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SO2 Session 28 - Lab 03 (Character driver:
from Register to Delete) Part 2
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character device driver use two VFS (inode,
file object)

rule : driver implemented in Kernl and function
developed in user space

waiting queues : the main problem is to wait for the x
process to be done and yo free the resources so y
process can work.But now is we solve the busy-
waiting. Now the process waiting for specific event.

Description : the 3 most important :
* Struct cdev : represent the structure in Kernel
* Struct file : descripe the attributes of the file object
* Struct file_operarions : pointer for function that
perform operations on file object
* struct i-node : define attributes of i-node object

/sys folder of file system that contains all the driver
installed in kernel (other example/proc : not
recomanded duplicated) use devfd instead

struct module * owner : nombre of use driver

not all method need to be implemented 4 only :
+ int (*open) (struct i-node * , struct file *)
+ ssize_t (*read) (struct file * , char __user *, size_t ,
loff_t *) (we use copy_to_user)
+ ssize_t (*write) (struct file * , char __user * , size_t ,
loff_t *) (copy_from_user in char __user case)
+ int (*release) (struct i-node * , struct file *)

developement of character device driver (make file , k
build file) :
use the synchronization method (mutex, waiting
queues, interruption)