

Directory/File structure explanation

A neat diagrammatic representation of the directory structure can be computed by executing the following command in the project root:

```
tree .
```

Description of directories

- **Kernel** : Contains the kernel code
 - **arch** : Contains code for each architecture Dax Os supports. Currently this is the [i386](#) platform.
 - **boot.S** : This is the bootstrap assembly
 - **crti.s** :
 - **crtn.s** : These are required for using C++ (initializing global constructors).
 - **linked.ld** : Linker Script
 - **tty.c** : Contains code for terminal
 - **vga.h** : VGA definitions
 - **include** : Contains .h files for the implementation found in arch directory.
 - **kernel** :
 - **kernel.c** : Contains kernel entry point. (kernel_main)
- **libc** : DaxOS implementation of standard C Library
 - **arch** : Architecture dependent libc implementations
 - **include** : C standard library header files (string.h, stdlib.h etc ..)
 - **other folders** : Each .h file in include has a folder with the same name which contains its implementation.

For eg: There is a /string folder for the string.h header file declared in include folder.

The folder further contains:

```
string/  
├── memcmp.c  
├── memcpy.c  
├── memmove.c  
├── memset.c  
└── strlen.c
```

As is evident, each of the .c file corresponds to the implementation of a function declared in string.h