



KFS\_10

The END

Louis Solofrizzo [louis@ne02ptzero.me](mailto:louis@ne02ptzero.me)  
42 Staff [pedago@42.fr](mailto:pedago@42.fr)

*Summary: The End of the world. Or of this series of projects. Can't decide.*

*Version: 1*

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# **Chapter I**

## **Foreword**

# Chapter II

## Introduction

This is the last KFS project. You may shed manly tears.  
This subject is about making your kernel a complete Unix system.  
Nothing specific here.

# Chapter III

## Goals

At the end of this project, you will have a complete OS. It's about god damn time.

- Fullu functional basic binaries `/bin/*`.
- Libc.
- A Posix Shell.

# Chapter IV

## General instructions

### IV.1 Code and Execution

#### IV.1.1 Emulation

The following part is not mandatory, you're free to use any virtual manager you want; however, I suggest you use KVM. It's a **Kernel Virtual Manager** with advanced execution and debug functions. All of the examples below will use KVM.

#### IV.1.2 Language

The C language is not mandatory, you can use any language you want for this series of projects.

Keep in mind that not all languages are kernel friendly though, you could code a kernel in **Javascript**, but are you sure it's a good idea?

Also, most of the documentation is written in C, you will have to 'translate' the code all along if you choose a different language.

Furthermore, not all the features of a given language can be used in a basic kernel. Let's take an example with **C++**:

this language uses 'new' to make allocations, classes and structures declarations. But in your kernel you don't have a memory interface (yet), so you can't use any of these features.

Many languages can be used instead of C, like **C++**, **Rust**, **Go**, etc. You can even code your entire kernel in **ASM**!

So yes, you may choose a language. But choose wisely.



## IV.2 Compilation

### IV.2.1 Compilers

You can choose any compiler you want. I personally use `gcc` and `nasm`. A Makefile must be turned-in as well.

### IV.2.2 Flags

In order to boot your kernel without any dependency, you must compile your code with the following flags (adapt the flags for your language, these are `C++` examples):

- `-fno-builtin`
- `-fno-exception`
- `-fno-stack-protector`
- `-fno-rtti`
- `-nostdlib`
- `-nodefaultlibs`

You might have noticed these two flags: `-nodefaultlibs` and `-nostdlib`. Your Kernel will be compiled on a host system, that's true, but it cannot be linked to any existing library on that host, otherwise it will not be executed.

## IV.3 Linking

You cannot use an existing linker in order to link your kernel. As mentionned above, your kernel would not be initialized. So you must create a linker for your kernel.

Be careful, you **CAN** use the `'ld'` binary available on your host, but you **CANNOT** use the `.ld` file of your host.

## IV.4 Architecture

The i386 (x86) architecture is mandatory (you can thank me later).

## IV.5 Documentation

There is a lot of documentation available, good and bad. I personally think the [OSDev](#) wiki is one of the best.

## IV.6 Base code

In this subject, you have to take your previous `KFS` code, and work from it! Or don't. And rewrite everything from scratch. Your call!

# Chapter V

## Mandatory part

You must install the following:

- A POSIX shell. sh will do.
- The complete libc.
- Basic Unix binaries:
  - cat
  - chmod
  - cp
  - date
  - dd
  - df
  - echo
  - hostname
  - kill
  - ln
  - ls
  - mkdir
  - mv
  - ps
  - pwd
  - rm
  - rmdir
  - sleep



# Chapter VI

## Bonus part

Install whatever you want. No really, I mean it, make your OS yours.  
Have fun :)

# Chapter VII

## Turn-in and peer-evaluation

Turn your work in using your `Git` repository, as usual. Only the work that's in your repository will be graded during the evaluation.

You must turn in your code, a `Makefile` and a basic virtual image for your kernel. Careful about that image, your kernel does nothing with it yet, **SO THERE IS NO NEED TO BE BUILT LIKE AN ELEPHANT**. (More than 10Mo is waaay too much.)