

**NAME**

`un` \_ undefined symbols

**SYNOPSIS**

**`un`** [ name ]

**DESCRIPTION**

*un* prints a list of undefined symbols from an assembly or loader run. If the file argument is not specified, *a.out* is the default. Names are listed alphabetically except that non-global symbols come first. Undefined global symbols (unresolved external references) have their first character underlined.

**FILES**

a.out

**SEE ALSO**

as(I), ld(I)

**DIAGNOSTICS**

"?" if the file cannot be found.

**BUGS**