Userland

Userland Design overall views

Kernel Space Design

Kernel Design overall view:
1. Kernel will trace which system call functions is been run after running the applicant
   o Insert function might be call with in trace function so user don't have to call it twice.
2. Each system call functions been called is insert into a system call list
   o There is no limited of how many system call function name will be store in
3. User space will have access to system call functions list such as (getList)
4. User space will also have access to system call function get count if needed

Kernel variable and Function:

Global variable:
List   // content all the function call in order

Function

// it will start trace the system call function been run
Void Trace();

// insert the function name into the list
// it take in the system call function name trace by trace function
// user space might not have access to the insert() function if insert() function is call within
// trace() function
Void Insert(str functionName)

// return the system call function name list
Int getList()

// return the number of system call been called
Int getCount()

// delete all the function name in the list and the list
Void Delete()