

COMPUTER ORGANISATION

Lab Session 15: System Calls (II)

NAME AND SURNAME

Question 1. Enter the code corresponding to the system call *read_char*.

read_char:

Question 2. Enter the code corresponding to the keyboard interrupt, from tag *int0*.

int0:

► Set the mask of interrupts in the handler startup section, line `INT0 * enabled` (in addition to the clock).

Type the mask value in hexadecimal

Question 3. Write the code for the system call *print_char*

print_char:

Question 4. Enter the code corresponding to the console interrupt, from label *int1*.

int1:

► Set the interrupt mask on the handler startup section. To test the new handling any previous user program can be used, because all of them use function *print_char*
Type the mask value in hexadecimal.

