ECE 391 Discussion Week 12

Announcements & Reminders

- MP3.4 due next Monday(Nov 14th) at 5:59pm
- ► MP3.5 due Sunday Dec 4th
- Recommend starting MP3.5 once you are done with MP3.4

MP3.4: Finish Syscall Implementation

Halt Execute Read Done/fix bugs Write Open Close Getargs To do Vidmap 9. Set_handler Optional (for signals) 10. Sigreturn

MP3.4: New Syscalls Quiz

```
int32_t getargs (uint8_t* buf, int32_t nbytes);
```

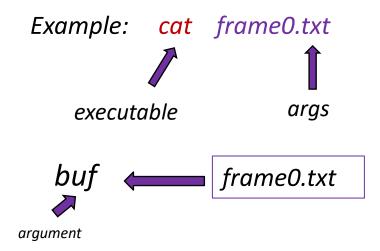
- What is buf?
- What is nbytes?
- What does getargs do?

```
int32_t vidmap (uint8_t** sreen_start);
```

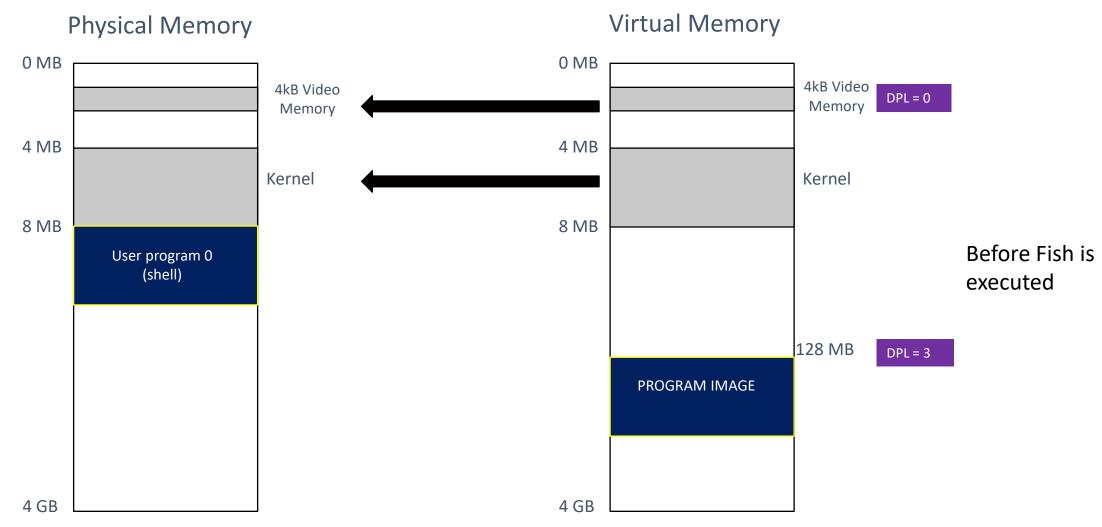
- What is screen_start?
- What does vidmap do?

get_args(uint8_t* buf, int32_t nbytes)

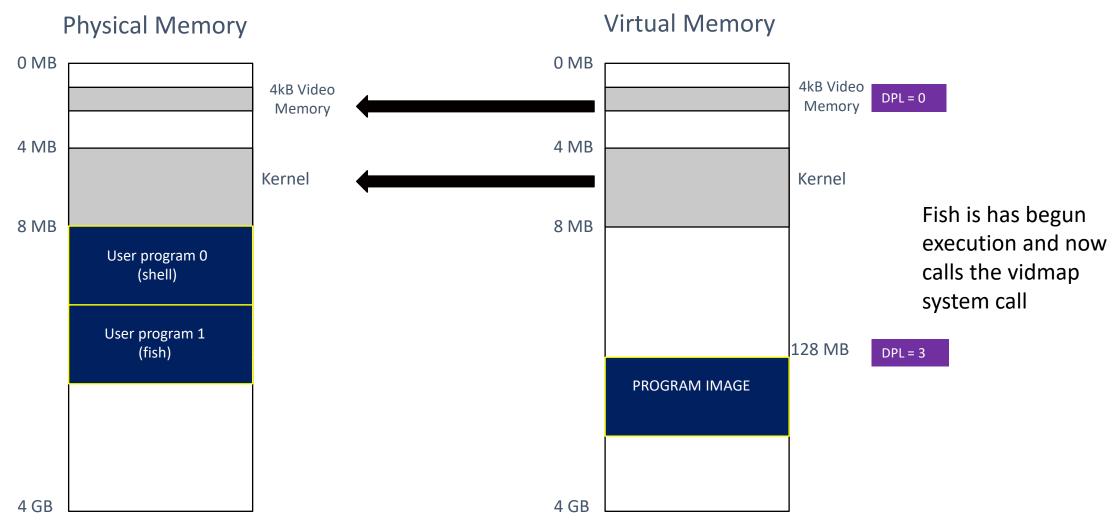
Arguments are parsed from the command buffer in execute



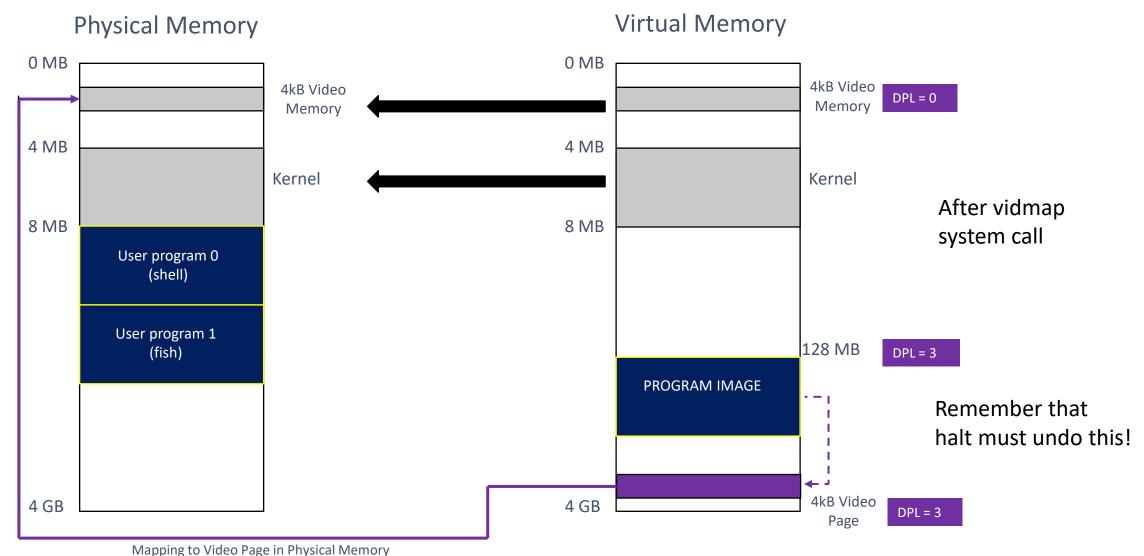
Vidmap(uint8_t ** screen start)



Vidmap(uint8_t ** screen start)



Vidmap(uint8_t ** screen start)



MP3.4: Tips

- Fix all bugs you might have
 - Small bugs will cause you big trouble in MP3.5
- Make sure all the user level programs listed below works
 - testprint/hello/counter terminal read/write
 - syserr bad system calls
 - Is open directory
 - cat open/read files and also use get_args()
 - grep open/close all files
 - pingpong RTC
 - fish vidmap, RTC, open/read files

MP3.4: given executables

- Read the source! You must understand how each works for efficient testing/debugging
- Summary:
 - testprint/hello/counter all print to the terminal
 - ▶ Hello also does a read, counter runs for a long time
 - syserr series of malformed system calls
 - ▶ Your kernel should handle these "gracefully" and pass the tests
 - Is, cat, grep do what they do in Linux, minus the bells and whistles
 - pingpong runs forever (might want to have a ctrl-c functionality)
 - fish animated fish (only executable using vidmap)
 - Multi-block executable..