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Script started on Sun, Nov 2, 2014 4:31:47 PM

```
justin@Justin ~/cs333/p5
$ make
kpl Kernel -unsafe
asm Kernel.s
lddd Runtime.o Switch.o System.o List.o BitMap.o Kernel.o Main.o -o os
```

```
justin@Justin ~/cs333/p5
$ blitz -g os
Beginning execution...
===== KPL PROGRAM STARTING =====
```

Initializing Thread Scheduler...

Initializing Thread Manager...

Initializing Frame Manager...

AllocateRandomFrames called. NUMBER_OF_PHYSICAL_PAGE_FRAMES = 100

Initializing Disk Driver...

Initializing File Manager...

User-level program 'TestProgram1' is running...

***** Testing Syscall Parameter Passing *****

***** About to call Sys_Yield...

***** Should print:

***** Handle_Sys_Yield invoked!

Handle_Sys_Yield invoked!

***** About to call Sys_Fork...

***** Should print:

***** Handle_Sys_Fork invoked!

Handle_Sys_Fork invoked!

***** About to call Sys_Join...

***** Should print:

***** Handle_Sys_Join invoked!

***** processID = 1111

Handle_Sys_Join invoked!

processID = 1111

***** About to call Sys_Create...

***** Should print:

***** Handle_Sys_Create invoked!

***** virt addr of filename = 0x0000BFF8

***** filename = MyFileName

Handle_Sys_Create invoked!

virt addr of filename = = 0x0000BFF8

filename = MyFileName

***** About to call Sys_Open...

***** Should print:

***** Handle_Sys_Open invoked!

***** virt addr of filename = 0x0000BFF8

***** filename = MyFileName

Handle_Sys_Open called invoked!

virt addr of filename = = 0x0000BFF8

filename = MyFileName

***** About to call Sys_Read...

***** Should print:

***** Handle_Sys_Read invoked!

***** fileDesc = 2222

***** virt addr of buffer = 0x0000B0B0

***** sizeInBytes = 3333

Handle_Sys_Read invoked!

fileDesc = 2222

virt addr of buffer = 0x0000B0B0

sizeInBytes = 3333

***** About to call Sys_Write...

***** Should print:

```
*****      Handle_Sys_Write invoked!

*****      fileDesc = 4444

*****      virt addr of buffer = 0x0000B0B0

*****      sizeInBytes = 5555
```

```
Handle_Sys_Write invoked!

fileDesc = 4444

virt addr of buffer = 0x0000B0B0

sizeInBytes = 5555
```

```
***** About to call Sys_Seek...

***** Should print:

*****      Handle_Sys_Seek invoked!

*****      fileDesc = 6666

*****      newCurrentPos = 7777
```

```
Handle_Sys_Seek invoked!

fileDesc = 6666

newCurrentPos = 7777
```

```
***** About to call Sys_Close...

***** Should print:

*****      Handle_Sys_Close invoked!

*****      fileDesc = 8888
```

```
Handle_Sys_Close invoked!

fileDes = 8888.
```

```
***** About to call Sys_Exit...

***** Should print:

*****      Handle_Sys_Exit invoked!

*****      returnStatus = 9999
```

```
Handle_sys_Exit invoked!

returnStatus = 9999
```

```
***** Syscall Test Complete *****
```

***** Testing Exec Syscall *****

***** About to call Sys_Exec with a non-existent file...

***** Should print:

***** Okay

Okay

***** About to call Sys_Exec with an overly long file name...

***** Should print:

***** Okay

Okay

***** About to perform a successful Exec and jump to TestProgram2...

***** Should print:

***** User-level program 'TestProgram2' is running!

***** ERROR IN EXEC; return code = -1

FATAL ERROR in UserProgramThread: "Syscall 'Shutdown' was invoked by a user thread" -- TERMINATING!

(To find out where execution was when the problem arose, type 'st' at the emulator prompt.)

===== KPL PROGRAM TERMINATION =====

**** A 'debug' instruction was encountered ****

Done! The next instruction to execute will be:

001078: C0100000 sethi 0x0000,r1 ! 0x00001088 = 4232 (noGoMessage)

Entering machine-level debugger...

```
=====
=====
===== The BLITZ Machine Emulator =====
=====
===== Copyright 2001-2007, Harry H. Porter III =====
=====
=====
```

Enter a command at the prompt. Type 'quit' to exit or 'help' for info about commands.

> q

Number of Disk Reads = 10

Number of Disk Writes = 0

Instructions Executed = 1063117
Time Spent Sleeping = 0
Total Elapsed Time = 1063117

justin@Justin ~/cs333/p5
\$ exit
exit

Script done on Sun, Nov 2, 2014 4:31:56 PM