Assignment 5.1: WriteUp

Code Description

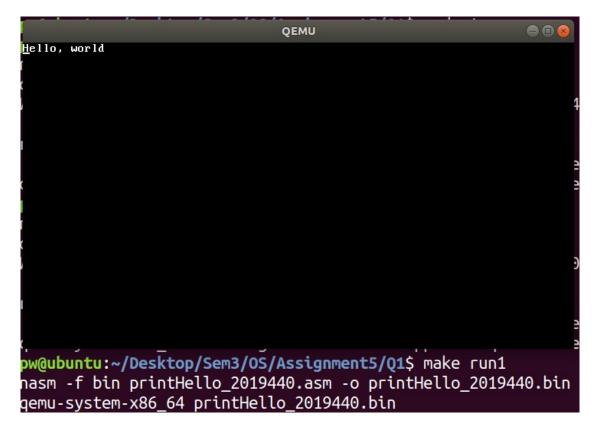
- Since the coding had to be done in the 32 bit protected mode, forstly the A-20 line had to be enabled by calling the A20-Gate Activation function.
- VGA text mode was also set to the safe mode(3)
- Global Descriptor Table was set up to enable access to 32 bit registers
- GDT pointer structure is defined to actually access the GDT
- From that the VGA text buffer is used to actally print hello world.
- On similar lines, the value of CR0 register was loaded and printed in Big Endian.
- For the bootloader to run, it was ensured that last 2 bytes were equal to 0xAA55 and so that the BIOS could jump to 0x7C00. Thus transferring control to the bootloader.

```
DATA
   mov ax,
       esi, val
   mov ebx,0xb8000
loop:
   or eax,
           0x0F00
   lodsb
   mov word [ebx], ax
   or al,al
   jz .print cr0 contents
   add ebx,2
   jmp .loop
print cr0 contents:
   mov edx, cr0
print cr0 contents loop:
   or edx, 0x0
   jz halt
   mov eax,
            edx
   and eax.
             0×1
   add eax,
           0x0F00
      eax,
   mov word [ebx],
                    ax
```

• Reference: http://3zanders.co.uk/2017/10/16/writing-a-bootloader2/

Instructions to boot the image:

- All the commands to load and run the image have been loaded into the Makefile
- To run the Hello World bootable image, just enter: make run1



run the bootable image of printing the CR0 register, enter: make run2

