TUGAS

PRAKTIKUM SISTEM OPERASI

MODUL 2 MENGENAL PROSES PEMBUATAN 'DISK BOOT'



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PROGRAM STUDI TEKNIK INFORMATIKA

FAKULTAS KOMUNIKASI DAN INFORMATIKA

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Tanggal Praktikum : 20 September 2022

Langkah Kerja

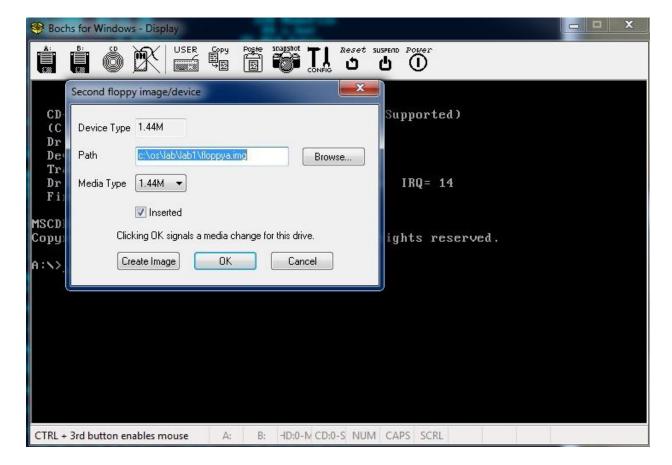
1. Mengatur 'path' dan pergi ke direktori kerja

```
C:\Windows\system32\cmd.exe
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation.  All rights reserved.
C:\Users\LABRPL-22>cd/
C:\>cd os
C:\OS>setpath
C:\O$>Path=C:\O$\Dev-Cpp\bin;C:\O$\Bochs-2.3.5;c:\O$\Per1;C:\Windows;C:\Windows\
$ystem32
C:\O$>cd lab
C:\OS\LAB>cd lab2
C:\OS\LAB\LAB2>dir
Volume in drive C has no label.
Volume Serial Number is 22FC-F6EC
 Directory of C:\OS\LAB\LAB2
09/03/2015
09/03/2015
                 01:42
01:42
04:18
                                    <DIR>
                                                    625 bochsrc.bxrc
923 boot.asm
                                                      78 dosfp.bat
66 kernel.asm
28 Makefile
  2/15/2008
 2/15/2008
2/15/2008
                                    44 s.bat
25,864 bytes
138,563,059,712 bytes free
C:\OS\LAB\LAB2>
```

2. Menjalankan 'bximage'.

```
C:\OS\LAB\LAB2>bximage
                                               bximage
           Disk Image Creation Tool for Bochs $Id: bximage.c,v 1.32 2006/06/16 07:29:33 vruppert Exp $
          Do you want to create a floppy disk image or a hard disk image?
Please type hd or fd. [hd] fd
Choose the size of floppy disk image to create, in megabytes.
Please type 0.16, 0.18, 0.32, 0.36, 0.72, 1.2, 1.44, 1.68, 1.72, or 2.88.
[1.44]
I will create a floppy image with
   cy1=80
   heads=2
   sectors per track=18
   total sectors=2880
total bytes=1474560
What should I name the image?
[a.img] floppya.img
Writing: [] Done.
I wrote 1474560 bytes to floppya.img.
The following line should appear in your bochsrc:
floppya: image="floppya.img", status=inserted
<The line is stored in your windows clipboard, use CTRL—V to paste)
Press any key to continue
C:\OS\LAB\LAB2>
```

3. Mem-format 'floopya.img' dan mengisinya dengan system operasi DOS versi 7.



4. Mengatur lokasi file image sehingga menunjuk ke file '*floppya.img*' yang terdapat pada direktori kerja 'LAB2'.



5. Dari prompt 'A:>' ketikan perintah 'A:>Format B: /S' selesaikan prosesnya.

```
C:\OS\LAB\LAB2>dosfp

C:\OS\Bochs-2.3.5\dos\..\bochs-2.3.5\dos"

C:\OS\Bochs-2.3.5\dos\..\bochs-q -f bochsrc2.txt

000000000001[APIC?] local apic in initializing

Bochs x86 Emulator 2.3.5

Build from CUS snapshot, on September 16, 2007

100000000001[ ] reading configuration from bochsrc2.txt

000000000001[ ] installing win32 module as the Bochs GUI

000000000001[ ] using log file bochsout.txt

# In bx_win32_gui_c::exit(void)!

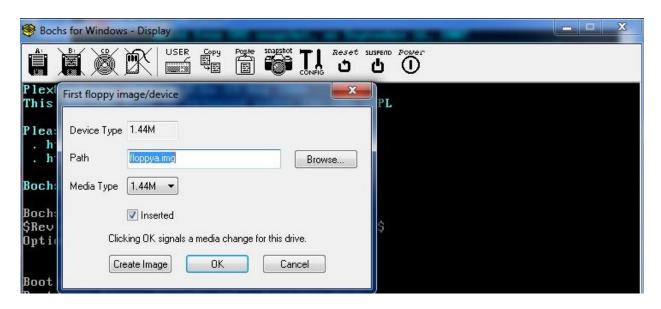
Bochs is exiting with the following message:

[WGUI ] POWER button turned off.

C:\OS\Bochs-2.3.5\dos\cd "C:\os\lab\lab2"

C:\OS\LAB\LAB2>
```

6. BOOT PC-simulator dengan file 'floppya.img'



7. Komplikasi source code 'boot.asm' dan menmindahkan hasilnya ke bootsector '*floppya.img*'.

```
C:\OS\LAB\LAB2\make fp.disk
nasm boot.asm -o boot.bin -f bin
dd if=boot.bin of=floppya.img
rawwrite dd for windows version 0.5.
Written by John Newbigin <jn@it.swin.edu.au>
This program is covered by the GPL. See copying.txt for details
1+0 records in
1+0 records out

C:\OS\LAB\LAB2>
```

8. Jalankan PC-simulator ketik 's' <ENTER>

```
Booting from Floppy...

Loading kernel ver 0.01

ERROR: Press Any Key to Reboot_

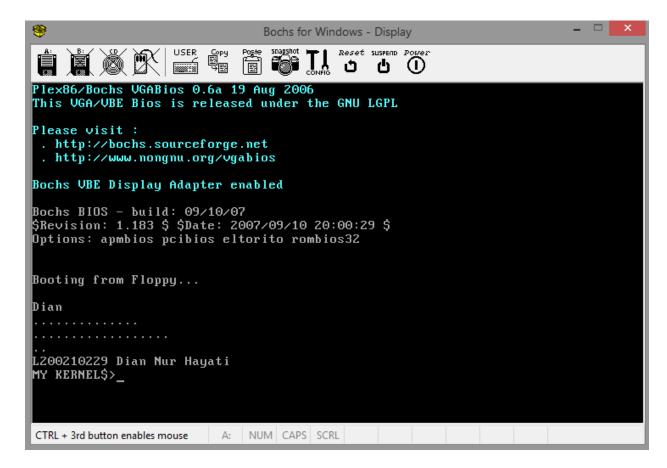
CTRL + 3rd button enables mouse A: NUM CAPS SCRL
```

9. Menyunting file 'boot.asm', ketikkan 'notepad boot.asm' <ENTER>.

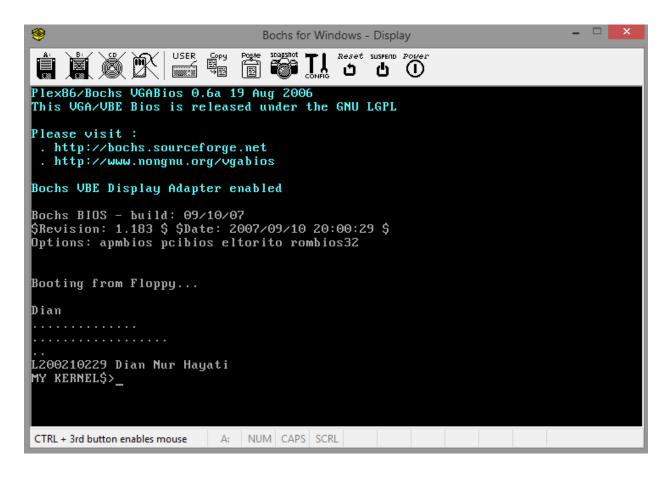
10. Menyiapkan file 'KERNEL.BIN:'

```
C:\OS\LAB\LAB2>make kernel
nasm kernel.asm -o kernel.bin -f bin
C:\OS\LAB\LAB2>
```

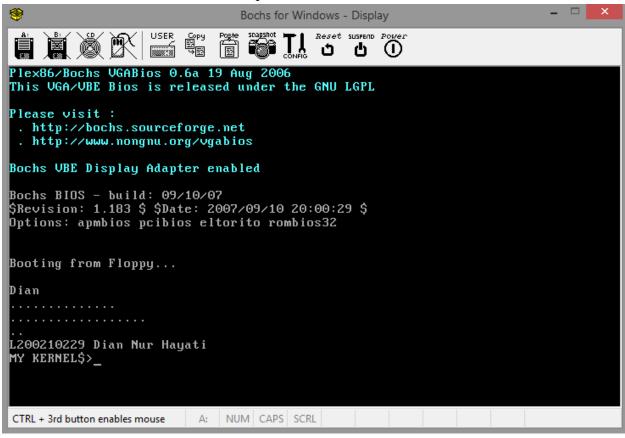
11. Memindahkan file 'kernel.bin' kedalam file image 'floppya.img'.



12. Selanjutnya siap melakukan proses boot pda PC-simulator dengan menggunakan *'floppya.img'* yang sudah diberi tambahan file *'kernel.bin'*.



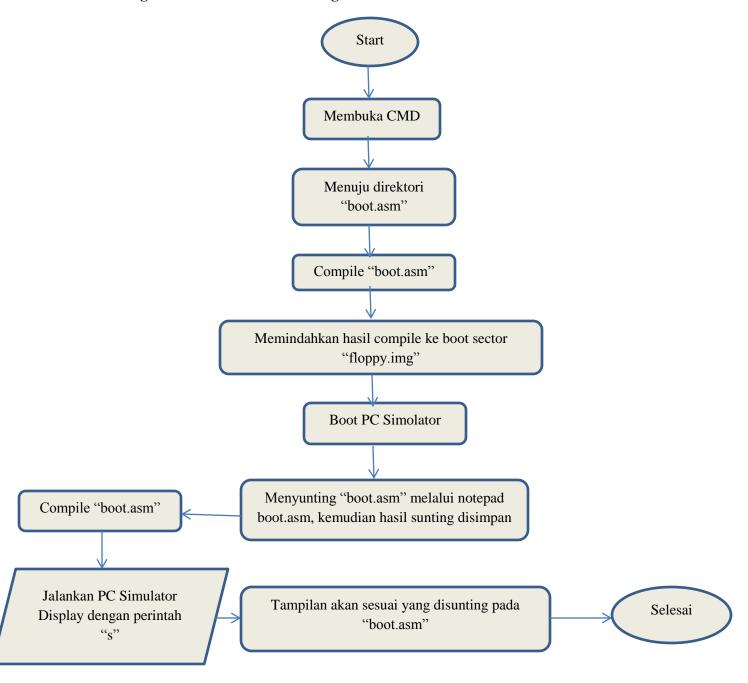
13. Memodifikasi file 'kernell.asm' : pada bagian berikut ini kita akan mencoba melakukan modifikasi kecil pada file 'kernel.asm'.



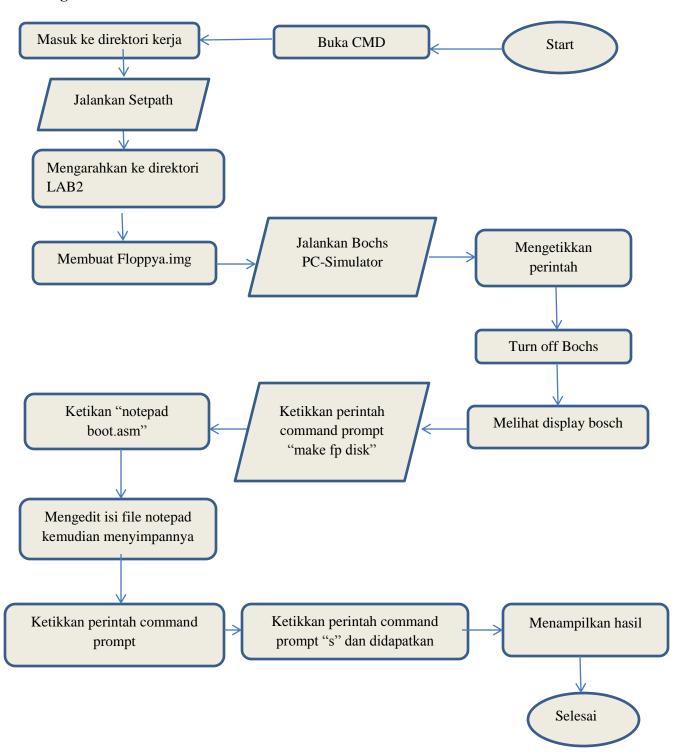
Tugas

1. Pelajari cara kerja program '*boot.asm*' buatlah algoritma dari program tersebut dalam bentuk flowchart. Untuk memudahkan dalam memahami proses boot buatlah dua jenis algoritma, pertama buat algoritma yang bersifat global dan kedua buat algoritma yang bersifat detail.

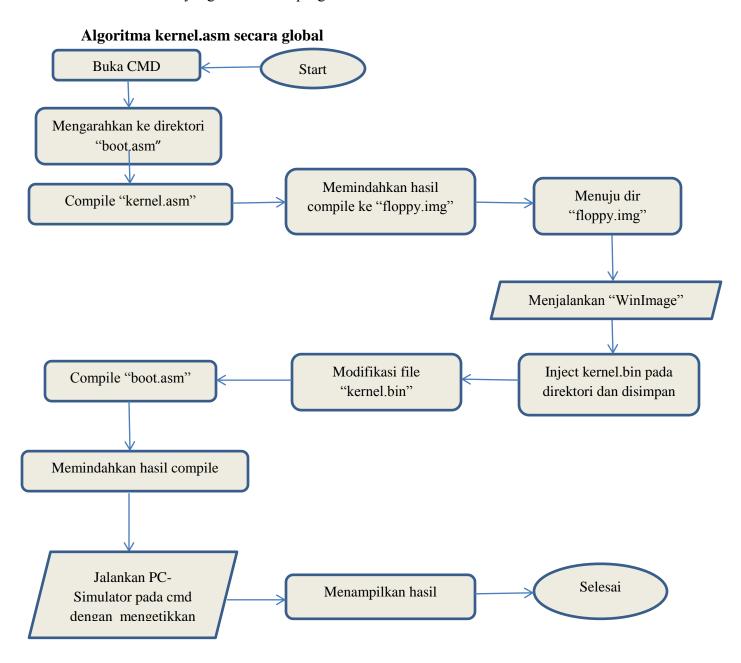
Algoritma 'boot.asm' bersifat global



Algoritma 'boot.asm' bersifat detail



2. Lakukanlah hal yang sama untuk program 'kernel.asm'



Algoritma kernel.asm secara detail

