

Sections by address:

Range	Symbol or [section] Name	Size	Al	Init	Ac	Object File
00000000-00000073	__start	116	4	Code	RX	SEGGER_RV32 crt0.o
00000074-000000f3	main	128	4	Code	RX	main_c0.o
000000f4-00000197	trap_entry	164	4	Code	RX	SEGGER_RV32 crtinit_rv32ima.o
00000198-0000019b	handle_trap	4	4	Code	RX	SEGGER_RV32 crtinit_rv32ima.o
0000019c-0000019f	__init	4	4	Code	RX	SEGGER_RV32 crtinit_rv32ima.o
000001a0-000001b0	[.rodata.merged.str1.1]	17	1	Cnst	RO	[Linker created]
000001b1-000001d0	[.rodata.merged.str1.1]	32	1	Cnst	RO	[Linker created]
000001d1-000001d4	[.APP_END]	4	1	Cnst	RO	[Linker created]
000001d5-000001d7	(UNUSED .=.+3)	3	-	-	-	-
000001d8-000001f7	__SEGGER_init_heap	32	4	Code	RX	SEGGER_RV32 crtinit_rv32ima.o
000001f8-000001ff	__SEGGER_init_table__	8	4	Cnst	RO	[Linker created]

not in the end of FLASH segment

Symbol name	Value	Access	Size	Align	Type	Bd	Object File
__FLASH_segment_end__	0x00001000				----	Gb	[Linker created]
__FLASH_segment_size__	0x00001000				----	Gb	[Linker created]
__FLASH_segment_start__	0x00000000				----	Gb	[Linker created]
__FLASH_segment_used_end__	0x00000200				----	Gb	[Linker created]
__FLASH_segment_used_size__	0x00000200				----	Gb	[Linker created]

00000000	B7 01 00 00 93 81 F1 FF 37 02 00 00 13 02 F2 FF	?...???	7.....?
00000010	17 81 00 00 13 01 01 7F 17 05 00 00 13 05 C5 0D	?.?.....?.	
00000020	73 10 55 30 73 10 20 34 97 00 00 00 E7 80 40 17	s.U0s. 4?...	@.
00000030	17 04 00 00 13 04 84 1C 03 25 04 00 13 04 44 00?..%...D.	
00000040	E7 00 05 00 6F F0 5F FF 97 00 00 00 E7 80 C0 02	?...o?_ ?...??.	
00000050	17 03 00 00 67 00 83 00 6F 00 00 00 13 05 00 00g.?.o.....	
00000060	93 05 00 00 97 00 00 00 E7 80 00 01 17 03 00 00	?...?.....	
00000070	67 00 C3 FE 13 01 01 FF 23 26 11 00 B7 27 04 00	g.??... #&...?'	
00000080	13 07 A0 00 23 82 E7 00 13 07 E0 06 23 82 E7 00	..?..#??...#???	
00000090	13 07 F0 06 23 82 E7 00 13 07 10 03 23 82 E7 00	..?..#??...#???	
000000A0	13 07 20 03 23 82 E7 00 13 07 30 03 23 82 E7 00	.. #???...0.???	
000000B0	13 07 60 02 23 82 E7 00 83 C5 47 02 37 05 00 00	...?..#??..??G.7...	
000000C0	13 05 15 1B 97 00 02 00 E7 80 40 54 37 05 00 00	...?.....?@T7...	
000000D0	13 05 F5 1C 97 00 02 00 E7 80 40 53 93 05 70 05	...?..?..?@S?.p.	
000000E0	37 05 00 00 13 05 05 1A 97 00 02 00 E7 80 00 52	7.....?.....?.R	
000000F0	6F 00 00 00 13 01 01 FC 23 20 11 00 23 22 51 00	o.....?# .#?"Q.	
00000100	23 24 61 00 23 26 71 00 23 28 A1 00 23 2A B1 00	#\$a.#&q.#(?..#*?.	
00000110	23 2C C1 00 23 2E D1 00 23 20 E1 02 23 22 F1 02	#,?.#..?..#.#"?	
00000120	23 24 01 03 23 26 11 03 23 28 C1 03 23 2A D1 03	#\$..#&..#(?..#*?.	
00000130	23 2C E1 03 23 2E F1 03 73 25 20 34 F3 25 10 34	#,?.#..?.s% 4?%.4	
00000140	37 03 00 00 13 03 83 19 E7 00 03 00 73 10 15 34	7.....?..?..s..4	
00000150	83 20 01 00 83 22 41 00 03 23 81 00 83 23 C1 00	? ..?"A..#?.?#?.	
00000160	03 25 01 01 83 25 41 01 03 26 81 01 83 26 C1 01	..%..?%A..&?.?&?.	
00000170	03 27 01 02 83 27 41 02 03 28 81 02 83 28 C1 02	..'..?'A..(?..??.?	
00000180	03 2E 01 03 83 2E 41 03 03 2F 81 03 83 2F C1 03?.A../?..?/?.	
00000190	13 01 01 04 73 00 20 30 6F 00 00 00 67 80 00 00s. 0o...g..	
000001A0	48 65 6C 6C 6F 20 43 4F 52 45 30 21 20 25 64 0A	Hello CORE0! %d.	
000001B0	00 43 48 4B 5F 55 41 52 54 30 5F 4F 43 43 55 50	.CHK_UART0_OCCUP	
000001C0	59 5F 42 59 28 42 49 54 5F 30 30 29 3D 25 78 0A	Y_BY(BIT_00)=%x.	
000001D0	00 55 5A A5 AA 00 00 00 17 85 00 00 13 05 85 E2	..UZ??...?..?..??	
000001E0	97 85 00 00 93 85 05 E6 B3 85 A5 40 23 20 A5 00	??.?..?..?..?..?..# ?.	
000001F0	23 22 05 00 67 80 00 00 D8 01 00 00 48 00 00 00	#".g ..?..H...	
00000200	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000210	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000220	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000230	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000240	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000250	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000260	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000270	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
00000280	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	

Due to code size is not fixed when I modify my code, I hope section .APP_END will always in the end of FLASH segment used.