**static int load\_icode(unsigned char \*binary, size\_t size) {**

**......**

**......**

**/\* LAB5:EXERCISE1 YOUR CODE**

**\* should set tf\_cs,tf\_ds,tf\_es,tf\_ss,tf\_esp,tf\_eip,tf\_eflags**

**\* NOTICE: If we set trapframe correctly, then the user level process can return to USER MODE from kernel. So**

**\* tf\_cs should be USER\_CS segment (see memlayout.h)**

**\* tf\_ds=tf\_es=tf\_ss should be USER\_DS segment**

**\* tf\_esp should be the top addr of user stack (USTACKTOP)**

**\* tf\_eip should be the entry point of this binary program (elf->e\_entry)**

**\* tf\_eflags should be set to enable computer to produce Interrupt**

**\*/**

**tf->tf\_cs = USER\_CS;**

**tf->tf\_ds = tf->tf\_es = tf->tf\_ss = USER\_DS;**

**tf->tf\_esp = USTACKTOP;//0xB0000000**

**tf->tf\_eip = elf->e\_entry;//**

**tf->tf\_eflags = FL\_IF;**

**......**

**......**

**}**