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题    目: RongOS — 一个简单操作系统的  
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# RongOS — 一个简单操作系统的设计与实现

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**摘 要:** 操作系统管理着计算机的硬件和软件资源,它是向上层应用软件提供服务(接口)的核心系统软件,这些服务包括进程管理,内存管理,文件系统,网络通信,安全机制等。操作系统的设计与实现则是软件工业的基础。为此,在国务院提出的《中国制造2025》中专门强调了操作系统的开发<sup>[1]</sup>。但长期以来,操作系统核心开发技术都掌握在外国人手中,技术受制,对于我们的软件工业来说很不利。本项目从零开始设计开发一个简单的操作系统,包括 boot loader, 中断, 内存管理, 图形接口, 多任务等功能模块,以及能运行在这个系统之上的几个小应用程序。尽管这个系统很简单,但它是自主开发操作系统的一次尝试。

**关键词:** 操作系统, 进程, 内存, 中断, boot loader

# RongOS — A simple OS implementation

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**Abstract:** Operating system manages the hardware and software resources in a running computer system. It is the core of any modern software system and provides services (interfaces) to upper layer applications. The services it provides include process management, memory management, file system, network communication, security mechanism and more. Operating system development is the foundation and core of software industry. Therefore, *Made in China 2025* emphasizes the development of operating system that put forward by The State Council of China. For long time, however, the OS kernel development technology is dominated by foreigners. This technical limitation is detrimental to the development of our software industry. In this project, we presents a simple operating system which includes a boot loader, interrupt services, memory management functions, a graphic interface, and multi-process management functions. Also, some trivial user-level applications are provided for system testing purpose. This simple toy OS is an experimental trial for developing an operating system from scratch.

**Key words:** operating system, boot loader, interrupt, process management, memory management

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# 1 Introduction

This section will introduce the purpose and current status of the operating system research. The setup of the development environment will also be presented here.

## 1.1 Background

Contemporary software systems are beset by problems that create challenges and opportunities for broad new OS research. There are five areas could improve user experience including dependability, security, system configuration, system extension, and multiprocessor programming.

The products of forty years of OS research are sitting in everyone's desktop computer, cell phone, car, etc., and it is not a pretty picture. Modern software systems are broadly speaking complex, insecure, unpredictable, prone to failure, hard to use, and difficult to maintain. Part of the difficult is that good software is hard to write, but in the past decade, this problem and more specific shortcomings in systems have been greatly exacerbated by increased networking and embedded systems, which placed new demands that existing architectures struggled to meet. These problems will not have simple solutions, but the changes must be pervasive, starting at the bottom of the software stack, in the operating system.

The world needs broad operating system research. Dependability, security, system configuration, system extension, and multi-processor programming illustrate areas where contemporary operating systems have failed to meet the software challenges of the modern computing environment<sup>[2]</sup>.

## 1.2 Preliminary Works

### 1.2.1 Development Environment

**OS platform:** Debian 9, Linux kernel 4.12.0-1-amd64



**Editor:** GNU Emacs 25.2.2

**Run time VM:** QEMU emulator 2.8.1

**Assembler:** Nask

**Compiler:** CC1(Based on gcc)

**Debugger:** GNU gdb 7.12

**Version Control:** git 2.15

## 1.2.2 Tools

Some tools were used to develop RongOS, See *tools*<sup>1</sup>. Note that these tools are Windows executable. Please install wine if you want to run these tools on Linux. In these tools, the most important ones are:

**nask.exe:** the assembler, a modified version of NASM<sup>[3]</sup>

**cc1:** the C compiler

## 1.2.3 Platform Setup

The development platform (mainly the Debian system) was set up by following the *Debian Installation tutorial*<sup>2</sup>. The main steps include:

1. Installing the base Debian system;
2. Installing necessary software tools, such as emacs, web browser, qemu, wine, etc.;
3. Cloning configuration files by following the tutorial mentioned above;
4. Some more fine tweaks to satisfy my personal needs.

### Qemu

QEMU is a generic and open source machine emulator and virtualizer<sup>[4]</sup>. In this project, QEMU was used as the test bed.

Installing QEMU for my x86\_64 architecture can be easily done by executing the following command:

```
$ sudo apt-get install qemu-system-x86_64
```

---

<sup>1</sup>[https://github.com/Puqiyuan/RongOS/tree/master/z\\_tools](https://github.com/Puqiyuan/RongOS/tree/master/z_tools)

<sup>2</sup>[http://cs2.swfc.edu.cn/~wx672/lecture\\_notes/linux/install.html](http://cs2.swfc.edu.cn/~wx672/lecture_notes/linux/install.html)

### **Wine**

Wine (originally an acronym for “Wine Is Not an Emulator”) is a compatibility layer capable of running Windows applications on several POSIX-compliant operating systems, such as Linux, macOS, and BSD<sup>[5]</sup>.

Because the tools I used in this project are in Windows executable format, so on Debian system, Wine is needed to be installed:

```
$ sudo apt-get update
$ sudo apt-get install wine
```

### **Debian i386 support**

On 64-bit systems you need to enable multi-arch support for running 32-bit Windows applications (many modern apps are still 32-bit, also for large parts of the Windows subsystem itself). Our development tools were 32-bit Windows applications, so we needed to have i386 support for our 64-bit Linux system.

```
$ sudo dpkg --add-architecture i386
$ sudo apt-get update
```

## 2 Design

In this section will introduce the design of the entire system including the kernel, API, and applications.

### 2.1 Top Level Design

All applications use the functions provided by the operating system kernel through API calls. This facilitates the application's ability to call the operating system. The overall system architecture is as 2-1 shown:

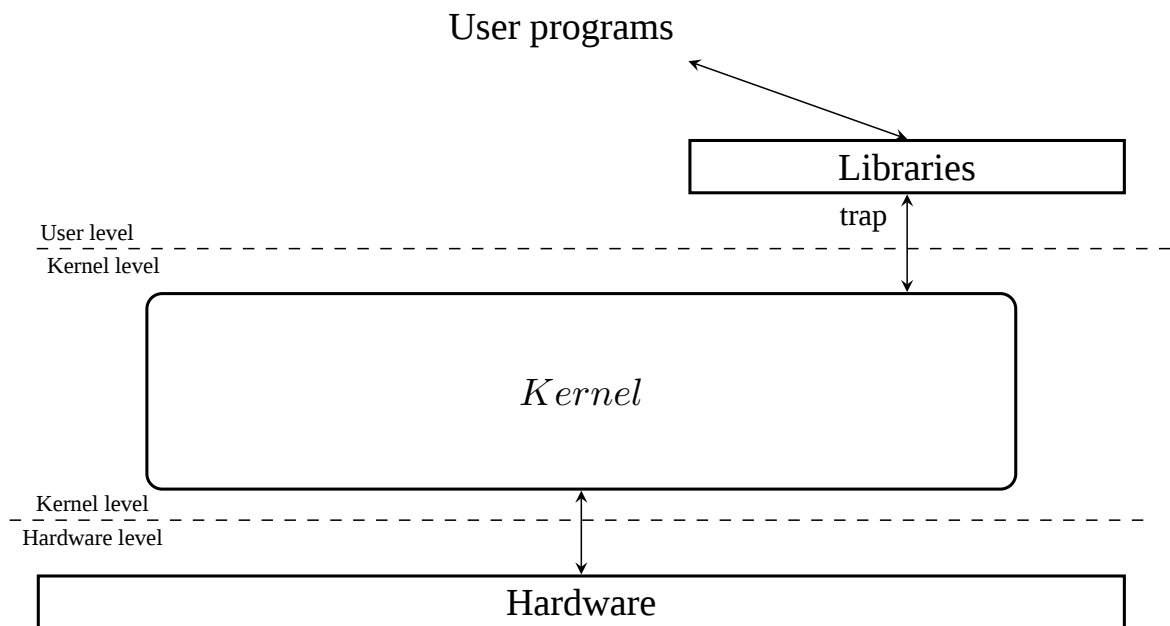


Fig. 2-1 Top-level design

### 2.2 Detailed Design

#### 2.2.1 Kernel

The kernel receives the API call in the upward direction and the kernel requests the hardware service through the driver in the downward direction.

## 1. Module Relationship

Fig. 2-2 shows how the various modules in the kernel are related. `bootpack` completes startup-related settings such as keyboard, PIC, GDT/IDT and mouse settings. `ipl` loads the entire operating system into memory. `asmhead` completes the switch to 32-bit mode and calls the C function. `naskfunc` is used to provide functions that the C language cannot do and thus requires assembly. PIC, keyboard and mouse is used to complete hardware-related initialization. `console` is used to accept command line arguments and run various commands related to the application. `graphic` is used to depict the mouse, graphics etc. window for making windows. `sheet` is used to control layers, such as layer height settings etc. `memory` for managing memory. `task` is used to manage multiple tasks, such as task switching, scheduling. `timer` for managing time slices. `fifo` is used to manage FIFO buffers that are used to accept various data. `dsctbl` for GDT/IDT setting. `file` is used to manage file-related operations such as reading, loading, and searching for files.

## 2. Data Structure in Kernel

In this section data structures used in the RongOS operating system will be introduced in detail.

```
1 struct BOOTINFO
2 {
3     char cyls;           /* how many cylinder should be read
4     ↪ */
5     char leds;           /* the status of LED on keyboard */
6     char vmode;           /* the mode of video card */
7     char reserve;
8     short scrnx, scrny; /* resolution of screen */
9     char *vram;
```

Code 2-1 struct BOOTINFO

**BOOTINFO** (code 2-1) is used to store startup-related information, such as how many cylinders were read, the status of the keyboard indicator, the mode of the screen, the size of the screen, and the memory address of the graphics card.

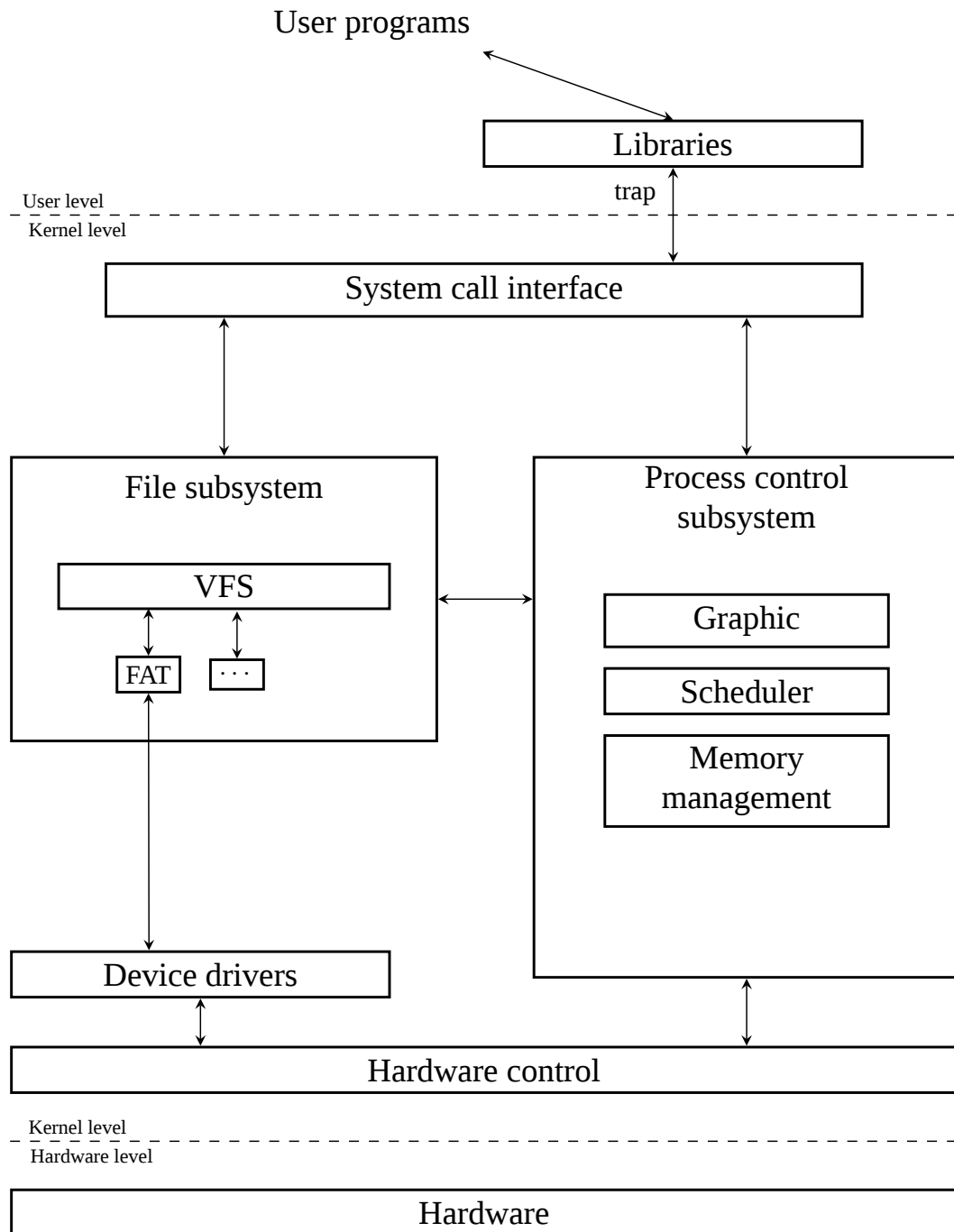


Fig. 2-2 modules in kernel

```
1 struct
2 {
3     int* buf;           /* the address of FIFO32 buffer */
4     int p;              /* the writing address */
5     int q;              /* the reading address */
6     int size;           /* the size of FIFO32 buffer */
7     int free;           /* how many space free */
8     int flags;          /* the states of FIFO32 buffer */
9     struct TASK* task; /* point to a task */
10 };
```

Code 2-2 struct FIFO32

**FIFO32** (code 2-2) is used to describe a FIFO structure. This structure is used to receive various kinds of information. It specifies where to read and write the FIFO structure and the size of the buffer, available size.

```
1 struct
2 {
3     short limit_low;    /* the low part of segment size */
4     short base_low;     /* the low part of base address */
5     char base_mid;      /* the middle part of base address */
6     char access_right;  /* read and write permissions etc */
7     char limit_high;    /* the high part of segment size */
8     char base_high;     /* the high part of base address */
9 };
```

Code 2-3 struct SEGMENT\_DESCRIPTOR

**SEGMENT\_DESCRIPTOR** (code 2-3) structure is used to store GDT related information, which is based on CPU specifications(3.5.1 and 3.4.5<sup>[6]</sup>). GDT is stored at 270000 in memory.

```

1 struct
2 {
3     short offset_low;    /* the low part of offset */
4     short selector;     /* which interrupt to choose */
5     char dw_count;       /* how many interrupts are registered
        ↪ */
6     char access_right;   /* access permission */
7     short offset_high;  /* high part of offset */
8 };

```

Code 2-4 struct GATE\_DESCRIPTOR

**GATE\_DESCRIPTOR** (code 2-4) structure is used to store IDT related information, which is based on CPU specifications(3.5.1 and 3.4.5<sup>[6]</sup>). IDT is at 26f800 memory.

```

1 struct
2 {
3     unsigned char buf[3]; /* store the data from mouse */
4     unsigned char phase;  /* the stage of receiving mouse
        ↪ data */
5     int x;                /* the x point of mouse */
6     int y;                /* the y point of mouse */
7     int btn;              /* whether the mouse is pressed */
8 };

```

Code 2-5 struct MOUSE\_DEC

**MOUSE\_DEC** (code 2-5) structure is used to store information about the mouse, such as the location of the mouse, whether the mouse is pressed or not.

```

1 struct
2 {
3     unsigned int addr; /* the starting address of free space
        ↪ */
4     unsigned int size; /* how many size is free */
5 };

```

Code 2-6 struct FREEINFO

**FREEINFO** (code 2-6) structure stores how many bytes are free from where in memory.

```

1 struct
2 {
3     int frees;                /* how many memory
        ↳ blocks are free */
4     int maxfrees;            /* the maximum of
        ↳ frees */
5     int lostsize;            /* release the sum
        ↳ of the failed memory size */
6     int losts;               /* the number of
        ↳ failures */
7     struct FREEINFO free[MEMMAN_FREES]; /* record all free
        ↳ memory block information */
8 };

```

Code 2-7 struct MEMMAN

**MEMMAN** (code 2-7) structure is used to store the entire memory usage, such as the total remaining memory space and entries.

```

1 struct
2 {
3     char* buf; /* the address of the graphic content
        ↳ depicted */
4     int bxszie; /* the size of x coordinate of sheet */
5     int bysize; /* the size of y coordinate of sheet */
6     int vx0;    /* the x coordinate of sheet */
7     int vy0;    /* the y coordinate of sheet */
8     int col_inv; /* the number of invisible color */
9     int height; /* the height of sheet */
10    int flags;   /* the states of sheet, using or not */
11 };

```

Code 2-8 struct SHEET

**SHEET** (code 2-8) structure is used to store the entire memory usage, such as the total remaining memory space and entries.



```
1 struct
2 {
3     unsigned char* vram;           /* the address of VRAM
   ↪ */
4     unsigned char* map;           /* which layer the
   ↪ pixel on the screen belongs to*/
5     int xsize;                   /* the x size of screen
   ↪ */
6     int ysize;                   /* the y size of screen
   ↪ */
7     int top;                     /* the height of the
   ↪ top layer */
8     struct SHEET* sheets[MAX_SHEETS]; /* order all layer
   ↪ addresses in order */
9     struct SHEET sheets0[MAX_SHEETS]; /* all layers */
10 };
```

Code 2-9 struct SHTCTL

**SHTCTL** (code 2-9) structure is used to manage the structure of multiple layer information, including how many layers there are in total, the size and height of each layer.

```
1 struct
2 {
3     struct TIMER* next;          /* the next timer that is about to
   ↪ timeout */
4     unsigned int timeout;        /* how long is the timeout */
5     char flags;                  /* the states of timer */
6     char flgas2;                 /* whether to allow automatic
   ↪ cancellation */
7     struct FIFO32* fifo;         /* store data(from mouse, keyboard
   ↪ etc) */
8     int data;                    /* accept data */
9 };
```

Code 2-10 struct TIMER

**TIMER** (code 2-10) structure is used to manage the time slice of the CPU. The timer interrupts the CPU at regular intervals. This structure records the length of the timer, usage status and other information.

```
1 struct
2 {
3     unsigned int count;    /* count variable */
4     unsigned int next;    /* the next timeout timer */
5     struct TIMER* t0;     /* the shortest timeout timer */
6     struct TIMER timers0; /* all timers */
7 };
```

Code 2-11 struct TIMERCTL

**TIMERCTL** (code 2-11) structure is used to manage all timers in the system. Including how many timers are in total, current use, and the next timer to be used.

```
1 struct
2 {
3     int esp0, esp1, esp2; /* stack pointer register */
4     int ss0, ss1, ss2;   /* stack segment register */
5     int cr3;             /* control register */
6     int eip;             /* instruct pointer register */
7     int eflags;          /* registers flag */
8     int eax;             /* accumulator register */
9     int ecx;             /* counter register */
10    int edx;             /* data register */
11    int ebx;             /* base register */
12    int esp;             /* stack pointer register */
13    int ebp;             /* base pointer register */
14    int esi;             /* source index register */
15    int edi;             /* destination index register */
16    int es;              /* extra segment register */
17    int cs;              /* code segment register */
18    int ss;              /* stack segment register */
19    int ds;              /* data segment register */
20    int fs;              /* segment part 2 */
21    int gs;              /* segment part 3 */
22    int ldtr;            /* LDT segment selector */
23    int iomap;           /* I/O map base address */
24 };
```

Code 2-12 struct TSS32

**TSS32** (code 2-12) structure holds information about task status segments, which are based on CPU specifications(See 6.2.1<sup>[6]</sup>).

```

1 struct
2 {
3     char* buf; /* store the handler of file */
4     int size; /* the size of file */
5     int pos; /* where to read the file */
6 };

```

Code 2-13 struct FILEHANDLE

**FILEHANDLE** (code 2-13) is used to record an open file related data structure.

```

1 struct
2 {
3     int sel; /* the number of GDT */
4     int flags; /* the state of task */
5     int level; /* the level of task */
6     int priority; /* the priority of task
   ↪ */
7     struct FIFO32 fifo; /* a fifo buffer */
8     TSS32 tss; /* TSS segment for a
   ↪ task */
9     struct CONSOLE* cons; /* the console window
   ↪ address of task */
10    int ds_base; /* data segment address
   ↪ of APPs */
11    int cons_stack; /* the stack address of
   ↪ APPs */
12    struct SEGMENT_DESCRIPTOR ldt[2]; /* tow LDT segments of
   ↪ task */
13    struct FILEHANDLE* fhandle; /* file handles for
   ↪ manipulating files */
14    int* fat; /* file allocation
   ↪ table */
15    char* cmdline; /* store the command
   ↪ line context */
16    unsigned char langmode; /* which font to use */
17    unsigned char langbyte1; /* store the first byte
   ↪ of the full-width character */
18 };

```

Code 2-14 struct TASK

**TASK** (code 2-14) is used to manage variables for a task. Record the task's sections, permissions, stacks, etc.

```

1 struct
2 {
3     int running;           /* how many tasks are
   ↪   running */
4     int now;               /* which task is
   ↪   currently running */
5     struct TASK* tasks[MAX_TASKS_LV]; /* all tasks in one
   ↪   level */
6 };

```

Code 2-15 struct TASKLEVEL

**TASKLEVEL** (code 2-15) is used to record the status of each task in a layer.

```

1 struct
2 {
3     int now_lv;           /* current activity level */
4     int lv_change; /* does the hierarchy need to be changed
   ↪   next time the task is switched */
5 };

```

Code 2-16 struct TASKCTL

**TASKCTL** (code 2-16) is used to control all tasks in the system.

```

1 struct
2 {
3     struct SHEET* sht;    /* which layer is used on the
   ↪   command line */
4     int cur_x;            /* the x position of console */
5     int cur_y;            /* the y position of console */
6     int cur_c;            /* the color of console */
7     struct TIMER* timer; /* timer to control cursor blinking
   ↪   */
8 };

```

Code 2-17 struct CONSOLE

**CONSOLE** (code 2-17) is used to record information about a console terminal, such as location, color, and so on.

```
1 struct
2 {
3     unsigned char name[8];    /* file name */
4     unsigned char ext[3];    /* extend name of file */
5     unsigned char type;      /* file attributes */
6     char reserve[10];        /* reserve byte */
7     unsigned short time;     /* the time for storing file */
8     unsigned short date;     /* the date for storing file */
9     unsigned short clustno; /* the file from which sector on
    ↪ the disk is stored */
10 };
```

Code 2-18 struct FILEINFO

**FILEINFO** (code 2-18) is used to record file-related information, such as file name, size, etc.

### 3. Each Module

1.
  - NAME
    - graphic
  - SYNOPSIS
    - graphic is used to depict the mouse, graphics. Finish the palette setting etc.
  - FUNCTION
    - void init\_palette(void)
      - \* Objective: prepare the color definition and call the palette setting function set\_palette().
      - \* Parameter: NULL
    - void set\_palette(int start, int end, unsigned char \*rgb)
      - \* Objective: using the color variables prepared in the init\_palette, the palette is set by calling the assembly function in naskfunc module to operate the hardware.
      - \* Parameter
        - int start: start color number
        - int end: end color number

- unsigned char\* rgb: the address of color buffer

—

- \* Objective:

- \* Parameter:

- 

- 

- 

- 

## 2. • NAME

—

### • SYNOPSIS

—

### • FUNCTION

—

- \* Objective:

- \* Parameter:

—

- \* Objective:

- \* Parameter

- 

- 

- 

- 

—

- \* Objective:

- \* Parameter:

- 

- 

- 

-

### **2.2.2 API**

### **2.2.3 APPs**

## 3 Implementation

### 3.1 Kernel

This section is used to describe the detailed design of each module of the kernel.

#### 3.1.1 Boot Loader(ipl.asm)

The boot loader is implemented in Intel assembly. It works as following:

1. **Display boot information:** Firstly, the code in boot sector (See Appendix A.1.1) outputs some boot information. When `al=0`, the null character of boot information hit. Interrupt `0x10` is used for showing a character.
2. **Read the second sector:** Then jump to load `C0-H0-S2`, `ax` register saved the address where beginning puts the sectors from floppy. And preparing parameters for interrupt `0x13` in registers. The `0x13` interrupt used for read sector from floppy to memory. (See Appendix A.1.2).
3. **Read two sides of a track:**

If there is a carry indicating some thing went wrong while reading the floppy disk, reset the registers and try reading it again. The read process aborts after five unsuccessful read.

Register `si` is a counter. If no carry (success), jump to next segment, as one sector has been read into memory already. The address should increase 512 byte. Then sector number (`cl` register) is added by 1 and compare it to 18, if it's smaller than 18, jump to `readloop`, read the next sector.

If the value of `cl` register bigger or equal to than 18, meaning that one track 18 sector in this side of floppy read already, then reversed the head, add 1 to `dh` register.

If the value of `dh` register after adding larger than or equal to 2, it's saying the original head is 1, one track of two sides read already. Otherwise the value of `dh` register smaller than 2, read this side indicating by `dh` register, jump to `readloop` segmentation.



Appendix A.1.3 is the code to perform this function.

There is a pseudo code about this process:

```

    Result: Read two sides of one track
1  ENTRANCE: call readloop();
2  Procedure readloop()
3      clear the times of failed to 0,  $si \leftarrow 0$ ;
4      call retry();
5  Procedure retry()
6      register parameter preparing;
7      read a sector;
8      if no carry then
9          call next();
10     else
11         add 1 to si,  $si \leftarrow si + 1$ ;
12         compare si with 5;
13         if  $si \geq 5$  then
14             goto error, FINISHED;
15         else
16             reset registers and call retry() to read again;
17         end
18     end
19 Procedure next()
20     memory address moved back 0x200;
21     add 1 to cl, preparing for reading the next sector,  $cl \leftarrow cl + 1$ ;
22     if  $cl \leq 18$  then
23         call readloop() to read this sector;
24     else
25          $cl > 18$ , it means that one side of this track is read already;
26         add 1 to dh,  $dh \leftarrow dh + 1$ , reverse the head pointer;
27         if  $dh < 2$  then
28             it means the 1 side has not read yet, call readloop();
29         else
30             both sides have finished reading, FINISHED;
31         end
32     end

```

**Algorithm 1:** read two sides of one track

4. **The next cylinder:** So the next step is moving a cylinder, add 1 to register ch. Otherwise the value of dh register smaller than 2, read this side indicating by dh register, jump to readloop segmentation. After ch register add 1, if it's smaller than 10, jump to readloop, otherwise end loading floppy to memory process, for we only load ten cylinders of floppy. Appendix A.1.4 is the code to perform this function.

The above four steps can be intuitively reflected in the Fig. 3-1.

## 3.2 API

## 3.3 APPs

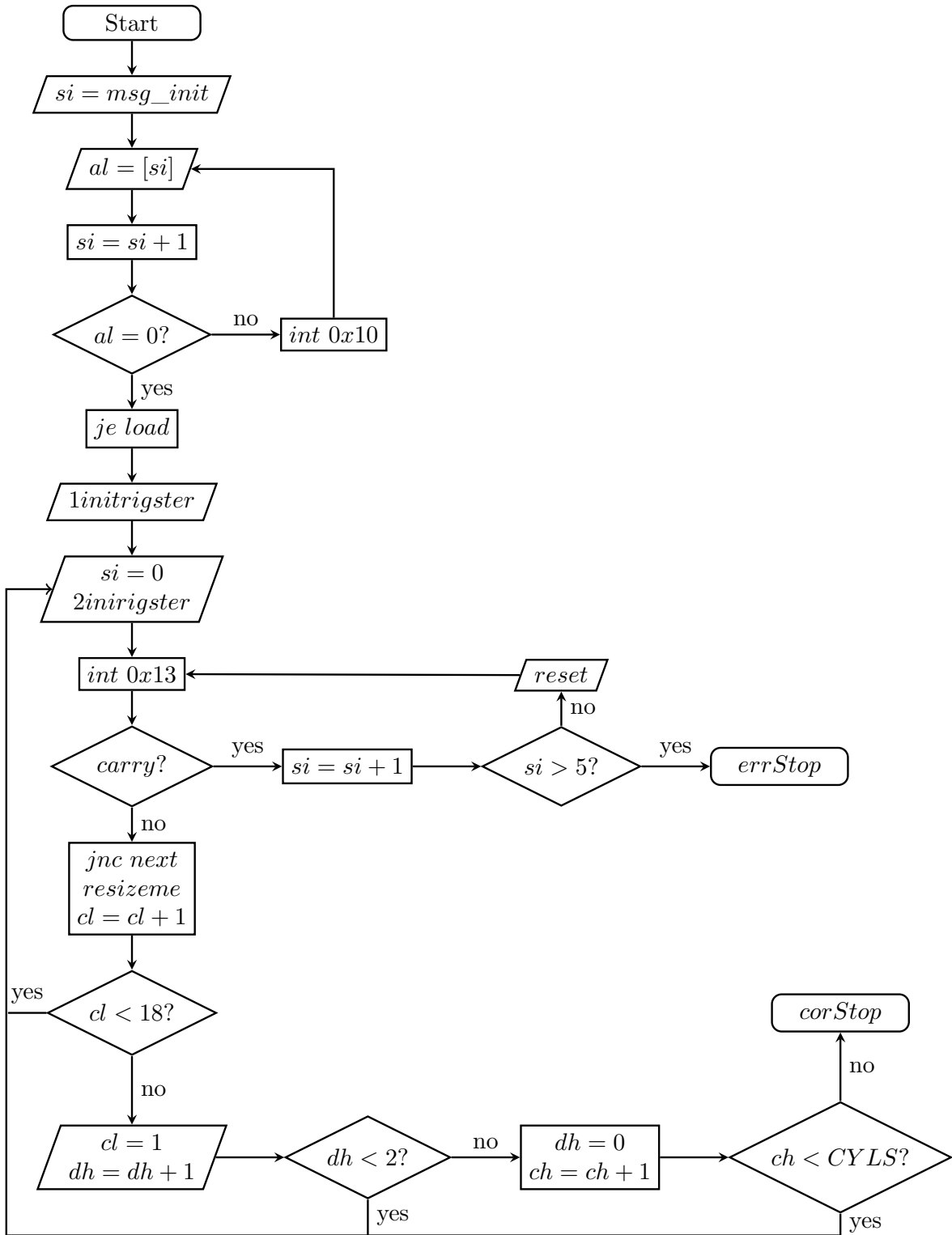


Fig. 3-1 the working flowchart of boot loader

## 4 Conclusions

**What goes in your “Conclusions” chapter?** The purpose of this chapter is to provide a summary of the whole thesis or report. In this context, it is similar to the Abstract, except that the Abstract puts roughly equal weight on all thesis/report chapters, whereas the Conclusions chapter focuses primarily on the findings, conclusions and/or recommendations of the project.

There are a couple of rules –one rigid, one common sense, for this chapter:

- All material presented in this chapter must have appeared already in the report; no new material can be introduced in this chapter. (rigid rule of technical writing)
- Usually, you would not present any new figures or tables in this chapter. (rule of thumb)

Generally, for most technical reports and Masters theses, the Conclusions chapter would be 3 to 5 pages long (double spaced). It would generally be longer in a large PhD thesis. Typically you would have a paragraph or two for each chapter or major subsection. Aim to include the following (typical) content.

1. Re-introduce the project and the need for the work –though more briefly than in the intro;
2. Re-iterate the purpose and specific objectives of your project.
3. Re-cap the approach taken –similar to the road map in the intro; however, in this case, you are re-capping the data, methodology and results as you go.
4. Summarize the major findings and recommendations of your work.
5. Make recommendations for future research.

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<sup>0</sup><https://thesistips.wordpress.com/2012/03/25/how-to-write-your-introduction-abstract-and-summary/>

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# **Supervisor**

Xiaolin WANG (Mr.), 49 years old, got his MSc degree at University of Greenwich in UK. Currently he's been working as a lecturer at the School of Big Data and Intelligence Engineering, Southwest Forestry University in China, teaching Linux, Operating Systems, and Computer Networking.

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# A Main Program Code

## A.1 Boot loader

### A.1.1 Display boot information

```
55  init:
56      mov al, [si]
57      add si, 1 ; increment by 1.
58      cmp al, 0
59      je load ; if al == 0, jmp to load, the msg_init info displayed.
60      ; the lastest character is null character, coding in 0.
61
62      mov ah, 0x0e ; write a character in TTY mode.
63      mov bx, 15 ; specify the color of the character.
64      int 0x10 ; call BIOS function, video card is number 10.
65      jmp init
```

### A.1.2 Read the second sector

```
87  load:
88      mov ax, 0
89      mov ax, 0x0820 ; load C0-H0-S2 to memory begin with 0x0820.
90      mov es, ax
91      mov ch, 0 ; cylinder 0.
92      mov dh, 0 ; head 0.
93      mov cl, 2 ; sector 2.
94
95
96  readloop:
```

```
97         mov si, 0 ; si register is a counter, try read a sector
98 ; five times.
99
100
101 retry:
102     mov ah, 0x02 ; parameter 0x02 to ah, read disk.
103     mov al, 1 ; parameter 1 to al, read disk.
104     mov bx, 0
105     mov dl, 0x00 ; the number of driver number.
106     int 0x13 ; after prepared parameters, call 0x13 interrupted.
```

### A.1.3 Read two sides of a track

```
108     jnc next ; if no carry read next sector.
109     add si, 1 ; tring again read sector, counter add 1.
110     cmp si, 5 ; until five times
111     jae error ; if tring times large than five, failed.
112
113     ; reset the status of floppy and read again.
114     mov ah, 0x00
115     mov dl, 0x00
116     int 0x13
117     jmp retry
118
119
120 next:
121     mov ax, es
122     ; we can not directly add to es register.
123     add ax, 0x0020 ; add 0x0020 to ax
124     mov es, ax ; the memory increase 0x0020 * 16 = 512 byte.
125     ; size of a sector.
126     add cl, 1 ; sector number add 1.
```



```
127      cmp cl, 18 ; one track have 18 sector.
128      jbe readloop ; jump if below or equal 18, read the next sector.
129      mov cl, 1 ; cl number reset to 1, ready to read the other side.
130      add dh, 1 ; the other side of floppy.
131      cmp dh, 2 ; only two sides of floppy.
132      jb readloop ; if dh < 2, read 18 sectors of the other sides
```

### A.1.4 The next cylinder

```
134      mov dh, 0 ; after finished read the other side, reset head to 0.
135      add ch, 1 ; two sides of a cylinder readed, add 1 to ch.
136      cmp ch, CYLS ; read 10 cylinders.
137      jb readloop
```