

## Lab1 – system calls

1. add a new system call – add (to add 2 numbers)
  - a. add a new entry to the system call table (syscall\_table.s)
  - b. add the function in the file kernel/exit.c
2. compile the new kernel and boot it inside the emulator
3. test your work with a simple user application – use syscall(2) library function
4. write your own C library function using inline assembly

system call number in eax  
first parameter in ebx  
second parameter in ecx  
to call the kernel use the instruction “int 0x80”  
result in eax

use this code:

```
int myadd(int a,int b)
{
    int res;
    asm volatile ("[write here your code]":
        "=r"(res): "r"(a),"r"(b) : "eax","ebx","ecx");
    return res;
}
```