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實驗名稱:Device driver (I)

實驗目的:

- 寫一個 Driver 可以讓 kernel 掛載和卸載
- 了解 Driver 的開發過程和運作

實驗步驟:

▶ Part 1 - module 的編譯和測試

Step 1: Hello-World 模組的形態

```
#include inux/init.h>
#include inux/module.h>
#include inux/kernel.h>

MODULE_LICENSE ("Dual BSD/GPL");

static int demo_init(void) {
    printk("<1>I am the initial function!\n");
    return 0;
}

static void demo_exit(void) {
    printk("<1>I am the exit function!\n");
}

module_init(demo_init);
module_exit(demo_exit);
```

Step 2: module 的 makefile

Step 3: make

```
andy@ubuntu: ~/disk/Lab10-1

andy@ubuntu: ~/disk/Lab10-1$ make ARCH=arm CROSS_COMPILE=arm-linux-gnueabihf-
make -C /home/andy/disk/buildroot/output/build/linux-custom M=/home/andy/disk/Lab10-1 modules
make[1]: Entering directory '/home/andy/disk/buildroot/output/build/linux-custom'

Building modules, stage 2.

MODPOST 1 modules
make[1]: Leaving directory '/home/andy/disk/buildroot/output/build/linux-custom'
andy@ubuntu: ~/disk/Lab10-1$
```

Step 4:insmod demo

```
# insmod hello.ko
[ 304.425877] hello: loading out-of-tree module taints kernel.
[ 304.435301] <1>I am the initial function!
#
```

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Step 5:rmmod demo

```
# rmmod hello.ko
[ 351.464655] <1>I am the exit function!
#
```

> Part 2 - 完整 Driver 的型態

Step 1: 建立完整 Driver

```
#include <linux/init.h>
#include <linux/module.h>
#include <linux/fs.h>
static int example_open(struct inode *inode, struct file *filp) {
   printk("<1>EXAMPLE: open\n");
   return 0;
static int example_close(struct inode *inode, struct file *filp) {
   printk("<1>EXAMPLE: close\n");
   return 0;
static ssize_t example_read(struct file *filp, char *buf, size_t size, loff_t *f_pos) {
  printk("<1>EXAMPLE: read (size=%zu)\n", size);
return 0;
static ssize_t example_write(struct file *filp, const char *buf, size_t size, loff_t *f_pos) {
   printk("<1>EXAMPLE: write (size=%zu)\n", size);
static struct file_operations example_fops = {
   .open = example_open,
   .release = example_close,
   .read = example_read,
   .write = example_write,
MODULE_LICENSE("Dual BSD/GPL");
#define EXAMPLE_MAJOR 60
#define EXAMPLE_NAME "example"
static int example_init(void) {
    int result;
     printk("<1>EXAMPLE: init\n");
     /* Register character device */
     result = register_chrdev(EXAMPLE_MAJOR, EXAMPLE_NAME, &example_fops);
     if (result < 0) {
    printk("<1>EXAMPLE: Failed to register character device\n");
         return result;
     return 0;
static void example_exit(void) {
     printk("<1>EXAMPLE: exit\n");
     /* Unregister character device */
     unregister_chrdev(EXAMPLE_MAJOR, EXAMPLE_NAME);
module_init(example_init);
module_exit(example_exit);
```

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Step 2: module 的 makefile

```
🔞 🖨 📵 Makefile (86 GB Volume ~/disk/Lab10-1) - gedit
 Open ▼
obj-m := hello.o
all:
        make -C /home/andy/disk/buildroot/output/build/linux-custom M=$(PWD) modules
clean:
        make -C /home/andy/disk/buildroot/output/build/linux-custom M=$(PWD) clean
```

Step 3: make

Step 4: 建立並編譯一個測試檔

```
😰 🖨 🗊 test.c (86 GB Volume ~/disk/Lab10-1) - gedit
 #include <stdio.h>
int main(){
        char buf[512];
        FILE *fp = fopen("/dev/demo", "w+");
        if (fp == NULL) {
     printf("cannot open device!\n");
                 return 0;
        fread(buf, sizeof(buf), 1,fp);
        fwrite(buf, sizeof(buf), 1,fp);
        fclose(fp);
        return 0;
}
```

andy@ubuntu:~/disk/Lab10-1\$ arm-linux-gnueabihf-gcc -static -g test.c -o test andy@ubuntu:~/disk/Lab10-1\$

Step 5:測試結果

```
insmod hello.ko
   44.801620] hello: loading out-of-tree module taints kernel.
   44.811232] <1>EXAMPLE: init
 mknod /dev/demo c 60 0
# chmod 777 ./test
 ./test
  124.642762] <1>EXAMPLE: open
  124.648959] <1>EXAMPLE: read (size=4096)
  124.656365] <1>EXAMPLE: write
                                  (size=512)
  124.663428] <1>EXAMPLE: close
```

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問題與討論:

● 請問在撰寫 Linux driver 時,以下的巨集是做什麼用的?

MODULE_LICENSE()

MODULE_DESCRIPTION()

MODULE AUTHOR()

Ans:

MODULE LICENSE()巨集用來宣告程式 License,

MODULE_DESCRIPTION()用來描述此模組或者是 Driver 的功用跟簡介,

MODULE AUTHOR()用來定義此模組作者,

這些巨集都可以在 linux/module.h 裡找到,但是這些並非用於 Kernel 本身。

心得:

這次實驗讓我知道如何使用 insmod 來掛載自己建立的模組,以及使用 dmesg 來查看模組是否掛載成功,跟最後如何使用 rmmod 來卸載模組。