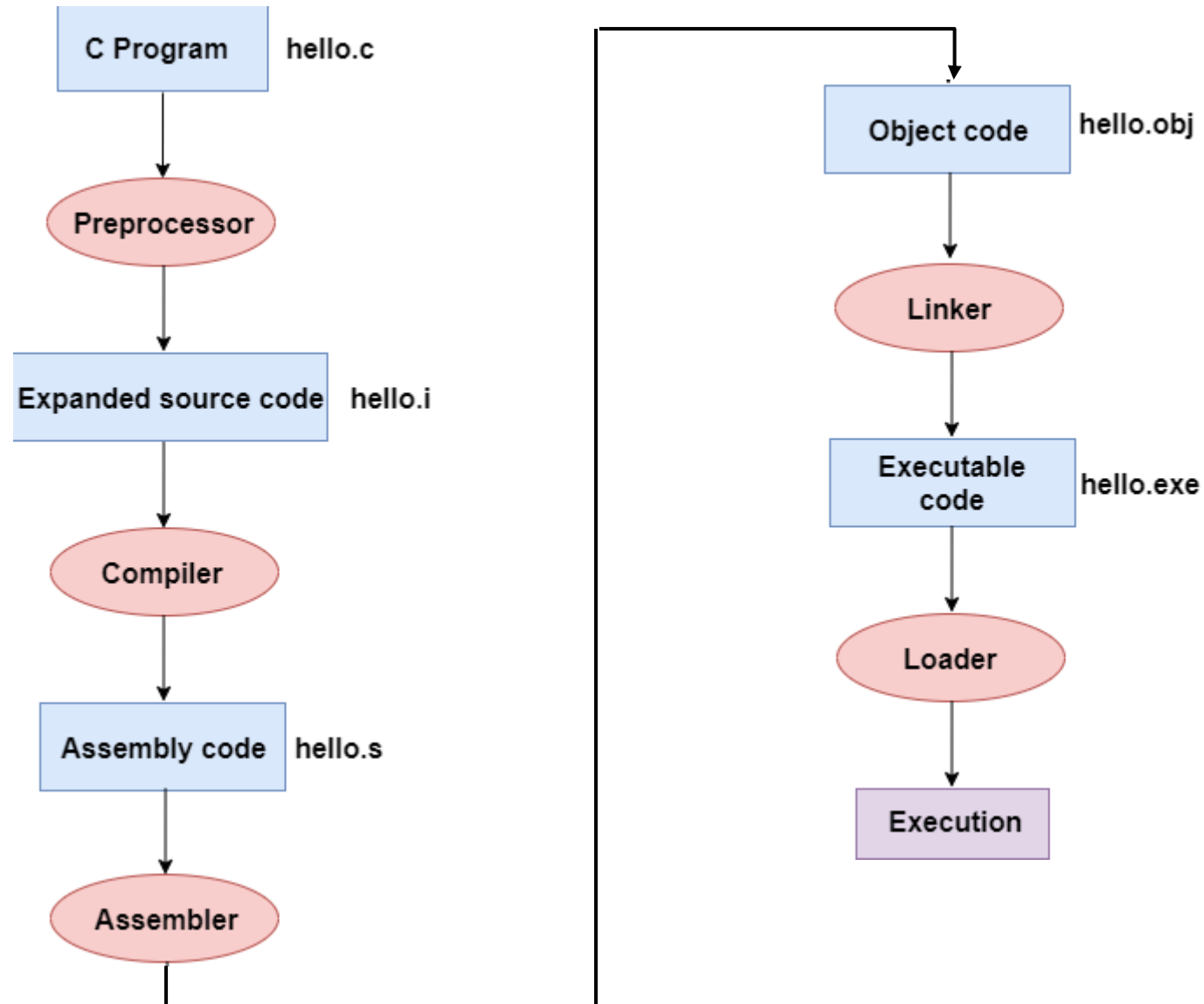


Linker:

- Linker is to link the object code of our program with the object code of the library files and other files.
- The output of the linker is the executable file.
- The name of the executable file is the same as the source file but differs only in their extensions.
- In DOS, the extension of the executable file is '.exe', and in UNIX, the executable file can be named as 'a.out'.
- For example, if we are using printf() function in a program, then the linker adds its associated code in an output file.



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In the flow diagram, the following steps are taken to execute a program:

- Firstly, the input file, i.e., **hello.c**, is passed to the preprocessor, and the preprocessor converts the source code into expanded source code.
- The extension of the expanded source code would be **hello.i**.
- The expanded source code is passed to the compiler, and the compiler converts this expanded source code into assembly code.
- The extension of the assembly code would be **hello.s**.
- This assembly code is then sent to the assembler, which converts the assembly code into object code.
- After the creation of an object code, the linker creates the executable file.
- The loader will then load the executable file for the execution.

