



Title: Your first bootloader

Course: Operating Systems

Lab No.: 02

Date: 17 Mar.2016 Due: 25 Mar. 2015 Time: 1 Week

Assignment:

Write a bootloader that uses interrupts to read a character from the keyboard then displays it on the screen.

Remember that we are in 16-bit mode, interrupts are available, while in 32-bit mode they are disabled, we use Port mapping in order to access and communicate with any hardware

Submission:

Send your project to: *omar.shaaban@live.co.uk*

Rules:

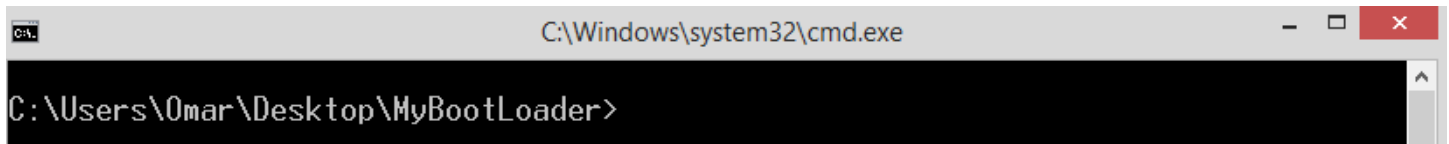
- 1- Teams are maximum of 3 students only
- 2- Comment each line of code and explain what exactly each line represent, non-commented code will lose 25% of the project marks (in assembly language we comment using the ; character).

Tools used:

- 1- Netwide Assembler (NASM)
- 2- DD utility for windows
- 3- Oracle VM VirtualBox
- 4- Any text editor (notepad, notepad++, ...etc)

Instructions:

- 1- Use your text editor to write/edit your source code.
- 2- Create a folder on your desktop called **MyBootloader** for example, and let this be our working directory.
- 3- Save the source code file as .asm file inside this folder.
- 4- Copy the **NASM.exe** and **dd.exe** programs into this folder also.
- 5- Open your **CMD** console , and set the current directory as **MyBootloader** folder as in the picture:



- 6- Use NASM to assemble your code into binary (.bin) file with the following command

```
nasm yourSourceCodeFileName.asm -f bin -o outputFileName.bin
```

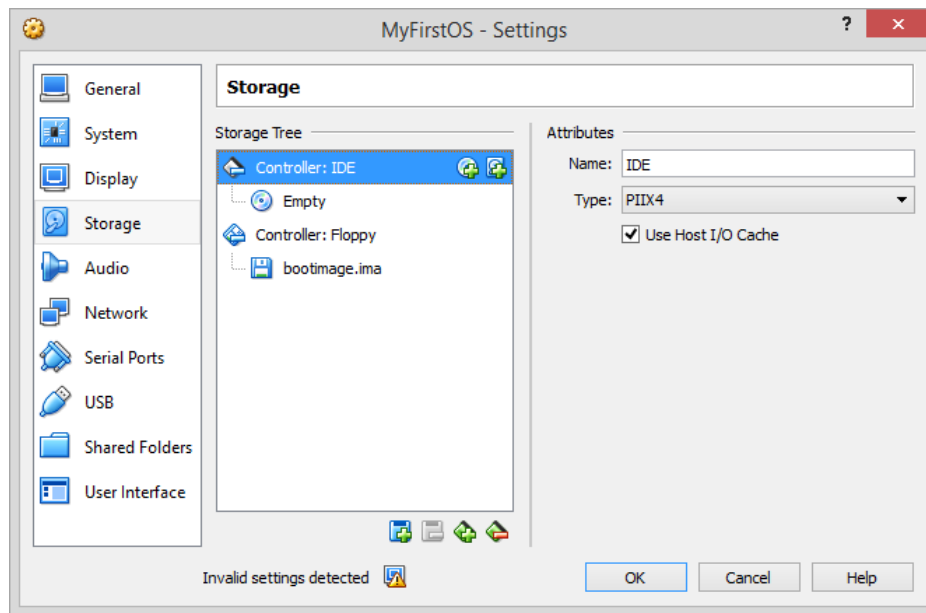
the output of this step is **.bin** file

- 7- Use dd utility to copy the bin bootloader file into a virtual floppy disk by the following command

```
dd if= outputFileName.bin bs=512 of=bootimage.ima
```

the output of this step is **.ima** file , and that is the file you are going to use to boot from

- 8- Creat a new Virtual Machine using VirtualBox , don't create a hard disk , and finally use the **.ima** floppy from step 4 to boot from your machine.



9- Run your machine and check your results.

Tips:

- 1- **Google** is your friend; try to search for any problem that faces you before asking me.
- 2- For information about the interrupts and how to use them, refer to the help of the emu8086 software (under tab **interrupts** in the main page of the help) – the software can be found on the GitHub page or downloaded from **others** section at the end of this document.

Ex:

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INT 10h / AH = 0 - set video mode.

input:
AL = desired video mode.

these video modes are supported:

00h - text mode. 40x25. 16 colors. 8 pages.

03h - text mode. 80x25. 16 colors. 8 pages.

13h - graphical mode. 40x25. 256 colors. 320x200 pixels. 1 page.

example:

```
mov al, 13h
mov ah, 0
int 10h
```

Others:

- 1- GitHub page <https://github.com/Omargw/Minia-CSE-OS-CLASS-2016>
- 2- GitHub application for windows users <https://github-windows.s3.amazonaws.com/GitHubSetup.exe>
- 3- NASM <http://www.nasm.us/pub/nasm/releasebuilds/2.12/win64/nasm-2.12-win64.zip>
- 4- DD for windows <http://www.chrysocome.net/downloads/dd-0.6beta3.zip>
- 5- emu8086 <http://www.emu8086.com/files/emu8086v408r11.zip>