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To: Dr. Yoder

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Subject: Week 9 Status

**Busybox Size**

When I first compiled Busybox, I noticed that its size was much bigger than what is found preinstalled on the Beaglebone. The size of Busybox that I compiled was 965,884 bytes, the native size on the Beagbone is 527,560 bytes, about a 400 KB difference. When I stripped Busybox down to just the commands that I used most frequently, I was able to get it down to 39,608 bytes. Even further, when Busybox was stripped of everything besides ls, it was only 14,568 bytes, a drastic difference.

**Static Linking**

I was able to compile and run a statically linked Busybox executable. I was able to transfer it to the bone and run it successfully (I got rid of the networking options from the beginning). However, its size became a lot larger than the Bone's native Busybox, ballooning up to 1,758,136 bytes, or around 1.7 MB.

**Running a Web Server**

After messing around with compiling Busybox, I went on to the next step of running httpd. I was able to get a verison of Busybox compiled that ran this applet and I was able to successfully launch a server, however nothing was being served. After looking at httpd.c, I found a line of code that used the -h function to specify the home directory of the server. I then httpd command again and specified -h to be the directory that has our BoneServer files. When I pointed my web browser to this directory and specified boneServer.html as the page I wanted to view, I was able to access it without a problem.