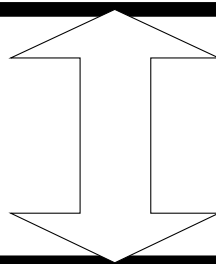


Target source code

Cross compiler & Symbol table

Target emulator

Message passing system (host)



Message passing system (target)

Target executable code