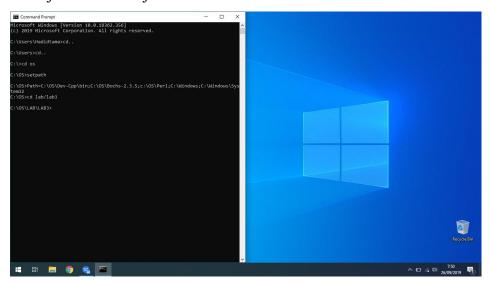
Laporan

Praktikum Sistem Operasi

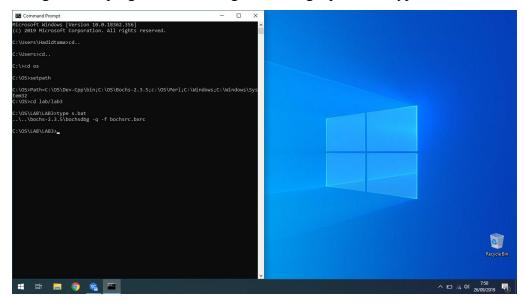
Modul 3. Mengenal Cara "Debugging" Program Bootstrap-loader

Langkah kerja

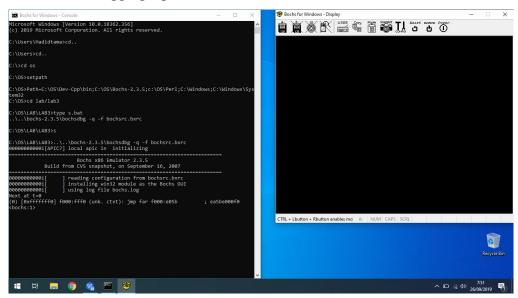
1. Menuju direktori kerja 'C:\OS\LAB\LAB3'



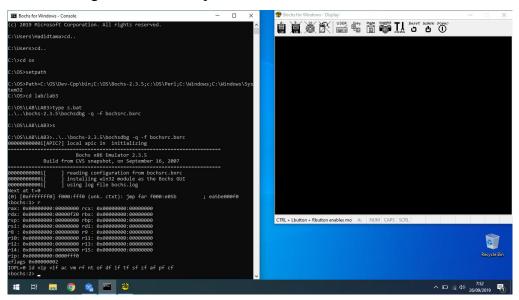
2. Mengaktifkan program versi debug "Bochsdbg", perintah "type s.bat"



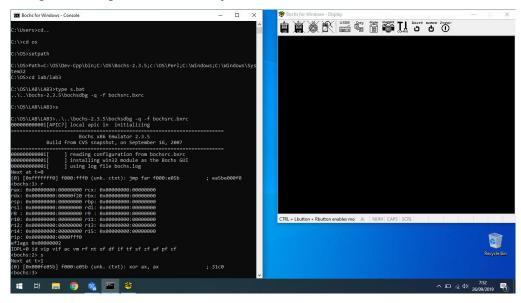
3. Memulai "Debugging", perintah 's'



4. Melihat isi register CS dan IP, perintah 'r'

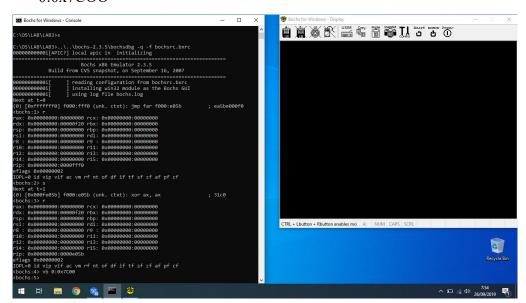


5. Mengeksekusi, perintah "s" dilanjutkan "r"

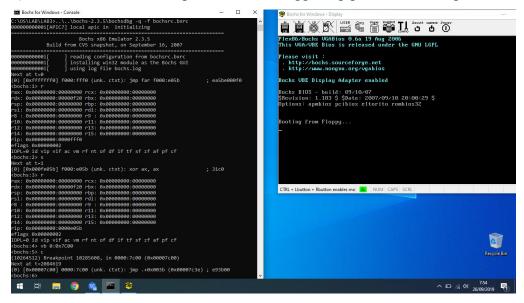


6.

a) Membuat titik pemberhentian pada alamat 0000:7C000, perintah 'vb 0:0x7COO'

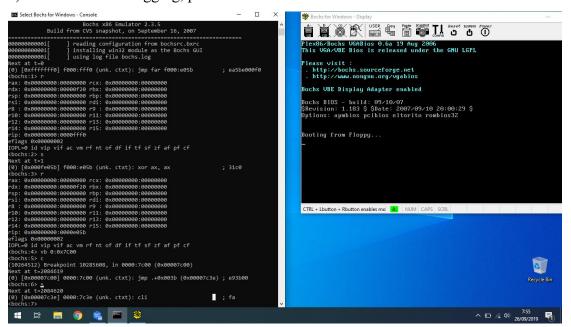


b) Memeriksa RAM dan peralatan lain hingga titip pemberhentian, perintah 'c'

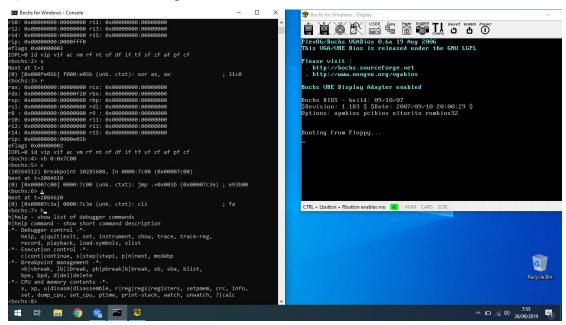


7.

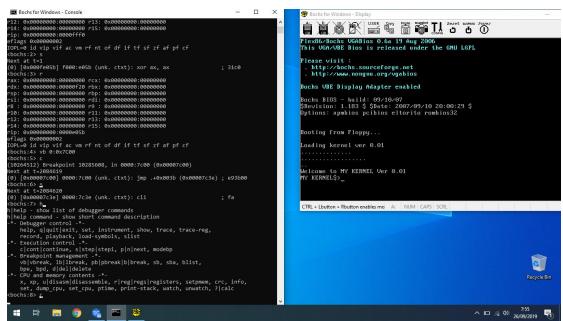
a) Melakukan debugging, perintah 's'



b) Melihat daftar menu, perintah 'h'

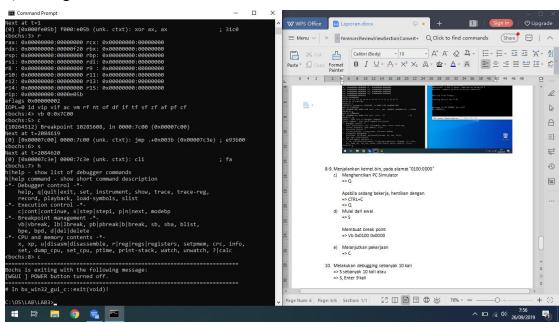


c) Melanjutkan proses, perintah 's'

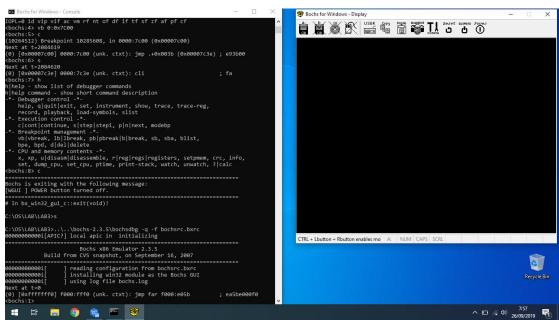


8. dan 9

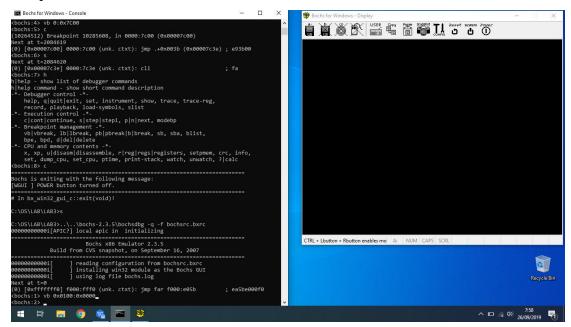
a) Menghentikan PC Simulator



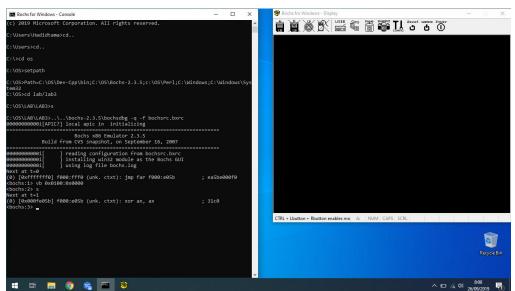
b) Mulai dari awal, perintah 's'



c) Membuat titik pemberhentian program 'kernel.bin' pada alamat '0100:0000', perintah 'vb 0x0100:0x0000'



d) Melanjutkan pekerjaan, perintah 'c'



10. Melakukan debugging sebanyak 10 kali, perintah 's' <ENTER> sebanyak 10 kali

