



1.2.2 Linkers, Loaders & Use of Libraries

1. A benefit of creating programs in a high-level language is being able to make use of libraries.

a) Explain what is meant by a library, giving **one** example of when one may be used.

[3 marks]

b) Describe **one** advantage and **one** disadvantage of the use of library files to programmers.

[4 marks]

2. Describe the roles of the linker and the loader during program compilation and execution.

[4 marks]

