

\* Regex tool:

qr  $\Rightarrow$  ex.) qr/\d{4}-\d{2}-\d{2}/  
makes it easy!

"quote reg exp", can assign it to variable

Exam 1:  
Two weeks from  
today!

\* Next HW:

- C float
- perl scripting, c code (gonna need for testing for kernel driver)

\* hashes in perl:

- associate
- { } it's a hash (assessing)
- hash of scalars, not a hash of lists
  - $\Rightarrow$  Prob solved w/ "references", use \ to define variable as a reference
  - $\Rightarrow$  dereference  $\Rightarrow$  @\$f{ \$h }
  - $\rightarrow$  prints entire list

- hashes are really useful for non-numeric data  
(gpts for stuff w/dif. characters; useful for sorting)

\* sorts lexically

---

fgets is a "blocking" call

$\rightarrow$  All read/writes are "blocking" calls in linux by default  
\* Way around, change filemode to non-blocking

\* LED tutorial (elinux); sysfs

\* A better gcc (make files!)

=> Caution: most people don't understand make

=> Best source, man & info pages for make

-> Create makefile

-> TARGET = blink // a hash

define  
variable

CFLAGS = -g -Wall

OBJS = blink.o // ~~compiled~~ in make  
will make these!

LIBS = -lm // link math library

-> Write Rules:

all: \${TARGET} could list doc. here

← Default rule #1

\${TARGET}: \${OBJS}

\* lt

← Makes the c-compiler go!

-> ~~the~~ object files

↳

-> \${CC} -o \${TARGET}...  
OBJS  
LIBS

-> make isn't good @ linking,  
need to be explicit

[\* make -n  
(test it - shows what it  
would do, test!)]

\* indicate tab using:

→

[\* Make looks @ existence of file & timestamps!]

→ if there's a 'clean' file... use ".PHONY: all clean"

New Project:

cp it!

-L

← searches other directories for libs

\* Don't list .c for OBJS!!

# Kernel Drivers: Prep

(i.e. TaskManager)

## ZOMBIE LAND: "Processes"

⇒ An abstraction of a (running) program that includes system resources: memory, cpu time, (hardware),

- Every process has a unique ID (PID)  $1 \rightarrow 2^{16} - 1$  (where's 0?)
- Reused. After process dies, PID becomes available - reused

⇒ `*ps agxu` → sysV      `*ps -xf...` → BSD      > What are these?

## ⇒ Attributes

- UID/GID
- niceness // how willing you are to give up process
- controlling terminal
- signals // send signals to process
  - use 'kill term' to terminate process
  - 'stop'
  - 'cont'
  - 'HUP' // hangup reinitializes it

- "init" is parent of all processes (everything is descendant)

## ⇒ States

- ~~R~~ R (running), using CPU
- S (sleeping), usually means don't need CPU (woken by interrupt)
- D (waiting on I/O), disk wait
- T (traced), used for debugger
- Z (zombie), can't kill this!

