

VirtualBox:

```
ssh -p 8000 seso@127.0.0.1 (username: seso | password: oses)
```

VMWare:

```
sudo dhclient
```

```
ip a
```

```
ssh seso@dirección_IP (username: seso | password: oses)
```

=====

```
SESO/
```

```
    kernel/
```

```
    tools/
```

```
        cmake-tool/
```

```
    build/
```

```
    projects/
```

```
        musllibc/
```

```
        utils_libs/
```

```
        seL4_libs/
```

```
        seso/ #código generado
```

```
            src/
```

```
mkdir SESO
```

```
cd SESO
```

```
git clone --branch 10.1.1 https://github.com/seL4/seL4.git kernel
```

```
git clone --branch 10.1.x-compatible https://github.com/seL4/seL4_tools.git tools
```

```
mkdir projects
```

```
git clone --branch 10.1.x-compatible https://github.com/seL4/seL4_libs.git projects/seL4_libs
```

```
git clone --branch 10.1.x-compatible https://github.com/seL4/musllibc.git projects/musllibc
```

```
git clone --branch 10.1.x-compatible https://github.com/seL4/util_libs.git projects/util_libs
```

```
ln -s tools/cmake-tool/init-build.sh init-build.sh #en SESO
```

```
nano CMakeLists.txt #en SESO
```

```
    cmake_minimum_required(VERSION 3.7.2)
```

```
    if (${PLATFORM} IN_LIST KernelX86Sel4Arch_all_strings)
```

```
        set(KernelArch x86 CACHE STRING "" FORCE)
```

```
        set(KernelX86Sel4Arch ${PLATFORM} CACHE STRING "" FORCE)
```

```
    endif()
```

```
    include(tools/cmake-tool/default-CMakeLists.txt)
```

```
    if(SIMULATION)
```

```
        ApplyCommonSimulationSettings("x86")
```

```
    else()
```

```
        if(KernelArchX86)
```

```
            set(KernelIOMMU ON CACHE BOOL "" FORCE)
```

```
        endif()
```

```
    endif()
```

```
    # We must build the debug kernel because the tutorials rely on
```

```
    # seL4_DebugPutChar
```

```
    # and they don't initialize a platsupport driver.
```

```
    ApplyCommonReleaseVerificationSettings(FALSE FALSE)
```

```
    GenerateSimulateScript()
```

```
mkdir build
```

```
mkdir projects/seso
```

```
mkdir projects/seso/src
```

```
cd projects/seso/src
nano main.c
#include <stdio.h>
int main(void)
{
    printf("Bienvenido al sistema operativo SESO\n");
    return 0;
}
```

```
cd ~/SESO/projects/seso
nano CMakeLists.txt
```

```
cmake_minimum_required(VERSION 3.7.2)
project(SES0 C) # create a new C project called 'Hello'
# add files to our project. Paths are relative to this file.
add_executable(SES0 src/main.c)
# we need to link against the standard C lib for printf
target_link_libraries(SES0 sel4muslcsys muslc)
# Set this image as the rootserver
DeclareRootserver(SES0)
```

```
cd build
```

```
../init-build.sh -DPLATFORM=x86_64 -DSIMULATION=TRUE
```

```
ninja
```

```
./simulate # Para salir de la simulación se tiene que pulsar <ctrl>+<a> y luego <x>
```

```
=====
```

```
nano main.c
```

```
#include <stdio.h>
#include <sel4/sel4.h>
#include <sel4platsupport/bootinfo.h>

const sel4_BootInfo *boot_info;

static void print_bootinfo(const sel4_BootInfo* info) {
    int i;

    /* General info */
    printf("Info Page: %p\n", info);
    printf("IPC Buffer: %p\n", info->ipcBuffer);
    printf("Node ID: %d (of %d)\n", info->nodeID, info->numNodes);
    printf("IOPT levels: %d\n", info->numIOPTLevels);
    printf("Init cnode size bits: %d\n", info->initThreadCNodeSizeBits);

    /* Cap details */
    printf("\nCap details:\n");
    printf("Type Start End\n");
    printf("Empty 0x%08x 0x%08x\n", info->empty.start, info->empty.end);
    printf("Shared frames 0x%08x 0x%08x\n", info->sharedFrames.start, info->sharedFrames.end);
    printf("User image frames 0x%08x 0x%08x\n", info->userImageFrames.start, info->userImageFrames.end);
    printf("User image PTs 0x%08x 0x%08x\n", info->userImagePaging.start, info->userImagePaging.end);
    printf("Untyped 0x%08x 0x%08x\n", info->untyped.start, info->untyped.end);

    /* Untyped details */
    printf("-----\n");
}
```

```

printf("\nUntyped details:\n");
printf("Untyped Slot Paddr Bits Device\n");
for (i = 0; i < info->untyped.end-info->untyped.start; i++) {
    if (!(info->untypedList[i].isDevice))
        printf(" %3d 0x%08x 0x%08x %2d %d\n", i, info->untyped.start +
i, info->untypedList[i].paddr, info->untypedList[i].sizeBits, info-
>untypedList[i].isDevice);
}
printf("-----\n");
}
int main(void) {
    printf(">>>\n>>> Bienvenido al sistema operativo SESO\n>>>\n");
    boot_info = platsupport_get_bootinfo();
    print_bootinfo(boot_info);
    return 0;
}

```

=====

// Inicializa el sistema de memoria según el tipo de alineación.

```
int init_memory_system(seL4_Uint8 aligment);
```

// La función allocate() asignará una región de memoria del tamaño 2^{sizeBits} bytes

// alineada. Si la región solicitada no está disponible, la función imprimirá un mensaje de

// error y cancelará la ejecución.

```
seL4_Word allocate(seL4_Uint8 sizeBits);
```

//La función release() liberará la región de la dirección indicada.

```
int release(seL4_Word paddr);
```