Your program takes a single argument $P$.
First, it prints a message stating whether or not $P$ is executable by its owner. (Just assume $P$ is a file readable by you. You don't need to check that.) If is not executable, then stop. Otherwise, continue.

Second, it prints $P$ 's magic number and a message stating if the magic number is good or bad. If it is bad, then stop. Otherwise, continue.

Third, it prints out all the names in P's symbol table. (All executable object files (see figure 7.20, page 219) have a section containing a symbol table.)

In order to make life bearable, the file /unc/brock/home5/read_sym.o contains a compiled C subroutine read_symbol that when called with an integer $f$ and a pointer sym_name to a character string buffer will:
(1) read the symbol in the executable object file opened at file descriptor $f$ beginning at the present offset,
(2) place the ASCII name of that symbol in the buffer sym_name,
(3) move the offset of file $f$ to the beginning of the next symbol, and
(4) return 0 , if successful, and -1 , otherwise.

So, all you've got to do is figure out how to seek $f$ to the beginning of the first symbol and how many symbols to read. Incidently, /unc/brock/home5/read_sym.c contains the source for read_symbol.

The program /unc/brock/home5/home5 is my compiled solution. You can run it to get some idea of what your program's output should be. By the way, the C program that produced home 5 was 43 lines long.

Warning
Not much code needs to be written but you've got a major task. You must understand the format of executable object files on napoleon. Most of the information you need will come from the manual page for a. out and Figure 7.20 (p. 219) of your textbook. Look at both of these carefully before you start.

You are also going to have to become a C guru. You'll need to know how to use structures of included files and how to combine compiled modules with your own code. Hint - I used the following:

```
cc -g -o home5 home5.c read_sym.o |& more
```

to compile my program.

## Rules of engagement

Turn in a printout of your program.
You may work in groups of two except both members of the team cannot work for the Department of Computer Science and team members must split the work, both intellectual and grunt, equally.

