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CS 450 – Duan Yue

## Lab 2

### exit() to exitStatus(int status)

Rather than just changing the existing exit system call and thereby, update all the code that used exit(), I just created a new exit call, named exitStatus(int status). The following files were changed: proc.c,

For proc.c, It’s the same code as the original exit() but I just saved the exit status to the curproc. This saves the exit status of the current process.

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For proc.h, I then added int status in the struct.

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I then declared exitStatus in user level in user.h



I also updated usys.S to have exitStatus.



In syscall.c, I then added sys\_exitStatus.



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Same thing in syscall.h



In sysproc.c, I just used a similar structure as sys\_exit() and passed in an integer, status.

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I then defined it in defs.h



Now, exitStatus should be all implemented and what’s left is testing …

### wait() -> int wait(int \*status) and adding int waitpid(int pid, int \*status, int options)

Now, for updating wait and adding waitpid, its very similar to the process I did previously. Similar to exit, I made a new system call rather than updating wait, as I would have to update all the other instances of wait in xv6, which isn’t that much compared to exit, but still.

For wait, I added int waitStatus, which was just the same code as the original wait, but I added code to pass back the status.

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For waitpid, its similar to wait, but waits for a process with the given pid.

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I also modified sysproc.c for waitStatus and waitpid.

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Similar to exit, for waitStatus and waitpid, I modified user.h, usys.S, syscall.c, syscall.h, defs.h

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