

# VE482 — Introduction to Operating Systems

## *Project 1 (Compile guide)*

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### Goals of the guide

- Install and use LLVM / Clang
- Use GNU make / CMake
- Submit on JOJ

## 1 Introduction

You're going to know how to build your project compatible to JOJ and submit it in this guide.

We are using `llvm/clang` to compile and test your program on JOJ, and we provide two build tools: `GNU make` and `CMake`, you can choose either of them in this project.

## 2 LLVM / Clang

### 2.1 Introduction

`clang` is now widely used as a substitute of `gcc`, it has GCC compatibility, fast compiles and low memory use, and expressive diagnostics.

So it's a good choice to install and use `clang` to compile and run your projects locally. In addition, Minix 3 only supports `clang` in default, instead of `gcc`.

The LLVM Project is a collection of modular and reusable compiler and toolchain technologies. Despite its name, LLVM has little to do with traditional virtual machines. The name "LLVM" itself is not an acronym; it is the full name of the project.

Find more information on <https://llvm.org/>.

The Clang project provides a language front-end and tooling infrastructure for languages in the C language family (C, C++, Objective C/C++, OpenCL, CUDA, and RenderScript) for the LLVM project.

Find more information on <https://clang.llvm.org/>.

### 2.2 Installation

On Windows, you can install and use `clang` for normal c projects, but this project needs some POSIX standard supports, while Windows doesn't have a full implementation of the standard, so you're recommended to switching to Linux.

On most Linux distributions, `clang` can be found in the package manager. For example, for Debian (Ubuntu / Linux Mint), you can install it with

```
1 $ sudo apt install clang
```

On Mac OS X, `clang` is the default compiler installed. The `gcc` and `g++` commands are only alias of it.

On Minix 3, `clang` is also the default compiler, but you need to install it yourselves.

```
1 $ pkgin install binutils
```

```
2 $ pkgin install clang
```

## 2.3 Sanitizers

clang provides some sanitizers to detect memory leaks, undefined behaviors and etc.

### 2.3.1 AddressSanitizer

AddressSanitizer is a fast memory error detector. It consists of a compiler instrumentation module and a run-time library. The tool can detect the following types of bugs:

- Out-of-bounds accesses to heap, stack and globals
- Use-after-free
- Use-after-return
- Use-after-scope
- Double-free, invalid free
- Memory leaks

Find more information on <https://clang.llvm.org/docs/AddressSanitizer.html>.

### 2.3.2 UndefinedBehaviorSanitizer

UndefinedBehaviorSanitizer (UBSan) is a fast undefined behavior detector. UBSan modifies the program at compile-time to catch various kinds of undefined behavior during program execution, for example:

- Using misaligned or null pointer
- Signed integer overflow
- Conversion to, from, or between floating-point types which would overflow the destination

Find more information on <https://clang.llvm.org/docs/UndefinedBehaviorSanitizer.html>.

## 3 Build tools

### 3.1 GNU Make

Here we have a sample Makefile for you. Fill in MUMSH\_SRC and then run make to build your project.

```
1 CC = clang
2 CFLAGS = -std=gnu11 -O2 -Wall -Wextra -Werror -pedantic -Wno-unused-result
3 MUMSH_SRC =
4 MUMSH = mumsh
5 MUMSHMC_FLAGS = -fsanitize=address -fno-omit-frame-pointer -fsanitize=undefined
   ↪ -fsanitize=integer
6 MUMSHMC = mumsh_memory_check
7 .PHONY: clean
8
9 all: $(MUMSH) $(MUMSHMC)
10     @echo mumsh successfully constructed
11
12 $(MUMSH): $(MUMSH_SRC)
```

```

13     $(CC) $(CFLAGS) -o $(MUMSH) $(MUMSH_SRC)
14
15     $(MUMSHMC) : $(MUMSH_SRC)
16     $(CC) $(CFLAGS) $(MUMSHMC_FLAGS) -o $(MUMSHMC) $(MUMSH_SRC)
17
18     .C.O:
19     $(CC) $(CFLAGS) -c $< -o $@
20
21     clean:
22     $(RM) *.o *.a *~ $(MUMSH) $(MUMSHMC)

```

## 3.2 CMake

Here we have a sample CMakeLists.txt for you. Add files in SOURCE\_FILES and make sure you have cmake installed on your system (provided on Linux / Mac OS X / Minix 3 by package manager).

```

1  cmake_minimum_required(VERSION 2.7)
2
3  set(CMAKE_C_STANDARD 11)
4  set(SOURCE_FILES )
5  set(CMAKE_C_FLAGS "-Wall -Wextra -Werror -pedantic -Wno-unused-result")
6
7  add_executable(mumsh ${SOURCE_FILES})
8  add_executable(mumsh_memory_check ${SOURCE_FILES})
9
10 target_compile_options(mumsh_memory_check PUBLIC -fsanitize=address,undefined,integer
    ↪ -fno-omit-frame-pointer)
11 target_link_libraries(mumsh_memory_check -fsanitize=address,undefined,integer)

```

Then run the following commands to build your project. If you are using CLion, it will be automatically configured with CMakeLists.txt.

```

1  $ mkdir cmake-build-debug && cd cmake-build-debug
2  $ cmake -DCMAKE_C_COMPILER=clang .
3  $ make

```

## 4 Submission on JOJ

You should archive everything in a tarball (\*.tar) and submit on JOJ. Remember to select your build tool first, and your Makefile and CMakeLists.txt must be in the first level directory.