

Loader :- Loader is a utility program which takes object program as input prepares it for execution and loads the executable code into the memory. Thus loader is actually responsible for initiating the execution process.

Basic function of loaders.

- 1) It allocates the space for program in the memory by calculating the size of the program. This activity is called Allocation.
- 2) It resolves the symbolic references between the object modules by assigning all the user subroutine and library's subroutine address. This activity is called linking.
- 3) There are some address dependent locations in the program, such as address constants must be adjusted according to the allocated space. Such activity is called reallocation.
- 4) Finally it places all the machine instructions and data of corresponding programs and subroutines into the memory. Thus program now becomes ready for execution. This activity is called loading.





