CSGE602055 Operating Systems
CSF2600505 Sistem Operasi
Week 04: Addressing, Shared Lib, & Pointer

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https://os.vlsm.org/Slides/os04.pdf
Always check for the latest revision!

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OS212[4]): Operating Systems 2021 - 2

OS A	OS B	OS C	OS INT
Every first day of the Week, **Quiz#1** and **Quiz#2**: 07:15-08:00			
Monday/Thursday 13:00 — 14:40 14:00 — finish	Monday/Thursday 15:00 — 16:40[1] 16:00 — finish	Monday/Thursday 13:00 — 14:40 13:00 — 14:40	Monday/Wednesday 08:00 — 09:40 09:00 — finish

Week	**Schedule & Deadline[2])**	**Topic**	**OSC10[3])**
Week 00	30 Aug - 05 Sep 2021	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	06 Sep - 12 Sep 2021	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	13 Sep - 19 Sep 2021	Security, Protection, Privacy, & C-language.	Ch. 16, 17.
Week 03	20 Sep - 26 Sep 2021	File System & FUSE	Ch. 13, 14, 15.
Week 04	27 Sep - 03 Oct 2021	Addressing, Shared Lib, & Pointer	Ch. 9.
Week 05	04 Oct - 10 Oct 2021	Virtual Memory	Ch. 10.
Week 06	11 Oct - 17 Oct 2021	Concurrency: Processes & Threads	Ch. 3, 4.
Week 07	01 Nov - 07 Nov 2021	Synchronization & Deadlock	Ch. 6, 7, 8.
Week 08	08 Nov - 14 Nov 2021	Scheduling + W06/W07	Ch. 5.
Week 09	15 Nov - 21 Nov 2021	Storage, Firmware, Bootloader, & Systemd	Ch. 11.
Week 10	22 Nov - 28 Nov 2021	I/O & Programming	Ch. 12.

[1]) **OS B:** Week00-Week05 (RMS); Week06-Week10 (MAM).

[2]) The **DEADLINE** of Week 00 is 05 Sep 2021, whereas the **DEADLINE** of Week 01 is 12 Sep 2021, and so on...

[3]) Silberschatz et. al.: **Operating System Concepts**, 10^{th} Edition, 2018.

[4]) This information will be on **EVERY** page two (2) of this course material.

STARTING POINT — https://os.vlsm.org/

- **Text Book** — Any recent/decent OS book. Eg. (**OSC10**) Silberschatz et. al.: **Operating System Concepts**, 10^{th} Edition, 2018. See also https://www.os-book.com/OS10/.
- **Resources**
  - **SCELE OS212** — https://scele.cs.ui.ac.id/course/view.php?id=3268. The enrollment key is **XXX**.
  - **Download Slides and Demos from GitHub.com** https://github.com/UI-FASILKOM-OS/SistemOperasi/: os00.pdf (W00), os01.pdf (W01), os02.pdf (W02), os03.pdf (W03), os04.pdf (W04), os05.pdf (W05), os06.pdf (W06), os07.pdf (W07), os08.pdf (W08), os09.pdf (W09), os10.pdf (W10).
  - **Problems** 195.pdf (W00), 196.pdf (W01), 197.pdf (W02), 198.pdf (W03), 199.pdf (W04), 200.pdf (W05), 201.pdf (W06), 202.pdf (W07), 203.pdf (W08), 204.pdf (W09), 205.pdf (W10).
  - **LFS** — http://www.linuxfromscratch.org/lfs/view/stable/
  - **OSP4DISS** — https://osp4diss.vlsm.org/
  - **DOIT** — https://doit.vlsm.org/001.html

Agenda

1. Start
2. Schedule
3. Agenda
4. Week 04
5. Week 04: Addressing, Shared Lib, & Pointer
6. Paging
7. Addressing
8. Translation
9. Memory
10. Variables and File Formats
11. Linux Libraries (1)
12. Linux Libraries (2)

Agenda (2)

13. Makefile
14. 00-global-variables
15. Memory Map
16. 01-local-variables
17. 02-pointers
18. 03-pointers-of-pointers
19. 04-pointers-of-pointers-of-pointers
20. 05-chrptr-vs-intptr
21. 06-pointer-address
22. 07-addresses
23. 08-passing-parameters
24. 09-struct
25. Week 04: Check List
26. The End

Week 04 Addressing: Topics[1]

- Bits, bytes, and words
- Numeric data representation and number bases
- Representation of records and arrays

[1] Source: ACM IEEE CS Curricula 2013

Week 04 Addressing: Learning Outcomes[1]

- Explain why everything is data, including instructions, in computers. [Familiarity]
- Explain the reasons for using alternative formats to represent numerical data. [Familiarity]
- Describe the internal representation of non-numeric data, such as characters, strings, records, and arrays. [Familiarity]

[1] Source: ACM IEEE CS Curricula 2013

Week 04: Addressing, Shared Lib, & Pointer

- Reference: (OSC10-ch09 demo-w04)
- This will be a difficult week
  - Pray! Pray! We got to pray just to make it today (McH)!
  - Goosfraba: Turn To Page 394 (AM-HP3)!
- Hardware Address Protection
- Binding & Linking
  - Address Binding
  - Address Space: Logical & Physical
  - Dynamic & Static Linking
  - MMU: Memory Management Unit
  - Base and Limit Registers
  - Swapping
  - Mobile Systems Problem: no swap
- Memory Allocation
  - Contiguous Allocation
  - Multiple-variable-partition Allocation
  - First, Best, Worst Fit Allocation Strategy
- Fragmentation: External / Internal / Compaction

Paging

- Logical/Virtual Address
  - Logical Memory Blocks: Pages
  - Page Number
  - Page Offset
- Page Table
  - Page number index $\Rightarrow$ frame number
  - PTE: Page Table Entry
  - Page Flags: Valid/ Invalid
  - TLB: Translation Look-aside Buffer (Associative Memory).
  - Two-Level Page-Table Scheme
    - OPT: Outer Page Table (P1)
    - PT: Page Table (P2)
  - Three-Level Page-Table Scheme
  - Hashed Page Tables
  - Inverted Page Table
- Physical Address
  - Physical Memory Blocks: Frames
  - Offset (D)
  - Hierarchical Page Tables

Addressing (Eg. 16 bits)

16 Bits Logical Address Table (HEX)																Examples			
ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	bits	L/B	PTR	VALUE
000X	A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF	8	—	**[0008]**	**A8**
001X	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF	8	—	**[0014]**	**B4**
002X	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF	8	—	**[0015]**	**B5**
003X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF	16	LE	**[0014]**	**B5 B4**
004X	0A																16	BE	**[0014]**	**B4 B5**
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	32	LE	**[0014]**	**B7 B6 B5 B4**
FFFX																	1 address == 1 byte LE: Little Endian BE: Big Endian			

Address Translation Scheme

Address		Binary								
DEC	HEX	OFFSET	PG	OFF	PG	OFF	PAGE	OFF	PAGE	OFF
00	00	00000	0	0000	00	000	000	00	0000	0
01	01	00001	0	0001	00	001	000	01	0000	1
02	02	00010	0	0010	00	010	000	10	0001	0
03	03	00011	0	0011	00	011	000	11	0001	1
04	04	00100	0	0100	00	100	001	00	0010	0
05	05	00101	0	0101	00	101	001	01	0010	1
06	06	00110	0	0110	00	110	001	10	0011	0
07	07	00111	0	0111	00	111	001	11	0011	1
08	08	01000	0	1000	01	000	010	00	0100	0
09	09	01001	0	1001	01	001	010	01	0100	1
10	0A	01010	0	1010	01	010	010	10	0101	0
11	0B	01011	0	1011	01	011	010	11	0101	1
12	0C	01100	0	1100	01	100	011	00	0110	0
13	0D	01101	0	1101	01	101	011	01	0110	1
14	0E	01110	0	1110	01	110	011	10	0111	0
15	0F	01111	0	1111	01	111	011	11	0111	1
16	10	10000	1	0000	10	000	100	00	1000	0
17	11	10001	1	0001	10	001	100	01	1000	1
18	12	10010	1	0010	10	010	100	10	1001	0
19	13	10011	1	0011	10	011	100	11	1001	1
20	14	10100	1	0100	10	100	101	00	1010	0
21	15	10101	1	0101	10	101	101	01	1010	1
22	16	10110	1	0110	10	110	101	10	1011	0
23	17	10111	1	0111	10	111	101	11	1011	1
24	18	11000	1	1000	11	000	110	00	1100	0
25	19	11001	1	1001	11	001	110	01	1100	1
26	1A	11010	1	1010	11	010	110	10	1101	0
27	1B	11011	1	1011	11	011	110	11	1101	1
28	1C	11100	1	1100	11	100	111	00	1110	0
29	1D	11101	1	1101	11	101	111	01	1110	1
30	1E	11110	1	1110	11	110	111	10	1111	0
31	1F	11111	1	1111	11	111	111	11	1111	1

Memory (20 bits)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000	A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
00010	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
00020	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
00030	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
FFFF0																

Variables and File Formats

- 8 bit Variable (eg. `int ii=10;`)
  - Value (10_{10} == `0x 0A`)
  - Logical Address (eg. `0x 0040`)
  - Meaning & Context (Variabel `"ii"` is an integer).
  - `[0x 0040] == 0x 0A`
- Multiple Address Variable ($>$ 1 byte size)
  - Little-Endian (LE)
  - Big-Endian (BE)
  - Bi-Endian
- Executable File Format
  - Ancient Linux/Unix: Assembler Output $\rightarrow$ [a.out].
  - iOS, MacOS: Mach-Output (Mach-O).
  - Linux: Executable and Linking Format (ELF).
  - Windows: Portable Executable (PE) $\rightarrow$ [.acm, .ax, .cpl, .dll, .drv, .efi, .exe, .mui, .ocx, .scr, .sys, .tsp].

Linux Libraries (1)

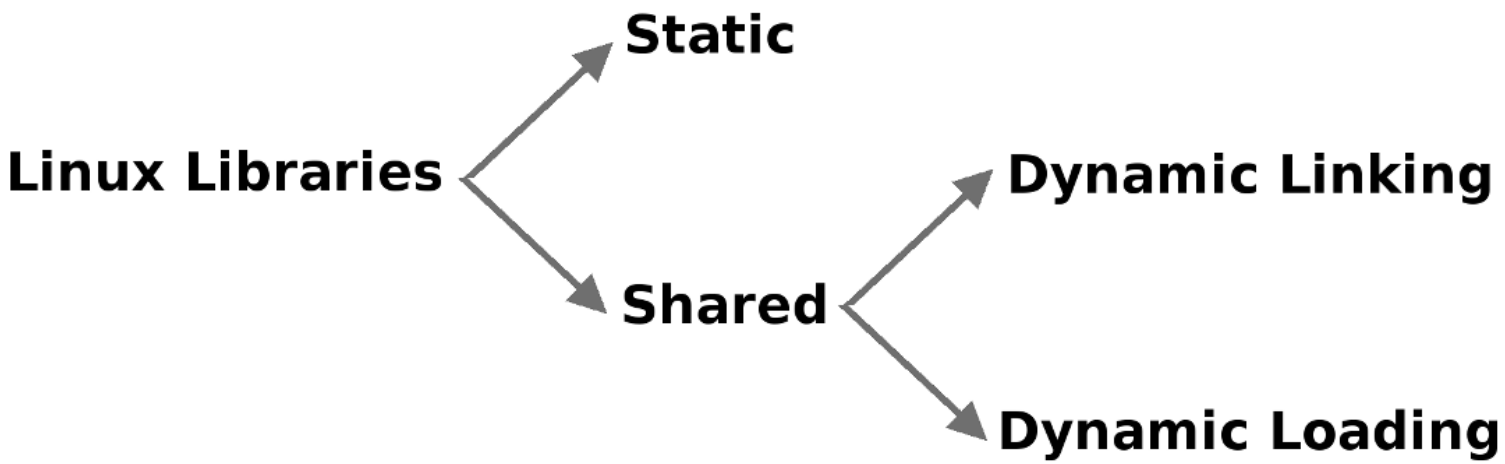

Figure: Linux Libraries

- Static Libraries (embeded in the program).
  - Self contained
  - StaticLib.a
- Shared Libraries
  - Dynamic Linking (run-time.so).
  - Dynamic Loading (controlled by the program, DL-API).

Linux Libraries (2)

- `putchar(char)`
- `getpid()`
- `getppid()`
- `sprintf(char*, const chat*)`
- `fflush(NULL)`
- `MSIZE1 (10k) MSIZE2 (20k) MSIZE3 (50k) MSIZE4 (100k) MSIZE5 (1M) MSIZE6 (10M) MSIZE1`
- `top`
  - PID (Process Id), PPID (Parent PID), %MEM (Memory), VIRT (Virtual Image KiB), RES (Residen Size KiB), SHR (Shared Memory KiB), SWAP (Swapped Size KiB), CODE (Code Size KiB), DATA (Data+Stack KiB), USED (Res+Swap Size KiB).
  - Save: `~/.toprc`
  - `top -b -n 1 -pYOUR_PID`
- `malloc(size_t)`
- `free(void*)`
- `system(const char*)`

Makefile

```
CC=gcc
P00=00-global-variables
P01=01-local-variables
...

EXECS= \
        $(P00) \
        $(P01) \
...

DEMOFILES=\
   demo-file1.txt \
   demo-file2.txt \
...

all:  $(EXECS)

$(P00): $(P00).c
   $(CC) $(P00).c -o $(P00) -Xlinker -Map=$(P00).map

$(P01): $(P01).c
   $(CC) $(P01).c -o $(P01) -Xlinker -Map=$(P01).map
...

$(P04): $(P04).c
   $(CC) $(P04).c -o $(P04)
...
clean:
   rm -f ${EXECS}
...
demo:
   bash .shsh
```

00-global-variables

```
/* Global Variables in Data Segment*/
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char   varchr4='e';
char   varchr5='f';
char   varchr6='g';
char   varchr7='h';
VARIABLE  +++  VALUE +CHR+ + ADDRESS+
varchr0 =       0X61 = a   0x00005642d5c38038
varchr1 =       0X62 = b   0x00005642d5c38039
varchr2 =       0X63 = c   0x00005642d5c3803a
varchr3 =       0X64 = d   0x00005642d5c3803b
varchr4 =       0X65 = e   0x00005642d5c3803c
varchr5 =       0X66 = f   0x00005642d5c3803d
varchr6 =       0X67 = g   0x00005642d5c3803e
varchr7 =       0X68 = h   0x00005642d5c3803f
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 5642 D5C3 803X									'a'	'b'	'c'	'd'	'e'	'f'	'g'	'h'

Memory Map: 00-global-variables.map

```
Memory Configuration (00-global-variables.map)
Archive member included to satisfy reference by file (symbol)
Memory Configuration
Name             Origin             Length             Attributes
*default*        0x0000000000000000 0xffffffffffffffff
Linker script and memory map
== TL;DR ==
.text           0x0000000000001060      0x2d1
                0x0000000000001145                main
.tdata          0x0000000000003de8        0x0
 .data          0x0000000000004038        0x8 /tmp/ccEBBZbJ.o
                0x0000000000004038                varchr0
                0x0000000000004039                varchr1
                0x000000000000403a                varchr2
                0x000000000000403b                varchr3
                0x000000000000403c                varchr4
                0x000000000000403d                varchr5
                0x000000000000403e                varchr6
                0x000000000000403f                varchr7
OUTPUT(00-global-variables elf64-x86-64)
```

01-local-variables

```
/* Local Variables in Stack Segment */
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char   varchr4='e';
char   varchr5='f';
char   varchr6='g';
char   varchr7='h';
VARIABLE  +++  VALUE +CHR+ +++  ADDRESS +++
varchr0 =       0X61 = a   0x00007fff1e3315af
varchr1 =       0X62 = b   0x00007fff1e3315ae
varchr2 =       0X63 = c   0x00007fff1e3315ad
varchr3 =       0X64 = d   0x00007fff1e3315ac
varchr4 =       0X65 = e   0x00007fff1e3315ab
varchr5 =       0X66 = f   0x00007fff1e3315aa
varchr6 =       0X67 = g   0x00007fff1e3315a9
varchr7 =       0X68 = h   0x00007fff1e3315a8
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 7FFF 1E33 15AX									'h'	'g'	'f'	'e'	'd'	'c'	'b'	'a'

02-pointers (LE: Little Endian)

```
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
VARIABLE  +++  VALUE +CHR+    +ADDRESS +          +POINTS TO+
varchr0 =         0X61 = a     0x00005650de8b0038
varchr1 =         0X62 = b     0x00005650de8b0039
varchr2 =         0X63 = c     0x00005650de8b003a
varchr3 =         0X64 = d     0x00005650de8b003b
ptrchr0 = 0x00005650de8b0038 0x00005650de8b0040      a
ptrchr1 = 0x00005650de8b0039 0x00005650de8b0048      b
ptrchr2 = 0x00005650de8b003a 0x00005650de8b0050      c
ptrchr3 = 0x00005650de8b003b 0x00005650de8b0058      d
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 5650 DE8B 003X									'a'	'b'	'c'	'd'				
0000 5650 DE8B 004X	0000 5650 DE8B 0038								0000 5650 DE8B 0039							
0000 5650 DE8B 005X	3A	00	8B	DE	50	56	00	00	3B	00	8B	DE	56	50	00	00

03-pointers-of-pointers (LE)

```
================================================
/* Global Variables in Data Segment*/
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
char** ptrptr0=&ptrchr0;
char** ptrptr1=&ptrchr1;
char** ptrptr2=&ptrchr2;
char** ptrptr3=&ptrchr3;
VARIABLE  +++  VALUE +CHR+   +ADDRESS +          +POINTS TO+
varchr0 =        0X61 = a     0x000056200b034038
varchr1 =        0X62 = b     0x000056200b034039
varchr2 =        0X63 = c     0x000056200b03403a
varchr3 =        0X64 = d     0x000056200b03403b
ptrchr0 = 0x000056200b034038 0x000056200b034040         a
ptrchr1 = 0x000056200b034039 0x000056200b034048         b
ptrchr2 = 0x000056200b03403a 0x000056200b034050         c
ptrchr3 = 0x000056200b03403b 0x000056200b034058         d
ptrptr0 = 0x000056200b034040 0x000056200b034060 0x56200b034038
ptrptr1 = 0x000056200b034048 0x000056200b034068 0x56200b034039
ptrptr2 = 0x000056200b034050 0x000056200b034070 0x56200b03403a
ptrptr3 = 0x000056200b034058 0x000056200b034078 0x56200b03403b
================================================================
```

Little Endian Version A

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 5620 0B03 403X									'a'	'b'	'c'	'd'				
0000 5629 0B03 404X	0000 5620 0B03 4038								0000 5620 0B03 4039							
0000 5629 0B03 405X	0000 5620 0B03 403A								0000 5620 0B03 403B							
0000 5629 0B03 406X	0000 5620 0B03 4040								0000 5620 0B03 4048							
0000 5629 0B03 407X	0000 5620 0B03 4050								0000 5620 0B03 4058							

Little Endian Version B

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 5620 0B03 403X									61	62	63	64				
0000 5620 0B03 404X	38	40	03	0B	20	56	00	00	39	40	03	0B	20	56	00	00
0000 5620 0B03 405X	3A	40	03	0B	20	56	00	00	3B	40	03	0B	20	56	00	00
0000 5620 0B03 406X	40	40	03	0B	20	56	00	00	48	40	03	0B	20	56	00	00
0000 5620 0B03 407X	50	40	03	0B	20	56	00	00	58	40	03	0B	20	56	00	00

04-pointers-of-pointers-of-pointers

```
/* Little Endian/OLD Version        */
/* Global Variables in Data Segment */
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
char** ptrptr0=&ptrchr0;
char** ptrptr1=&ptrchr1;
char** ptrptr2=&ptrchr2;
char** ptrptr3=&ptrchr3;
char*** ppptr0=&ptrptr0;

VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+
varchr0 =       0X61 = a    0x601038
varchr1 =       0X62 = b    0x601039
varchr2 =       0X63 = c    0x60103a
varchr3 =       0X64 = d    0x60103b
ptrchr0 =   0x601038        0x601040          a
ptrchr1 =   0x601039        0x601048          b
ptrchr2 =   0x60103a        0x601050          c
ptrchr3 =   0x60103b        0x601058          d
ptrptr0 =   0x601040        0x601060   0x601038
ptrptr1 =   0x601048        0x601068   0x601039
ptrptr2 =   0x601050        0x601070   0x60103a
ptrptr3 =   0x601058        0x601078   0x60103b
 ppptr0 =   0x601060        0x601080   0x601040
```

04-pointers-of-pointers-of-pointers (2)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'				
60104X	601038								601039							
60105X	60103A								60103B							
60106X	601040								601048							
60107X	601050								601058							
60108X	601060															

- `***ppptr0 = **ptrptr0 = *ptrchr = varchr0`
- `ppptr0  = [601080] = 601060`
- `ptrptr0 = [601060] = 601040`
- `ptrchr0 = [601040] = 601038`
- `varchr0 = [601038] = 'a'`

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 0000 0060 103X									61	62	63	64				
0000 0000 0060 104X	38	10	60	00	00	00	00	00	39	10	60	00	00	00	00	00
0000 0000 0060 105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00
0000 0000 0060 106X	40	10	60	00	00	00	00	00	48	10	60	00	00	00	00	00
0000 0000 0060 107X	50	10	60	00	00	00	00	00	58	10	60	00	00	00	00	00
0000 0000 0060 108X	60	10	60	00	00	00	00	00								

05-chrptr-vs-intptr (LE)

```
=======================================
/* Global Variables in Data Segment*/
int    varint0=0x41424344;
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';

int*   ptrint0=&varint0;
char*  ptrchr0=&varchr0;

ptrint0=(int*) &varchr2;
varint0=*ptrint0;

ptrchr0=(char*) &varint0;
varchr0=*ptrchr0;

ptrchr0++;
varchr0=*ptrchr0;
=======================================
```

05-chrptr-vs-intptr (2)

```
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
varint0 = 0X41424344 = D    0x601038
varchr0 =       0X61 = a    0x60103c
varchr1 =       0X62 = b    0x60103d
varchr2 =       0X63 = c    0x60103e
varchr3 =       0X64 = d    0x60103f
ptrint0 =   0x601038        0x601048   0X41424344
ptrchr0 =   0x60103c        0x601050            a
!!! ptrint0=(int*) &varchr1;  varint0=*ptrint0; !!!
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
ptrint0 =   0x60103d       0x601048   0X65646362
varint0 = 0X65646362 = b   0x601038
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 0000 0060 103X									44	43	42	41	61	62	63	64
0000 0000 0060 104X	65								38	10	60	00	00	00	00	00
0000 0000 0060 105X	3C	10	60	00	00	00	00	00								

0000 0000 0060 103X									62	63	64	65	61	62	63	64
0000 0000 0060 104X	65								3D	10	60	00	00	00	00	00

05-chrptr-vs-intptr (3)

```
!!! ptrchr0=(char*) &varint0; varchr0=*ptrchr0; !!!
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
ptrchr0 =   0x601038        0x601050          0X62
varchr0 =        0X62 = b   0x60103c
!!!! !!!!  ptrchr0++;  varchr0=*ptrchr0;  !!!! !!!!
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
ptrchr0 =   0x601039        0x601050          0X63
varchr0 =        0X63 = c   0x60103c
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 0000 0060 103X									44	43	42	41	61	62	63	64
0000 0000 0060 104X	65								38	10	60	00	00	00	00	00
0000 0000 0060 105X	3C	10	60	00	00	00	00	00								

0000 0000 0060 103X									62	63	64	65	61	62	63	64
0000 0000 0060 104X	65								3D	10	60	00	00	00	00	00

0000 0000 0060 103X									62	63	64	65	62	62	63	64
0000 0000 0060 105X	38	10	60	00	00	00	00	00								

0000 0000 0060 103X									62	63	64	65	63	62	63	64
0000 0000 0060 105X	39	10	60	00	00	00	00	00								

06-pointer-address (LE)

```
unsigned char   varchr0='a';
unsigned char*  ptrchr0=&varchr0;
unsigned char*  ptrcopy=(char *) &ptrchr0;

VARIABLE  +++  VALUE +++ +CHR+ +++ ADDRESS  +++ +PTS TO+
varchr0 =            0X61 = a    0x7ffe7bb7369f
ptrchr0 = 0x7ffe7bb7369f         0x7ffe7bb73690     0X61

!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
ptrcopy = 0x7ffe7bb73690         0x7ffe7bb73688     0X9F
ptrcopy = 0x7ffe7bb73691         0x7ffe7bb73688     0X36
ptrcopy = 0x7ffe7bb73692         0x7ffe7bb73688     0XB7
ptrcopy = 0x7ffe7bb73693         0x7ffe7bb73688     0X7B
ptrcopy = 0x7ffe7bb73694         0x7ffe7bb73688     0XFE
ptrcopy = 0x7ffe7bb73695         0x7ffe7bb73688     0X7F
ptrcopy = 0x7ffe7bb73696         0x7ffe7bb73688       00
ptrcopy = 0x7ffe7bb73697         0x7ffe7bb73688       00
```

06-pointer-address (2)

```
!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
VARIABLE  +++  VALUE +++ +CHR+ +++ ADDRESS  +++ +PTS TO+
ptrchr0 = 0x7ffe7bb7369f        0x7ffe7bb73690     0X61
ptrcopy = 0x7ffe7bb73690        0x7ffe7bb73688     0X9F
ptrcopy = 0x7ffe7bb73691        0x7ffe7bb73688     0X36
ptrcopy = 0x7ffe7bb73692        0x7ffe7bb73688     0XB7
ptrcopy = 0x7ffe7bb73693        0x7ffe7bb73688     0X7B
ptrcopy = 0x7ffe7bb73694        0x7ffe7bb73688     0XFE
ptrcopy = 0x7ffe7bb73695        0x7ffe7bb73688     0X7F
ptrcopy = 0x7ffe7bb73696        0x7ffe7bb73688       00
ptrcopy = 0x7ffe7bb73697        0x7ffe7bb73688       00
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0000 7FFE 7BB7 368X									90	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 369X	9F	36	B7	7B	FE	7F	00	00								61
0000 7FFE 7BB7 368X									91	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									92	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									93	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									94	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									95	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									96	36	B7	7B	FE	7F	00	00
0000 7FFE 7BB7 368X									97	36	B7	7B	FE	7F	00	00

07-addresses (LE)

```
unsigned int  glInt1 = 0x41;
unsigned int  glInt2 = 0x42;
unsigned int  glInt3 = 0x43;
unsigned int  glInt4 = 0x44;
unsigned int  glInt5 = 0x45;
unsigned int* heapArray[] =
              {&glInt1, &glInt2, &glInt3, &glInt4, &glInt5};
```

```
Variable Name      Address    Size(S)/Value(V)
=============================================
glInt1             0x601060         0X41 (V)
glInt2             0x601064         0X42 (V)
glInt3             0x601068         0X43 (V)
glInt4             0x60106c         0X44 (V)
heapArray---       0x601080     0X601060 (V)
heapArray[0]       0x601080     0X601060 (V)
heapArray[1]       0x601088     0X601064 (V)
heapArray[2]       0x601090     0X601068 (V)
heapArray[3]       0x601098     0X60106C (V)
heapArray[4]       0x6010a0     0X601070 (V)
```

07-addresses (2)

```
#define ALLOC0  0x4BD8
#define ALLOC1  0xFF8
#define ALLOC2  0x18
#define ALLOC3  0x19
#define ALLOC4  1
heapArray[0]=malloc(ALLOC0);
heapArray[1]=malloc(ALLOC1);
heapArray[2]=malloc(ALLOC2);
heapArray[3]=malloc(ALLOC3);
heapArray[4]=malloc(ALLOC4);
```

```
Variable Name     Address    Size(S)/Value(V)
=============================================
heapArray---      0x601080    0X23CF420 (V)
heapArray[0]      0x601080    0X23CF420 (V)
heapArray[1]      0x601088    0X23D4000 (V)
heapArray[2]      0x601090    0X23D5000 (V)
heapArray[3]      0x601098    0X23D5020 (V)
heapArray[4]      0x6010a0    0X23D5050 (V)
```

07-addresses (3)

```
long printVariable(char* varName, void* varValue, long endAddr) { ... }
long printHeapArray(int mode) { ... }
long demoMalloc(int mode) { ... }
long tripleLoop(int mode) { ... }
void main(void)           { ... }

Variable Name     Address   Size(S)/Value(V)
=========================================
printf            0x400480
malloc            0x400490
printVariable     0x400596        0XBE (S)
printHeapArray    0x400654        0XA3 (S)
demoMalloc        0x4006f7        0X7E (S)
tripleLoop        0x400775        0XFC (S)
main              0x400871       0X148 (S)
```

07-addresses (3)

```
################################################################################################

Memory Configuration
                0x0000000000400238       (SEGMENT-START ("text-segment", 0x400000) + SIZEOF-HEADERS)

 .plt           0x0000000000400460       0x40 /usr/lib/gcc/.../x86-64-linux-gnu/crt1.o
                0x0000000000400470                puts@@GLIBC\_2.2.5
                0x0000000000400480                printf@@GLIBC\_2.2.5
                0x0000000000400490                malloc@@GLIBC\_2.2.5

.text           0x00000000004004a0      0x592
 .text          0x0000000000400596      0x41d /tmp/ccU78N7D.o
                0x0000000000400596                printVariable
                0x0000000000400654                printHeapArray
                0x00000000004006f7                demoMalloc
                0x0000000000400775                tripleLoop
                0x0000000000400871                main

 .data          0x0000000000601060       0x48 /tmp/ccU78N7D.o
                0x0000000000601060                glInt1
                0x0000000000601064                glInt2
                0x0000000000601068                glInt3
                0x000000000060106c                glInt4
                0x0000000000601070                glInt5
                0x0000000000601080                heapArray

################################################################################################
```

08-passing-parameters

```
#define NOP()    __asm__("nop")  /* No Operation inline gcc ASM *** */
#include <stdio.h>
int  varInt1   = 0x01;
int  varInt2   = 0x02;
int* ptrInt1   = &varInt1;
int* ptrInt2   = &varInt2;
void function1(void) {
   NOP();
}
void function2(int iif2) {
   printf("function2:     iif2 = %d\n", ++iif2);
}
void function3(int* iif3) {
   printf("function3:     iif3 = %d\n", ++(*iif3));
}
int  function4(void) {
   NOP();
}
int* function5(void) {
   NOP();
}
void main(void) {                                    // main-1:    *ptrInt1 = 1
   function1();                                      // function2:     iif2 = 2
   printf("main-1:    *ptrInt1 = %d\n", *ptrInt1);  // main-2:    *ptrInt1 = 1
   function2(*ptrInt1);                              // main-3:     varInt1 = 1
   printf("main-2:    *ptrInt1 = %d\n", *ptrInt1);  // function3:     iif3 = 2
   printf("main-3:     varInt1 = %d\n",  varInt1);  // main-4:     varInt1 = 2
   function3(&varInt1);
   printf("main-4:     varInt1 = %d\n",  varInt1);
}
```

09-struct

```
#include <stdio.h>

typedef struct {
   char* nama;
   int   umur;
   int   semester;
   char* NIM;
} student;

void printStruct(student* ss) {
   printf("%-10s %11s %3d %2d\n", ss->nama, ss->NIM, ss->umur, ss->semester);
}

student global;
void init(void) {
   global.nama     = "Burhan";
   global.NIM      = "1205000003";
   global.umur     = 10;
   global.semester = 2;
}

void main(void) {
   student mhs = {"Ali", 12, 1, "1205000001"};
   printStruct(&mhs);
   init();
   printStruct(&global);
}
==============================
Ali         1205000001  12  1
Burhan      1205000003  10  2
```

Week 04: Check List (Deadline: 03 Oct 2021).

- ☐ Week 04 Token: **OS212W04**
- ☐ This page is https://os.vlsm.org/Slides/check04.pdf.
- ☐ More details: https://osp4diss.vlsm.org/W04.html.
- ☐ Assignment Check List:
  1. Read OSC-10 (chapter 9)
  2. Try Demos Week 04 and before.
  3. Visit https://os.vlsm.org/GitHubPages/. Review **Last Week TOP 10 List** and pick at least 3 out of your 10 next neighbors.
  4. Create your **TOP 10 List** of Week 04 (See https://cbkadal.github.io/os212/W04/). Do not use lecture material. Please be more creative!
  5. Update your log (e.g. https://cbkadal.github.io/os212/TXT/mylog.txt).
  6. Download https://os.vlsm.org/WEEK/WEEK04.tar.bz2.asc. The passphrase will follow. The result ("WEEK04-TLPI.txt") should be placed into a "W04/" folder and tarballed as "myW04.tar.bz2.asc"
  7. Update bash script (e.g. https://cbkadal.github.io/os212/TXT/myscript.sh).
  8. Make SHA256SUM and sign it (detached, armor) as SHA256SUM.asc.

The End

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