Main: machine.machine.main()

Exceptionhandler->handleexception->handlesyscall

A0,a1,a2: same order as in the system.h!!!

Openfile 的read在哪里实现：这是因为java新建数组只是一堆reference，每个元素new或者赋值的时候才决定其实现。这里是在create的时候实现的。

1. File (in userprog/SynchConsole.java) and StubOpenFile (in StubFileSystem.java) override the methods of OpenFile
2. Because there aren't methods for writing to a file directly from memory, or reading a file into memory directly. As a result, you have to read from memory,and then write to the file or read from a file and write to memory.

I think the size of the buffer is relative. The size of the buffer will determine how many times you have to use it. If it's too small, you will have to repeat the read-write process too many times, but if it's too big, it may be waste of space. (why dummy buffer)

Why handle syscall in userProcess?

Coff? Executable, load to memory when execute

Join: why store child’s exit status in parent’s virtual memory? 因为实际调用的时候需要知道返回的child status

Autograder: run里开启selftest

TLB在Processor里

TLBexception 只会在coff里面发生？因为其他的read write都是通过system call？

不是。Stack里也会有。还要重写readVM和writeVM

debug: sh上跑就有问题 可能与multi processes有关。增大physical pages就能解决