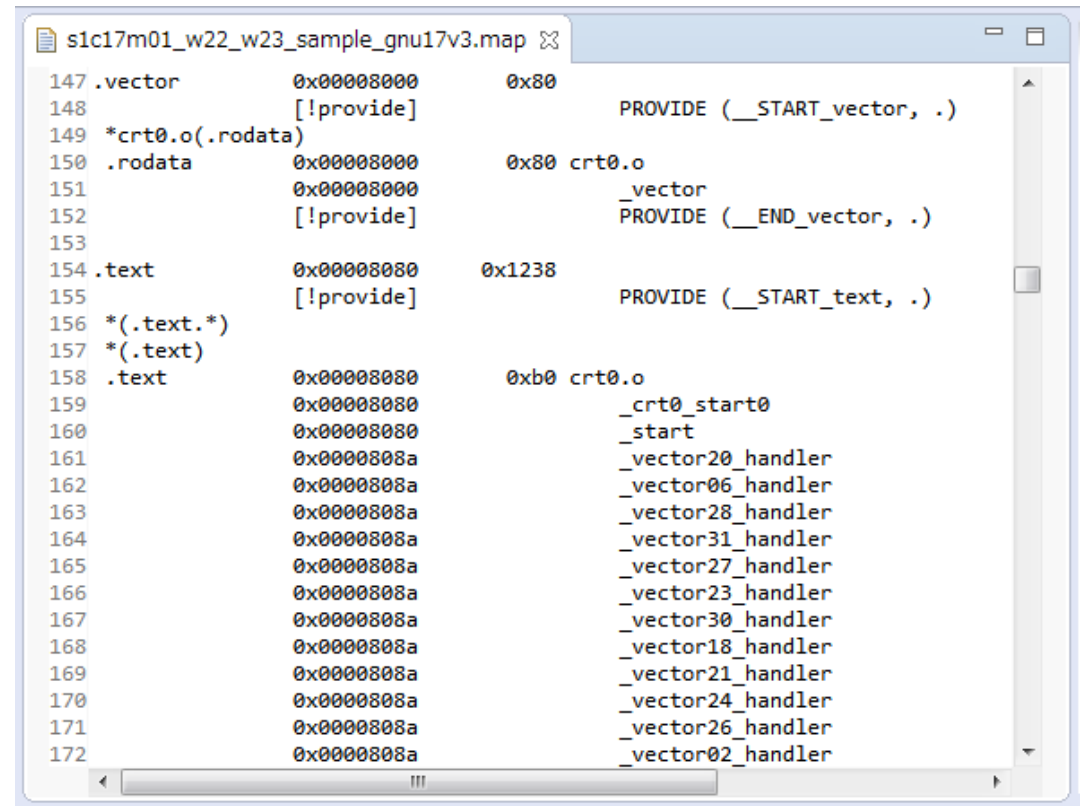
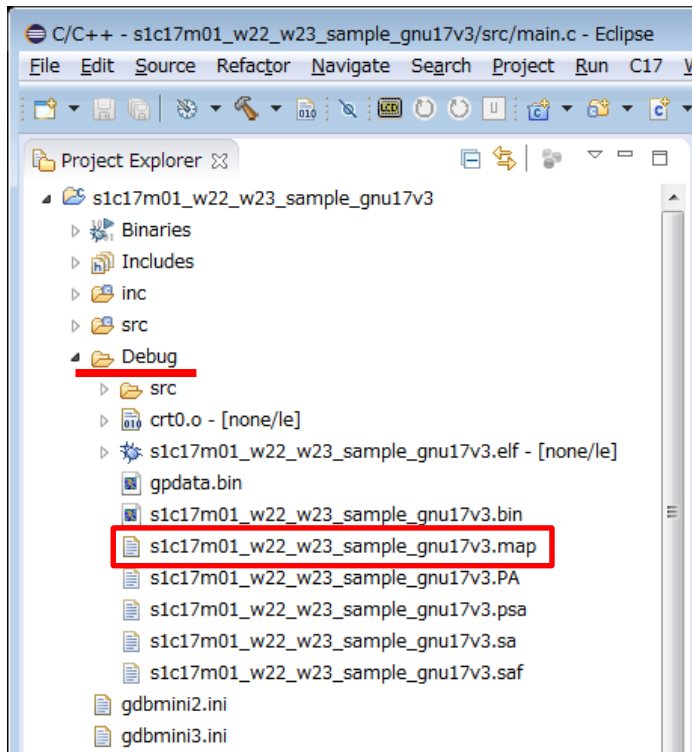


Location Address of Program, Data, Variables

Location address of program, data, variables can be referred in “*.map” file of [Debug] folder after building project.

It is debug information after .stab section, it is not loaded on RAM, ROM.



Section list in map file.

Section name	Description
.bss	Variables without initial value in program
.vector	Vector table in program
.text	Machine language part in program
.data	Variables with initial value in program
.rodata	Constant number (const) in program
.stab	Debug information for debugger. This is not loaded to target ROM (FLASH).
.comment	
.stabstr	