

# Experiment Report of OS Lab 0

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## 1 How to Start the Game

Enter OS2017 and run `make qemu`.

## 2 Implementation

The OS now supports keyboard interrupts and timer interrupts. The OS responds to pressed keys, and the first line of the screen shows how much time has elapsed since you run the OS.

Unfortunately, as the author is incredibly lazy, only Latin letters, numbers, ENTER, and BACKSPACE are processed by the OS, but please rest assured, in the game, you will need these keys only.

The function `printk` is implemented and the output is written to the terminal. The OS runs the `printk` testcases when it starts. In addition, everytime you enter a string with the keyboard, the string will be printed to the terminal via `printk`.

The OS runs in mode 0x3 instead of in mode 0x13 because the game does not need a graphical interface.

## 3 Discussion on Cross-Platform Compatibility

As the author is incredibly lazy, she does not bother to get a Linux environment. She compiled a cross-platform GCC and has been working with it on macOS. She does not guarantee that the OS will compile properly on Linux. Please contact the author if there is any compatibility problem.

Sorry for writing in English. As the author is incredibly lazy, she does not bother to learn how to write in Chinese with L<sup>A</sup>T<sub>E</sub>X.