

How to display the resources used by a program

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version	1.1.0
scope	Example. This code is provided as example code for a user to base their code on.
description	How to display the resources used by a program
boards	Unless otherwise specified, this example runs on the SliceKIT Core Board, but can easily be run on any XMOS device by using a different XN file.

You can use the xTIMEcomposer tools to show the resources used by a given executable. For example, compile the following code:

```
#include <print.h>

int main() {
    printstr("Hello World!\n");
    return 0;
}
```

1 From within the xTIMEcomposer

Double-click on the resulting binary from within the *Project Explorer*. The executable is opened in the *Binary View*. This gives a graphical view of the resources used by the program (in the *Resources* tab), and the sizes/locations of functions and global data objects (in the *Function Table* and *Data Table* tabs).

2 From the command line

You can view the resources used by the resulting executable from the command line using *xobjdump*:

```
xobjdump --resources a.xe
```

This will produce the following output:

```
....  
tile[0] (node "0", tile 0) stack usage, upper bound: 208  
tile[0] (node "0", tile 0) program size, upper bound: 1092  
tile[0] (node "0", tile 0) free memory, lower bound: 64236  
tile[0] (node "0", tile 0) thread usage, upper bound: 1  
tile[0] (node "0", tile 0) unused threads, lower bound: 7  
tile[0] (node "0", tile 0) timer count, upper bound: 0  
tile[0] (node "0", tile 0) unused timers, lower bound: 10  
tile[0] (node "0", tile 0) channel end usage, upper bound: 0  
tile[0] (node "0", tile 0) unused channel ends, lower bound: 32  
Node "0" routing id = 0x0000  
Node "0" PLL configuration register value = 0x00002700  
Node "0" reference clock divider register value = 0x00000003  
Node "0" system frequency (Hz) = 400000000
```

You can also display the code and data section sizes as follows:

```
xobjdump --size a.xe
```

This will produce the following output:

```
Loadable 1 for tile[0] (node "0", tile 0):  
  
      text      data      bss      total  
      680        84        64       828
```



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