**To Install on MacOS**

1. Unpack the files. They should consist of a number of files with .o extensions. This is the simulator. There is also a file called cs240.dsk. This is the disk emulator. There are also two source files, hardware\_interface,h and kernel.c. The former contains a lot of definitions. Make sure you read it carefully. The second file has the routine kernel\_start() which is the starting point of your operating system. You will need to modify this file with your implementation, and add more files as you see necessary.
2. Create a new project in Xcode. Choose “Command line tool” as the type.
3. XCode will create a main.c file. Remove this from the project.
4. In the File tab, select “Add Files to Project”. Add all the .h, .c, and .o from the distribution.
5. Put the file 240.dsk in the products directory of your project (where the binary will be placed). The disk has to be in the same directory as the binary. On my system, this is Test240/Build/Products/Debug/…
6. Build. If you followed the instructions correctly, you should be having a working simulator with a kernel that prints hello world (sprinkled among tons of debug messages).
7. Enjoy