# LAPORAN PRAKTIKUM MATA KULIAH PRAKTIKUM SISTEM OPERASI MODUL 2 MENGENAL PROSES PEMBUATAN 'DISK BOOT'



Disusun Oleh:

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# Laporan Praktikum Modul 2

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Tanggal Praktikum: 20 September 2022

Nilai praktek:

Tanda tangan:

# Langkah Kerja

1. Mengatur path dengan Command Prompt dan pergi ke direktori kerja

```
Microsoft Windows [Version 10.0.19044.2006]
(c) Microsoft Corporation. All rights reserved.

C:\Users\ASUS>cd/

C:\>cd os

C:\OS>path=C:\OS\Dev-Cpp\bin;C:\OS\Bochs-2.3.5;c:\OS\Perl;C:\Windows;C:\Windows\System32

C:\OS>cd lab/lab2

C:\OS>Lab/lab2

C:\OS\LAB\LAB2>dir

Volume in drive C is OS

Volume Serial Number is 72CC-2C5C

Directory of C:\OS\LAB\LAB2

13/09/2022 14:12 \ (DIR) ...

11/10/2019 14:42 \ 10.184 bochsout.txt

11/10/2019 16:29 \ 14.359 boot.asm

25/09/2019 16:31 \ 512 boot.bin

16/09/2015 07:51 \ 512 boots.bin

16/09/2019 16:42 \ 1.474.560 floppya.img

25/09/2019 16:41 \ 7.971 kernel.asm

25/09/2019 16:41 \ 7.971 kernel
```

#### 2. Menjalankan bxImage

```
bximage

Disk Image Creation Tool for Bochs

$1d: bximage.c,v 1.32 2096/06/16 07:29:33 vruppert Exp $

Do you want to create a floppy disk image or a hard disk image?

Please type hd or fd. [hd] fd

Choose the size of floppy disk image to create, in megabytes.

Please type 0.16, 0.18, 0.32, 0.36, 0.72, 1.2, 1.44, 1.68, 1.72, or 2.88.

[1.441 1.44

I will create a floppy image with cyl=80
heads=2
sectors per track=18
total sectors=2880
total bytes=1474560

What should I name the image?

[a.img] floppya.img

Writing: [] Done.

I wrote 1474560 bytes to floppya.img.

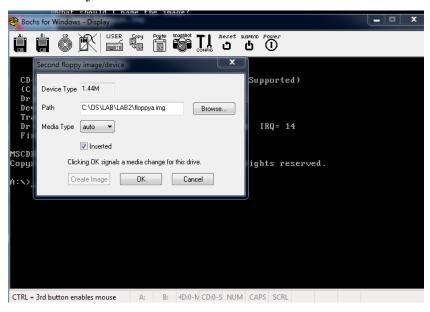
The following line should appear in your bochsre:
floppya: image="floppya.img", status=inserted
(The line is stored in your windows clipboard, use CTRL-V to paste)

Press any key to continue
```

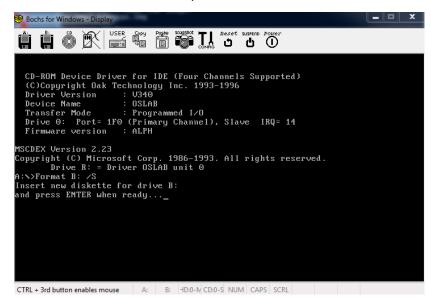
#### 3. Menjalankan perintah DosFp



4. Mengatur lokasi file image sehingga menunjuk ke file 'floppya.img' yang terdapat pada direktori kerja 'LAB2'



5. Perintah 'A:>Format B: /S'



Aktivitas 'Bosch' setelah windows 'Bochs' ditutup dengan menu POWER

```
C:\OS\LAB\LAB2\cd "...\Bochs-2.3.5\dos"

C:\OS\Bochs-2.3.5\dos\..\bochs -q -f bochsrc2.txt

0000000000iAPIC?1 local apic in initializing

Bochs x86 Emulator 2.3.5

Build from CUS snapshot, on September 16, 2007

0000000000001 | 1 reading configuration from bochsrc2.txt

0000000000001 | 1 installing win32 module as the Bochs GUI

0000000000001 | 1 using log file bochsout.txt

# In bx_win32_gui_c::exit(void)!

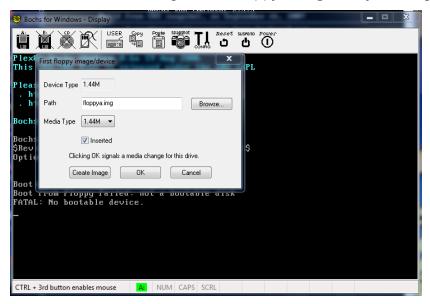
Bochs is exiting with the following message:

[UGUI ] POWER button turned off.

C:\OS\Bochs-2.3.5\dos>cd "C:\os\lab\lab2"

C:\OS\LAB\LAB2>
```

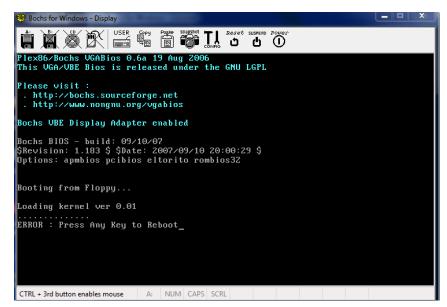
6. BOOT PC-simulator dengan file 'floppya.img'. Menjalankan perintah 'S'



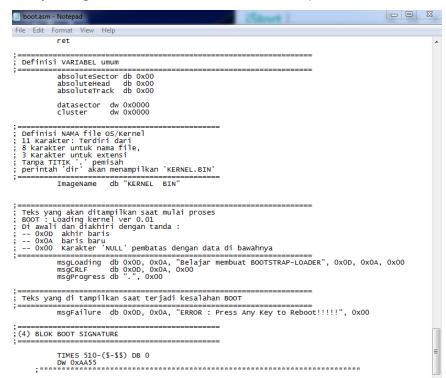
7. Kompilasi source kode 'boot.asm' dan memindah hasilnya ke bootsector 'floppya.img'. Menjalankan perintah 'make fp.disk'

```
C:\OS\LAB\LAB2\make fp.disk
nasm boot.asm -o boot.bin -f bin
dd if=boot.bin of=floppya.img
rawwrite dd for windows version 0.5.
Written by John Newbigin <,jn@it.swin.edu.au>
This program is covered by the GPL. See copying.txt for details
1+0 records in
1+0 records out
C:\OS\LAB\LAB2>
```

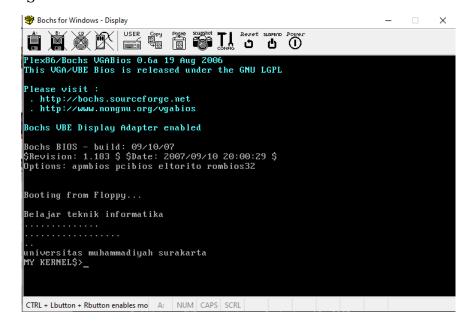
8. BOOT PC Simulator dengan program bootstaploader yang baru. Menjalankan PC-Simulator 'S'



9. Menyunting file 'boot.asm', ketikkan 'notepad boot.asm'



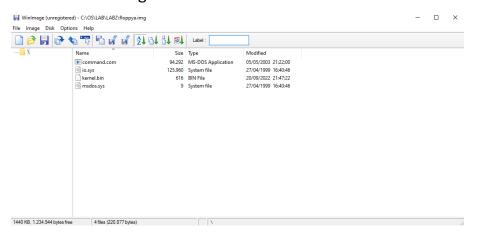
Menjalankan perintah 'make fp.disk', setelah proses kompilasi, jalankan PC-Simulator 'S'



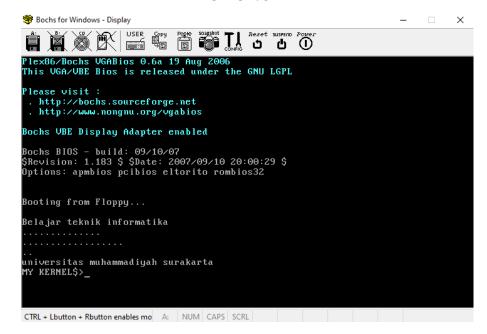
10. Lakukan proses kompilasi untuk menghasilkan file 'kernel.bin'. Jalankan perintah 'make kernel'

```
C:\OS\LAB\LAB2>make kernel
nasm kernel.asm -o kernel.bin -f bin
C:\OS\LAB\LAB2>
ittllannkah beranaa?
```

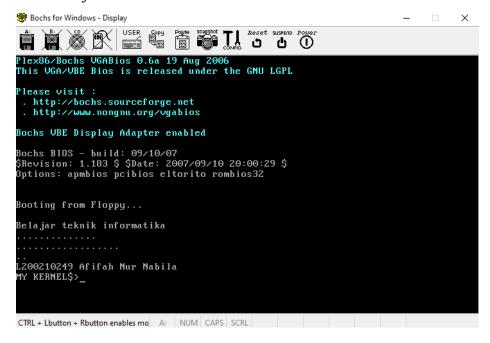
11. Memindahkan file 'kernel.bin' ke dalam file image 'floppya.img' dengan program shareware 'winimage'



12. Melakukan proses boot pada PC Simulator dengan menggunakan 'floppya.img' yang sudah diberi tambahan file 'kernel.bin'

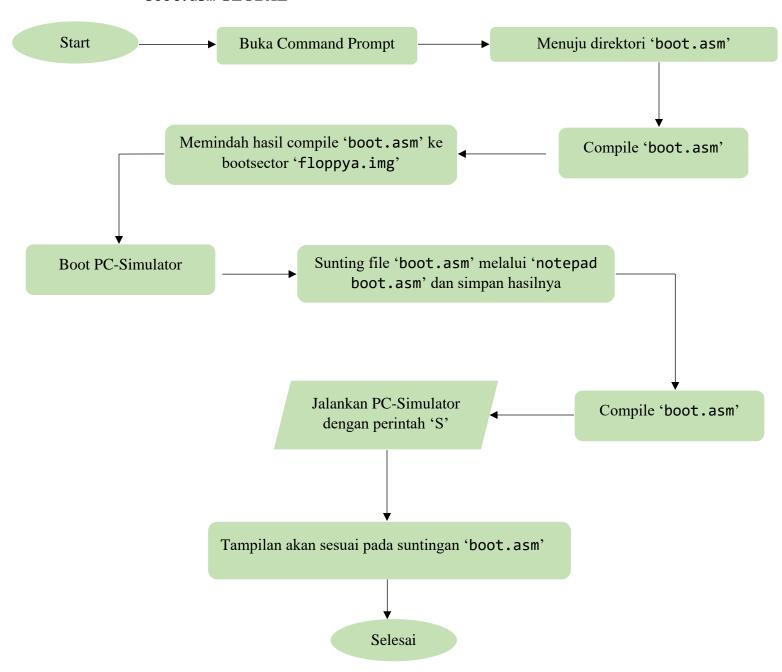


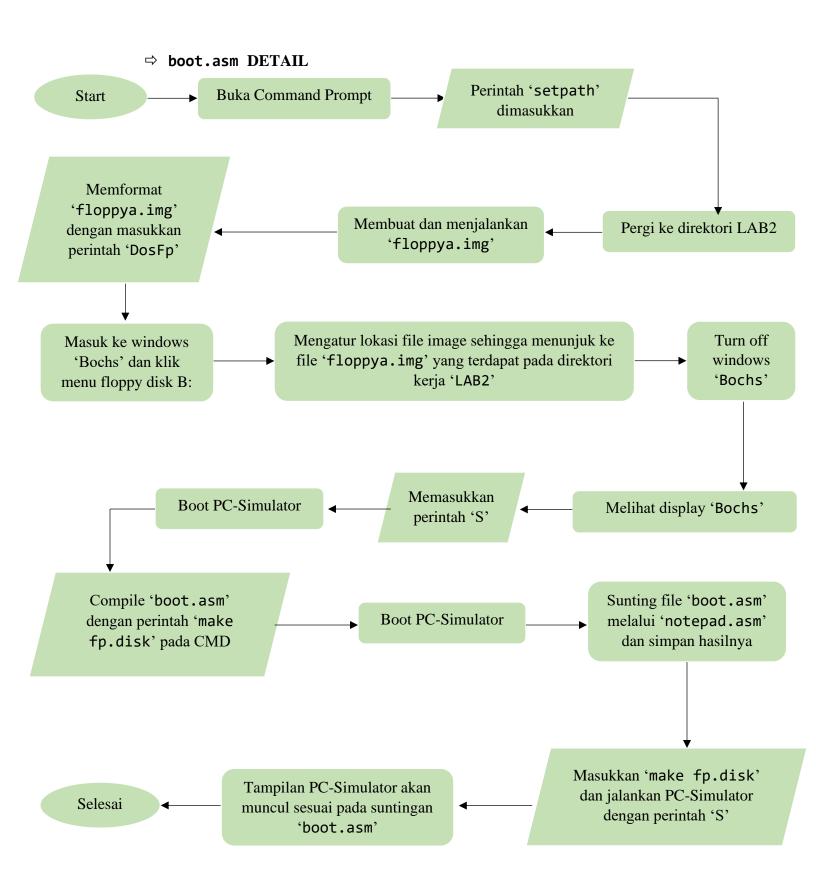
13. Memodifikasi file 'kernel.asm'. Menjalankan perintah 'notepad kernel.asm' kemudian jalankan PC Simulator 'S'



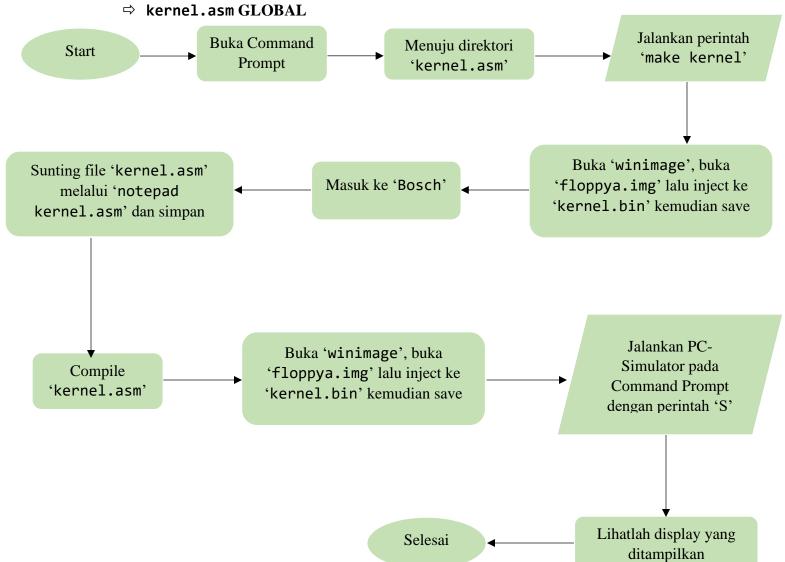
## **Tugas**

- 1. Pelajari cara kerja program 'boot.asm' buatlah algoritma dari program tersebut dalam bentuk flowchart. Untuk memudahkan dalam memahami proses boot buatlah dua jenis algoritma, pertama buat algoritma yang bersifat global dan kedua buat algoritma yang bersifat lebih detail.
  - ⇒ boot.asm GLOBAL





2. Lakukan hal yang sama untuk program 'kernel.asm'



## ⇒ kernel.asm DETAIL

