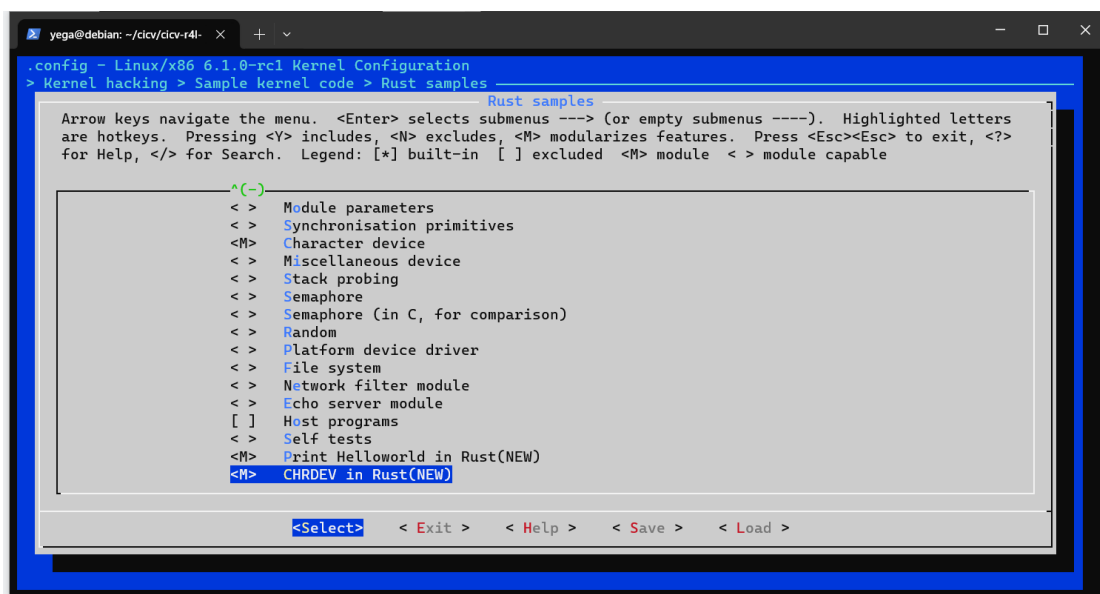
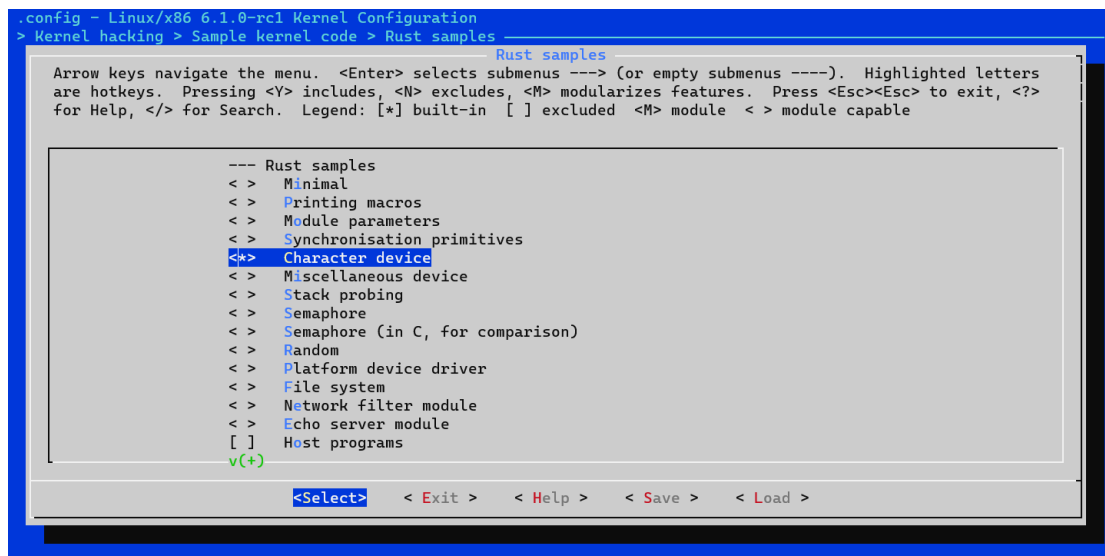
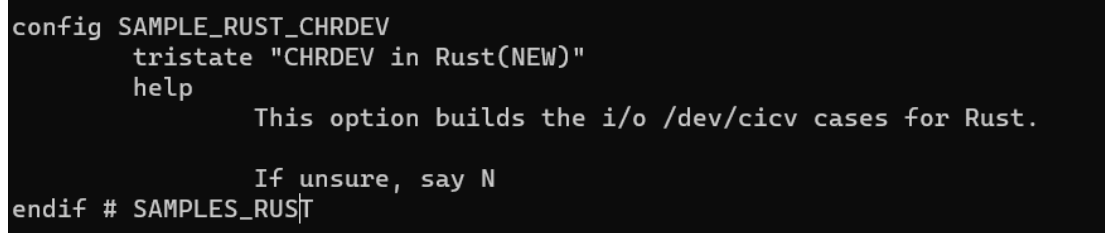


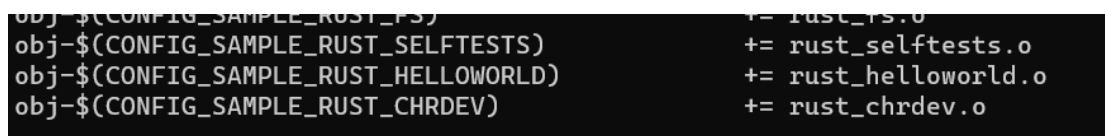
## 修改 menuconfig



## 修改 Kconfig



## 修改 Makefile



## 修改代码

```

41
42     fn write(_this: &Self, _file: &file::File, _reader: &mut impl kernel::io_buffer::IoBuf
43         // Err(EPERM)
44         let mut _reader_len: usize = _reader.len();
45         if _reader_len > GLOBALMEM_SIZE {
46             _reader_len = GLOBALMEM_SIZE;
47         }
48
49         let buf: &mut {unknown} = &mut *_this.inner.lock();
50         _reader.read_slice(data: &mut buf[.._reader_len])?;
51         Ok(_reader_len)
52     }
53
54     fn read(_this: &Self, _file: &file::File, _writer: &mut impl kernel::io_buffer::IoBuff
55         // Err(EPERM)
56         if _offset as usize > GLOBALMEM_SIZE {
57             return Ok(0)
58         }
59
60         let buf: &{unknown} = &*_this.inner.lock();
61         let data: &[u8] = &buf[_offset as usize..];
62         _writer.write_slice(data)?;
63         Ok(data.len())
64     }
65 } impl Operations for RustFile

```

make LLVM=1 -j\$(nproc) 编译内核，复制编译生成的 ko 文件到 rootfs 文件夹下，启动 qemu.

确认设备存在

```

Please press Enter to activate this console.
~ # ls /dev/cicv
/dev/cicv
~ # |

```

```

[ 14.027284] mdev (74) used greatest stack depth: 13928 bytes left
[ 14.029994] mknod (75) used greatest stack depth: 13920 bytes left

Please press Enter to activate this console.
~ # insmod rust_chrdev.ko
[ 26.585860] rust_chrdev: Rust character device sample (init)
[ 26.586794] insmod (80) used greatest stack depth: 13816 bytes left
~ # echo "Hello" > /dev/cicv
~ # cat /dev/cicv
Hello
~ # |

```

Q: 作业 5 中的字符设备/dev/cicv 是怎么创建的？它的设备号是多少？它是如何与我们写的字符设备驱动关联上的？

答：

- 1.通过 mknod 创建的 mknod /dev/cicv c 248 0" >> etc/init.d/rcS
2. /dev/cicv 的主设备号是 248，次设备号是 0。
- 3.mknod 创建了字符设备，当驱动挂载时通过注册和加载设备驱动可控制两个字符设备。内核就可以实现对硬件的控制和管理。