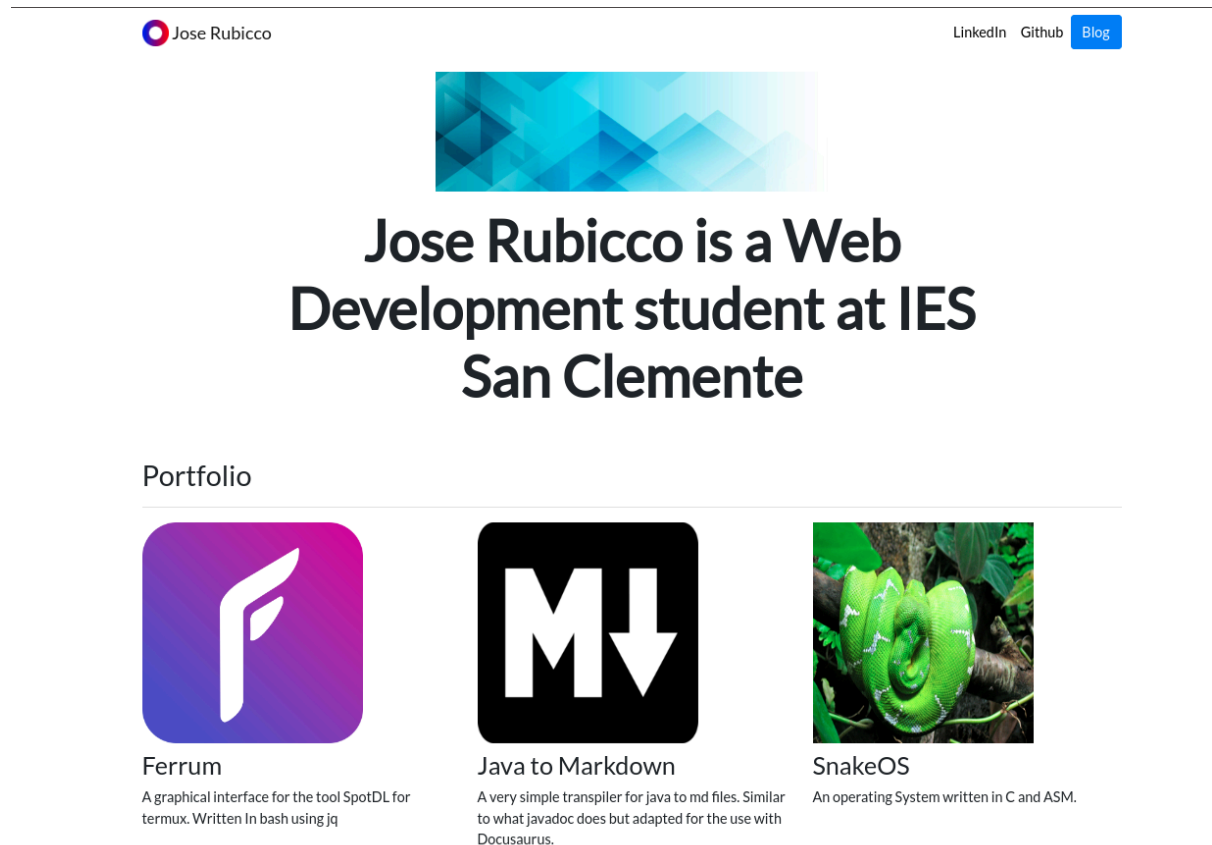


# Task 3.12. Personal Portfolio.

## Landing-page



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## Creating an Operating System

Wednesday 20th, November 2024

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The idea of creating an operating system always have been interesting to me. I've always worked with things at a higher level. I slowly crepted my way into the land of low-level programming languages where one does manage it's memory.

Managing the memory is not exactly easy when coming from a high-level language view. Understanding pointers was a bit weird and really seeing how a computer works was kind of mind boggling yet there was a some deeper knowledge.

That deeper knowledge was behind the developing of an operating system. Things as virtual memory start to become clear. How hardware works and how we interact gains a deeper layer of knowledge such is the case for Interruption tables. The OS I've developed can only do one thing, and that is print hello world.

In such simple activity I gained a lot of deeper knowledge, so when it comes to follow principles such as "Don't reinvent the wheel", one must not take it to heart. Reinvent the wheel so you can understand why the wheel is the wheel.

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