

Assignment 0B  
OS344 - Operating Systems Laboratory

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### Assignment 0B:- Adding a system call

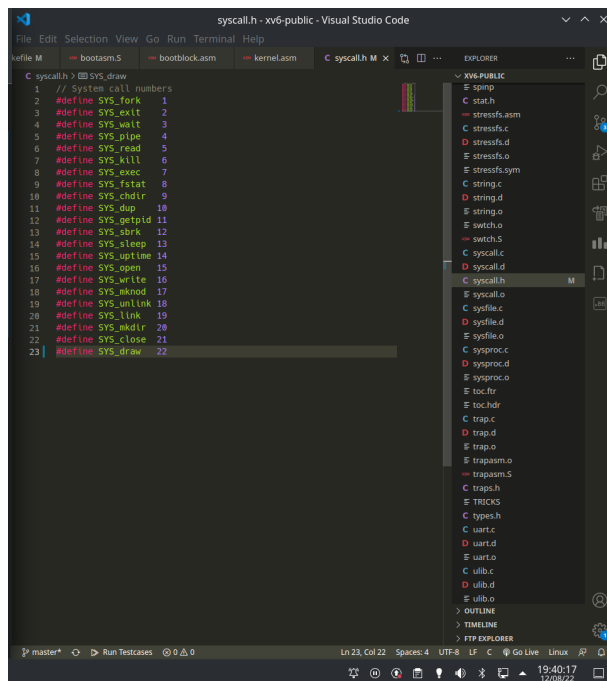
#### Exercise 1:

In order to create our own system call `sys_draw` we will need to change 5 files as follows:

- 1) `syscall.h`
- 2) `syscall.c`
- 3) `sysproc.c`
- 4) `usys.S`
- 5) `user.h`

Now I started with `syscall.h`, we can see that there are already 21 system calls, so I added the 22nd call `sys_draw` using the following command:

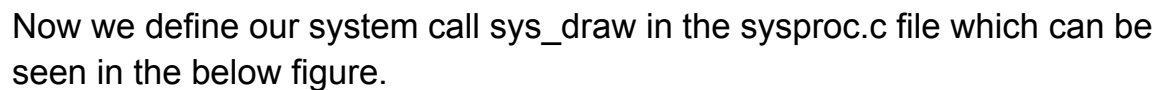
```
#define SYS_draw 22
```



Now we need to add a pointer to the system call in the `syscall.c` file. The file contains an array of function pointers. In order to add the `sys_draw` call, I added the following line in the pointer list:

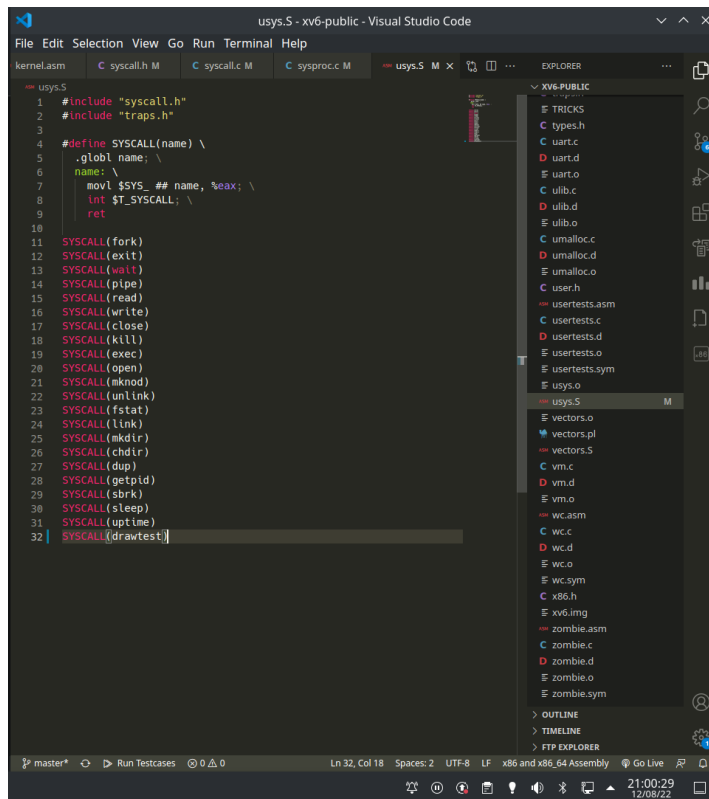
```
[SYS_draw] sys_draw,
```

```
extern int sys_draw(void);
```



Now to facilitate the user to use the system call we will add an interface using the following line in usys.S :

```
SYSCALL(draw)
```

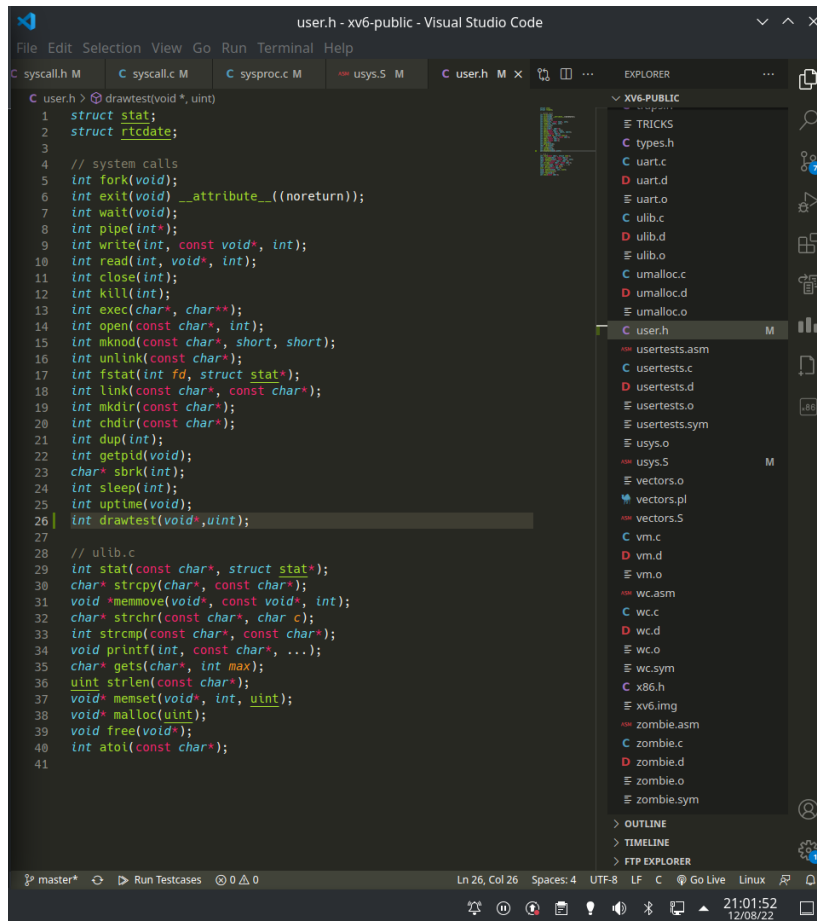


The screenshot shows the Visual Studio Code editor with the file `usys.S` open. The code defines a macro `SYSCALL(name)` and lists various system calls including `fork`, `exit`, `wait`, `pipe`, `read`, `write`, `close`, `kill`, `exec`, `open`, `mknod`, `unlink`, `fstat`, `link`, `mkdir`, `chdir`, `dup`, `getpid`, `sbrk`, `sleep`, `uptime`, and `drawtest`. The `drawtest` call is highlighted on line 32. The Explorer sidebar on the right shows a directory structure for `xv6-public` with files like `tricks`, `types.h`, `uart.c`, `uart.d`, `uart.o`, `ulib.c`, `ulib.d`, `ulib.o`, `umalloc.c`, `umalloc.d`, `umalloc.o`, `user.h`, `usertests.asm`, `usertests.c`, `usertests.d`, `usertests.o`, `usertests.sym`, `usys.o`, `usys.S`, `vectors.o`, `vectors.pl`, `vectors.S`, `vm.c`, `vm.d`, `vm.o`, `wc.asm`, `wc.c`, `wc.d`, `wc.o`, `wc.sym`, `x86.h`, `xv6.img`, `zombie.asm`, `zombie.c`, `zombie.d`, `zombie.o`, and `zombie.sym`.

and also line

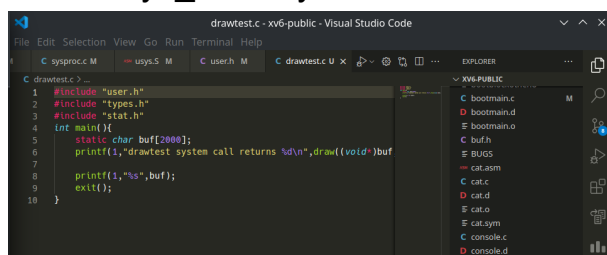
```
int draw(void*, uint);
```

In user.h



## Exercise 2:

Now I wrote a user program drawtest.c inside the xv6-public folder which will call the sys\_draw system call.



After writing the code I added drawtest.c file to Makefile under UPROGS and EXTRA.

Then I used “make clean”, “make”, “make qemu” and then entered ls to check whether it is showing my file and indeed it does. We can see in the below image the second last file. Then I entered drawtest to get the spongebob as can be seen below.

[illegible]