**USB DRIVER**

**Project Proposal**

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**CSE-302 System Programming Lab**

Submitted by:

**Ashfaq Ahmad(19pwcse1795)**

**Amir Suliman(19pwcse1805)**

**Muhammad Afnan Saqib(19pwcse1787)**

Class Section: **B**

Student Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Submitted to:

**Engr: Ma’am Madeha sheer**

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**Department of Computer Systems Engineering**

**University of Engineering and Technology, Peshawar**

**Introduction:**

Device driver is a software by which system communicate with peripheral devices. Device driver is also a part of kernel. Without Driver computer can’t communicate with peripheral Devices. If we connect any device to computer and its driver is not installed on computer then computer will give error. Each peripheral device has own Device driver.

USB devices are peripherals, such as mouse devices and keyboards, that are connected to a computer through a single port. A USB client driver is the software installed on the computer that communicates with the hardware to make the device function. If the device belongs to a device class supported by Microsoft, Windows loads one of the Micro-soft provided USB Driver (in-box class drivers) for the device. Otherwise, a custom client driver must be provided by the hardware manufacturer or a third party vendor. The user installs the client driver for the device when the device is first detected by Windows. After successful installation, Windows loads the client driver every time the device is attached and unloads the driver when the device is detached from the host computer.

The Linux kernel supports two main types of USB drivers: drivers on a host system and drivers on a device. The USB drivers for a host system control the USB devices that are plugged into it, from the host’s point of view (a common USB host is a desktop computer.) The USB drivers in a device, control how that single device looks to the host computer as a USB device. As the term “USB device drivers” is very confusing, the USB developers have created the term “USB gadget drivers” to describe the drivers that control a USB device that connects to a computer

**Programming language:**

* **C programming language.**