

INDEX

A

abbreviations table 4, 66–67
ABI 10, 60
accelerated access 49
access declarations 41
accessibility 18, 41, 74
activations 5, 59
address space
 contiguous 23, 26
 flat 19
 multiple 13
 segmented 5, 19, 26, 33, 50, 66
addresses
 class 19, 26, 38, 75
 offset portion 19, 50, 66, 77
 size of 50, 66, 77
anonymous types 30
anonymous unions 33, 41
arrays 5, 39
 dimensions 39
 ordering 39, 77
 stride 39
artificial entries 19
attributes 3, 7, 67
 addresses 8, 67
 blocks 8, 67
 constants 8, 68
 flags 8, 69
 forms 4, 7, 67
 names 4, 7, 67
 ordering 9, 27
 references 8, 69
 strings 9, 70
 values 4, 7, 66

B

base types 18, 24, 37, 65, 74
bit fields 42

C

C 3, 26, 33, 39–40, 45, 47, 57
C++ 3, 5, 18–19, 21, 28, 32–33, 40–41, 43, 47, 49, 57
call frame information 5, 59, 65, 78
 Common Information Entry 61
 Frame Description Entry 62

instructions 62, 78
register rules 61
structure 60
usage 64
calling conventions 26, 65, 76
catch blocks 32
classes 33, 40
 derived 40
 friends 41
 incomplete 40
 virtual base 41
common blocks 27, 35
compatibility 3, 65
compilation units 23, 28, 44, 66
 header 66
constants 33–34

D

.debug 4
.debug_abbrev 66–67, 79
.debug_aranges 49, 77, 79
.debug_frame 61, 79
.debug_info 3–4, 7, 49–50, 66, 79
.debug_line 4, 50, 79
.debug_loc 17, 79
.debug_macinfo 57, 79
.debug_pubnames 49, 77, 79
.debug_str 70, 79
debugging information entries 3, 7, 9, 66
 child entries 4, 9, 67
 null entries 9, 66–67
 siblings 4, 9, 67
declarations
 accessibility 18, 74
 coordinates 20, 28, 30, 44
 defining 20, 33, 40, 43
 external 25, 33
 imported 35
 non-defining 4, 20, 26, 33, 38, 40
 scope 34, 37
 types of 4, 18
 visibility 18, 75
discriminants 44, 77
discriminated unions 40, 44, 77

E

entry points 25
declarations owned by 27

locations 26
return types 26
enumerations 5, 39, 45
error values 65
exceptions 5, 28, 32

F

file types 48
flat address space 19
Fortran 3, 27, 35, 46–47
FORTRAN77 3
Fortran90 3, 34–35
friends 41

I

identifiers
case 24, 76
names 21, 49
imports 35
inheritance 40

L

labels 31
languages 3, 23, 75
LEB128 8, 51, 68, 70
lexical blocks 31
line number information 4, 20, 23, 50, 77
definitions 51, 77
extended opcodes 52, 56, 78
general rules 59
prologue 52
special opcodes 52, 54
standard opcodes 52, 55, 78
state machine registers 51
locations
arithmetic operations 13
control flow operations 14
descriptions 4, 10, 19, 41, 72
examples 15–16
expressions 10, 41, 65, 72
lists 4, 10, 17, 74
literal encodings 11
logical operations 13
register based addressing 12
register name operators 10
special operations 15
stack 11–12, 15
lookup

by address 49, 77
by name 49, 77

M

macro information 4, 24, 57, 78
base source entries 58
command line options 58
define and undefine entries 57
end file entries 58
start file entries 58
vendor extensions 58
main programs 26
members 30
bit fields 42
data 40–41
functions 25, 40, 43
locations 11, 43
pointers to 47
static data 33, 40, 49
Modula2 3, 18, 25, 32
modules 25
definition 25
priority 25

N

namelists 35

O

optimized code 10, 18, 33

P

parameters
default value 34
formal 27, 32–33, 45
optional 34
unspecified 27, 32, 46
variable 34
Pascal 3, 32, 40, 46, 48
pointers to members 47
pre-processor 4, 57

R

records 40

S

scope 34, 37
segmented address space 5, 19, 26, 33, 50, 66
set types 46
source
 columns 20, 51
 files 20, 23, 51, 53, 56, 58, 78
 lines 20, 51, 57
string table 70
string types 46
structures 33, 40
 derived 40
 incomplete 40
subranges 39, 46
subroutines 19, 25
 declarations owned by 27
 frame base 12, 27
 inline 28, 76
 inlined 29
 locations 26
 members 25, 43
 nested 27
 out-of-line 30
 prototypes 26, 45
 return addresses 27
 return types 26, 45
 types 19, 45

V

variable length data 4, 8, 68, 70
variables 33
variants 40, 44, 77
vendor extensions 4, 58, 60, 65
Version 1 3–4, 10, 66
Version 2 3, 10, 66, 78
virtual functions 3, 19, 43
virtuality 19, 41, 43, 75
visibility 18, 75

W

with statements 32

T

tags 4, 7, 65, 67
templates 5, 28, 43
try blocks 32
type modifiers 18, 38
typedefs 38
types
 base 18, 24, 37, 65, 74
 constant 18, 38
 modifiers 18, 38
 packed 18, 38
 pointer 18–19, 38
 reference 18–19, 38
 user-defined 18
 volatile 18, 38

U

unions 33, 40, 42
 anonymous 33, 41
 incomplete 40
user-defined types 18

