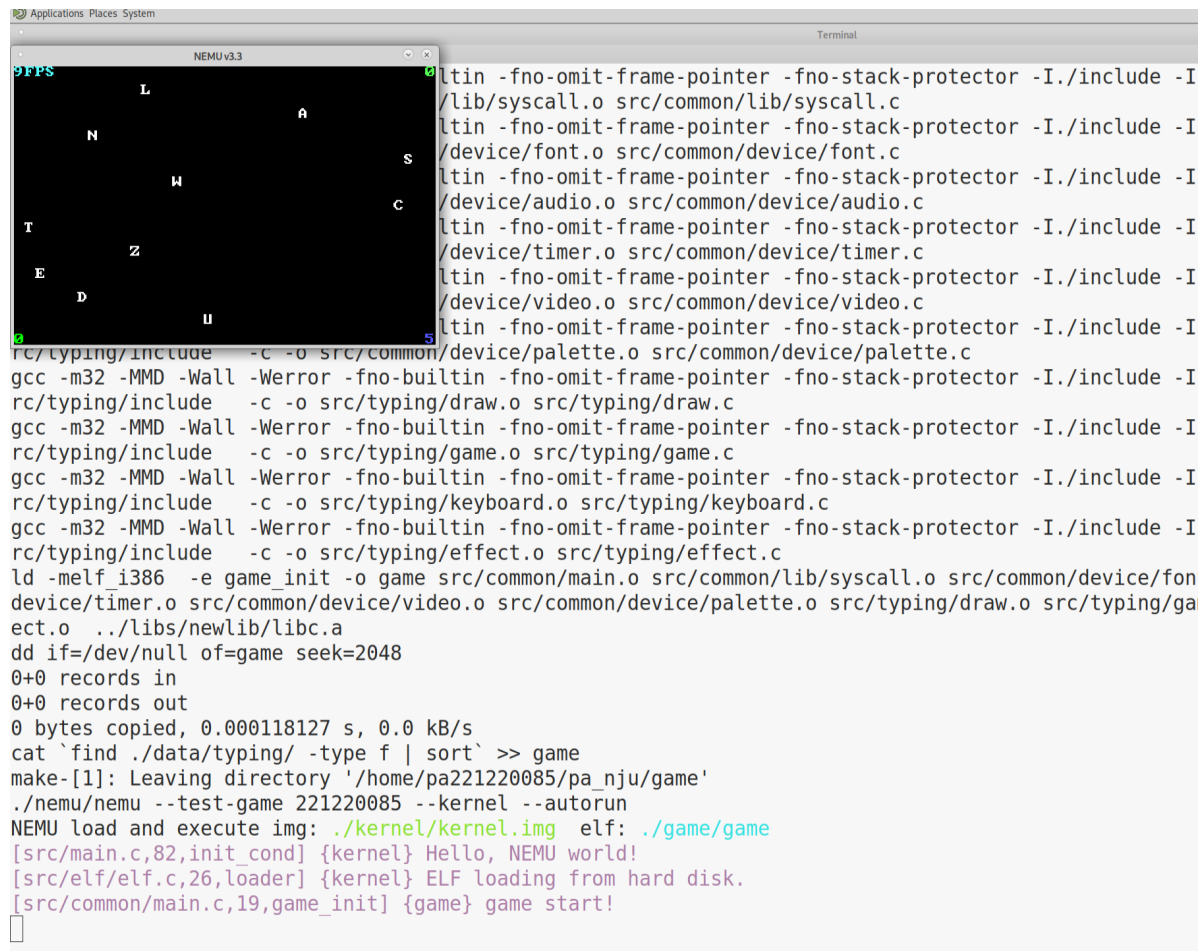


# PA 4-3 实验报告

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## 移植打字小游戏



```
Applications Places System
Terminal
NEMU v3.3
FPS
L
A
N
S
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C
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Z
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D
U
rc/typing/include -c -o src/common/device/palette.o src/common/device/palette.c
gcc -m32 -MMD -Wall -Werror -fno-builtin -fno-omit-frame-pointer -fno-stack-protector -I./include -I
rc/typing/include -c -o src/typing/draw.o src/typing/draw.c
gcc -m32 -MMD -Wall -Werror -fno-builtin -fno-omit-frame-pointer -fno-stack-protector -I./include -I
rc/typing/include -c -o src/typing/game.o src/typing/game.c
gcc -m32 -MMD -Wall -Werror -fno-builtin -fno-omit-frame-pointer -fno-stack-protector -I./include -I
rc/typing/include -c -o src/typing/keyboard.o src/typing/keyboard.c
gcc -m32 -MMD -Wall -Werror -fno-builtin -fno-omit-frame-pointer -fno-stack-protector -I./include -I
rc/typing/include -c -o src/typing/effect.o src/typing/effect.c
ld -melf_i386 -e game_init -o game src/common/main.o src/common/lib/syscall.o src/common/device/fon
device/timer.o src/common/device/video.o src/common/device/palette.o src/typing/draw.o src/typing/ga
ect.o ../libs/newlib/libc.a
dd if=/dev/null of=game seek=2048
0+0 records in
0+0 records out
0 bytes copied, 0.000118127 s, 0.0 kB/s
cat `find ./data/typing/ -type f | sort` >> game
make-[1]: Leaving directory '/home/pa221220085/pa_nju/game'
./nemu/nemu --test-game 221220085 --kernel --autorun
NEMU load and execute img: ./kernel/kernel.img elf: ./game/game
[src/main.c,82,init_cond] {kernel} Hello, NEMU world!
[src/elf/elf.c,26,loader] {kernel} ELF loading from hard disk.
[src/common/main.c,19,game_init] {game} game start!
□
```

仙剑遇到了bug,没有完成。