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Kelas : C

MODUL 2

1. Membuka direktori OS dan menjalankan perintah setpath

```
C:\Windows\system32\cmd.exe

Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\Thoni>cd c:\os
c:\OS>Path=C:\OS\Dev-Cpp\bin;C:\OS\Bochs-2.3.5;c:\OS\Perl;C:\Windows;C:\Windows\System32
c:\OS>
```

2. Kemudian pindah ke direktori LAB2 dan cek direktori dengan mengetikan dir

3. Membuat file floppya.img dengan menjalankan bxImage, pilih fd

```
C:\OS\LAB\LAB2>bximage

bximage

Disk Image Creation Tool for Bochs

$Id: bximage.c,v 1.32 2006/06/16 07:29:33 vruppert Exp $

Do you want to create a floppy disk image or a hard disk image?

Please type hd or fd. [hd] fd
```

Kemudian pilih 1.44 sebagai default, selanjutnya beri nama floppya.img

```
Do you want to create a floppy disk image or a hard disk image?

Please type hd or fd. [hd] fd

Choose the size of floppy disk image to create, in megabytes.

Please type 0.16, 0.18, 0.32, 0.36, 0.72, 1.2, 1.44, 1.68, 1.72, or 2.88.

[1.44]

I will create a floppy image with cyl=80 heads=2 sectors per track=18 total sectors=2880 total bytes=1474560

What should I name the image?

[a.img] floppya.img

The disk image 'floppya.img' already exists. Are you sure you want to replace it?

Please type yes or no. [no]

ERROR: Aborted

Press any key to continue

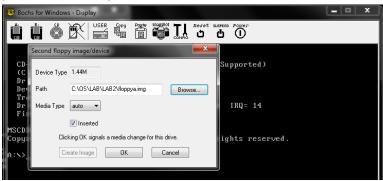
c:\OS\LAB\LAB2>
```

4. Cek pada direktori LAB2 bahwa floppya.img sudah ada

5. Jalankan dosfp untuk memformat floppya.img



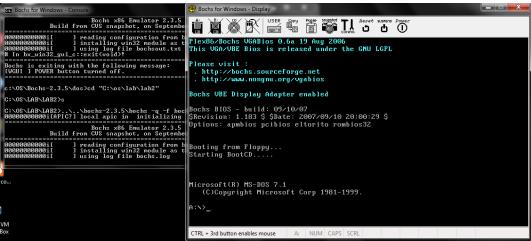
6. Klik menu gambar floppya disk B, kemudian atur lokasi image sehingga ke file floppya.img pada direktori kerja LAB2



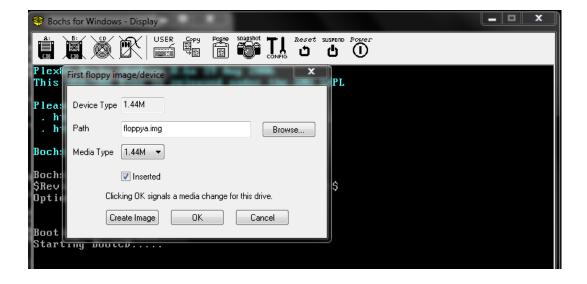
7. Selesaikan formatnya, setelah selesai klik menu POWER



8. Ketikan perintah **s** pada command prompt.



9. Pastikan floppya berada di drive A dengan meng klik pada gambar floppya disk paling kiri yang tidak ada gambar X nya



10. Ketikan boot.asm untuk meng kompail, selanjutnya ketikan make fp.disk

```
Bochs x86 Emulator 2.3.5

Build from CUS snapshot, on September 16, 2007

Bo0000000000ii | 1 reading configuration from bochsrc.bxrc

0000000000ii | 1 installing win32 module as the Bochs GUI

0000000000ii | 1 using log file bochs.log

# In bx_win32_gui_c::exit(void)?

Bochs is exiting with the following message:
[UGUI 1 POWER button turned off.

C:\OS\LAB\LAB2>boot.asm

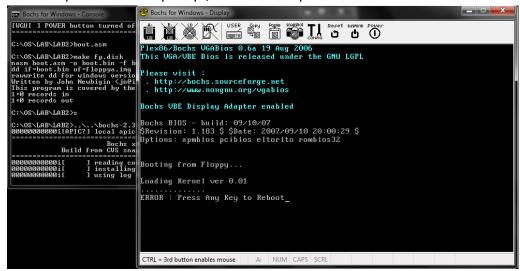
C:\OS\LAB\LAB2>hoot.asm

C:\OS\LAB\LAB2>make fp.disk
nasm boot.asm -o boot.bin -f bin
dd if=boot.bin of=flopya.ing
rawwrite dd for windows version 0.5.
Written by John Newbigin (jn@it.swin.edu.au)
This program is covered by the GPL. See copying.txt for details

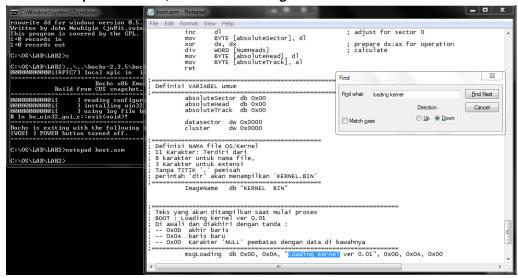
1+0 records in
1+0 records out

C:\OS\LAB\LAB2>
```

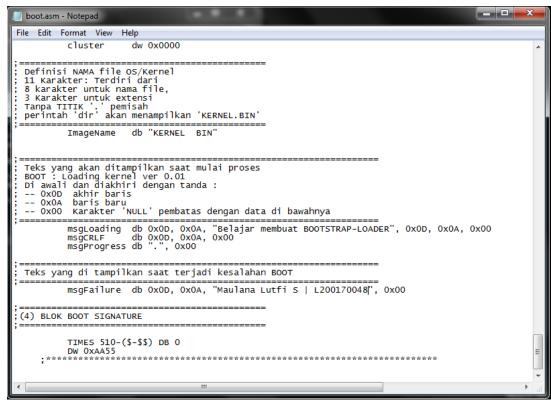
11. Ketikan S pada command prompt, kemudian klik power



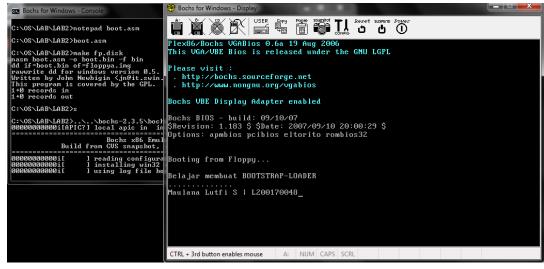
12. Ketikan notepad boot.asm, dan search loading kernel



13. Ganti tulisan "Loading kernel ver 0.01" dengan "Belajar membuat BOOTSTRAP-LOADER" kemudian save



14. Setelah di save, ketikan **s** pada command prompt, setelah itu takan power



15. Ketikan kernel.asm untuk mengompail kernel, setelah itu ketikan make kernel

```
C:\Windows\system32\cmd.exe

1+0 records in  
1+0 records out

C:\OS\LAB\LAB2>s

C:\OS\LAB\LAB2>.\.\bochs-2.3.5\bochs -q -f bochsrc.bxrc  
0000000000iiAPIC?1 local apic in initializing  
Bochs x86 Emulator 2.3.5

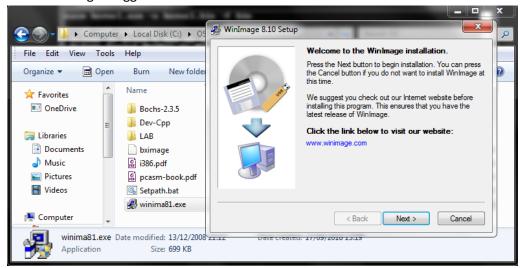
Build from CUS snapshot, on September 16, 2007  

0000000000ii l reading configuration from bochsrc.bxrc  
0000000000ii l installing win32 module as the Bochs GUI  
00000000000ii l using log file bochs.log  
# In bx_win32_gui_c::exit(void)!  
Bochs is exiting with the following message:  
[WGUI 1 POWER button turned off.  

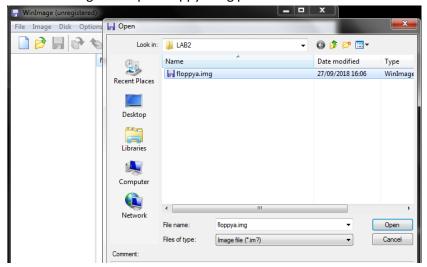
C:\OS\LAB\LAB2\make kernel  
nasm kernel.asm -o kernel.bin -f bin  
C:\OS\LAB\LAB2> make kernel  
nasm kernel.asm -o kernel.bin -f bin  
C:\OS\LAB\LAB2>
```

16. Kerikan dir untuk mengecek kernel.bin

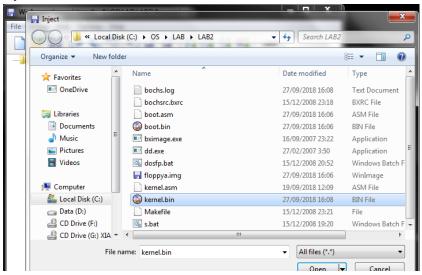
17. Instal winImage hingga selesai



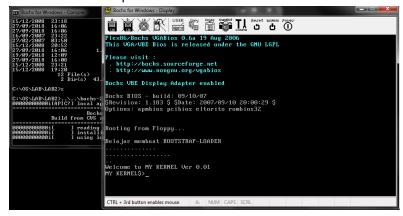
18. Buka WinImage dan open floppya.img pada direktori LAB2



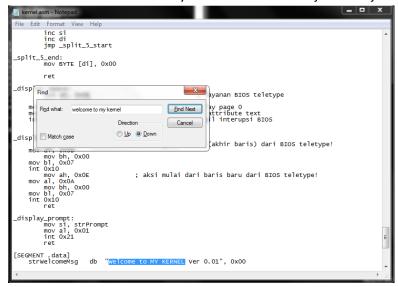
19. Injec kernel.bin kemudian save

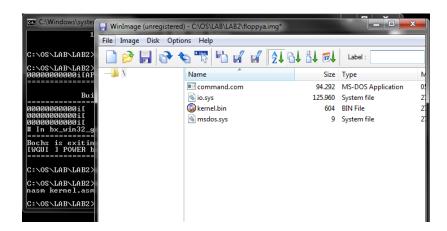


20. Memodifikasi teks pada file kernel.asm

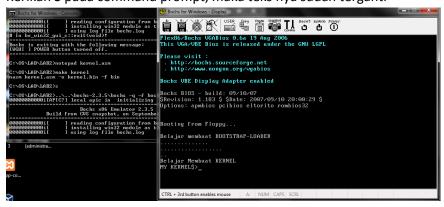


Mancari teks "welcome to my kernel ver 0.01" menjadi "belajar membuat kernel"





Kerikan S pada command prompt, maka teks nya sudah terganti



Jika sudah selesai sampai tampilan tersebut maka klik tombol power