Test.c file

- First, We have taken a PID as input from the user (in the form of int) and output it on the console.
- Then we have called the syscall and saved its output.
- Then we have printed the PID of the entered process.
- Then we have printed messages on the console, based on whether the execution was a success or a failure.
- Then, we have printed the error message and number on the console.

System Call

- **Arguments:** (440, pidInput, "/home/hitesh/Desktop/FileOutput.txt", 100)
- The first argument is the system call number. The second argument is the inputted PID. The third argument is the address of the text file where the output will be saved. The fourth argument is the length limit (256) of the address string.
- Code:
- First, we have defined a task_struct and found the task_struct corresponding to the given pid.
- Then, we printed the details of the on the kernel log if pid exists.
- Then, we have copied the given address in a buffer variable (char buff[]).
- Then, we declared variables related to the file opening and closing and initialized them.
- Then, we opened the file and wrote the details of the process in it.
- Then, we closed the file.

```
Wed 10:43 PM ●
  ~/linux-5.9.1/kernel/sys.c (linux-5.9.1) - Sublime Text (UNREGISTERED)
  FOLDERS
                                                    5 32.totalswap = s.totalswap;
5 32.freeswap = s.freeswap;
5 32.procs = s.procs;
5 32.totalhigh = s.totalhigh;
5 32.freehigh = s.freehigh;
5 32.mem_unit = s.mem_unit;
1f (copy_to_user(info, &s_32, sizeof(s_32)))
    return -EFAULT;
   ▼ 📄 linux-5.9.1
    ▶ IIII arch
    ▶ Dlock
    ► 🛅 certs
    ► m crypto
    ▶ ■ Documental
    ▶ I drivers
    ▶ IIII fs
    ▶ ■ include
    ▶ IIII init
    ▶ IIII ipc
     ▼ m kernel
                                                     struct task_struct *proces;
proces = find_task_by_vpid(PID);
      ▶ Dpf
      ► 🔳 cgroup
                                                     printk("\nPassed PID to the syscall: %d\n", PID);
      ▶ ■ configs
                                                    if (proces == NULL) {
    printk("Can't find the process with given pid");
      ▶ ■ debug
      ▶ IIII dma
      ▶ ■ entry
                                                          e {
   printk("Process: %s\n", proces->comm);
   printk("PID Number: %ld\n", (long)task pid_nr(proces));
   printk("Process State: %ld\n", (long)proces->state);
   printk("Priority: %ld\n", (long)proces->printk("Priority: %ld\n", (long)proces->rt priority);
      ▶ ■ events
      ▶ ■ gcov
      ▶ 🛅 irg
      ▶ ■ kcsan
      ▶ ■ livepatch
      ▶ I locking
      ▶ ■ power
                                                     char buff[256];
unsigned long lenleft = len;
unsigned long chunklen = sizeof(buff);
while(lenleft > 0) {
      ▶ ■ printk
       ► 🗎 rcu
Line 2726, C
```

Inputs

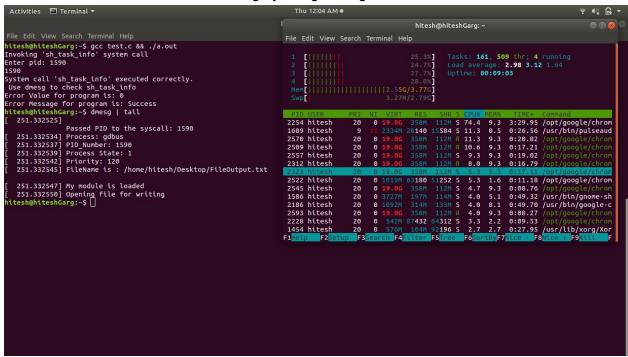
• The only input that is to be given is a valid pid from the console.

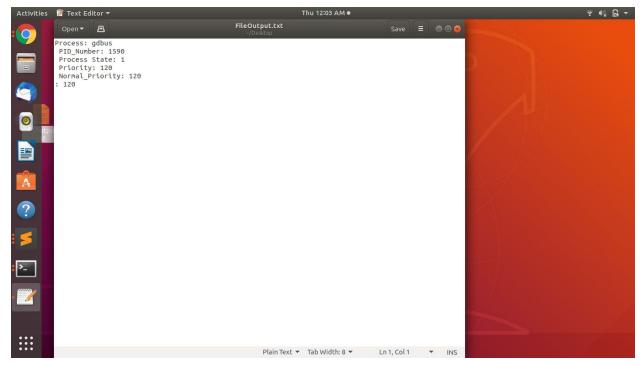


Output

- The output should be a message saying "invoking sh_task_info system call".
- Then, we should print the inputted pid

- Then, a message showing the success or failure of the system call.
- Then, the value of the error number and its corresponding message.
- Watch the text file output at the provided address in the test.c file.
- You can also view the kernel log by using dmesg in the terminal.





Error-values

Value 0: Success

- Value 1: Operation not permitted
- Value 2: No such file or directory
- Value 3: No such process
- Value 4:Interrupted system call
- Value 5: I/O error
- Value 6:No such device or address.
- Value 7: Arguments list too long
- Value 8:Exec format error
- Value 9:Bad file number
- Value 10: No child processes
- Value 11: Try again
- Value 12: Out of memory
- Value 13: Permission denied

```
hitesh@hiteshGarg:~$ gcc test.c && ./a.out
Invoking 'sh_task_info' system call
Enter pid: 1590
1590
System call 'sh_task_info' executed correctly.
Use dmesg to check sh_task_info
Error Value for program is: 0
Error Message for program is: Success
hitesh@hiteshGarg:~$ dmesg | tail
```

Implementation

- First, update your kernel to the given version using an online tutorial.
- Then, write your c code of the system call in /kernel/sys.c file of the Linux directory.
- Then, add your system call entry in \arch\x86\entry\syscalls\syscall_64.tbl file of the Linux directory.

```
433 common fspick
                                                         sys fspick
/* .entry_64.o.cmd
                                                         sys pidfd open
                           434 common pidfd open
                         435 common clone3
/* .entry 64 compat
                                                         sys_clone3
/* .modules.order.cm
                          436 common close_range
437 common openat2
                                                         sys close range
/* .syscall_32.o.cmd
                                                         sys openat2
                          438 common pidfd getfd
                                                         sys_pidfd getfd
/* .syscall 64.o.cmd
                          439 common faccessat2
                                                         sys faccessat2
/* .syscall x32.o.cmc
                          440 common sh_task_info
                                                             sys sh task info
/* .thunk 64.o.cmd
/* calling.h
                           # x32-specific system call numbers start at 512 to avoid cach
                          # for native 64-bit operation. The x32 compat sys stubs are
/* common.c
                          # on-the-fly for compat_sys_*() compatibility system calls if
/* entry 32.S
                          # is defined.
/* entry 64.S
```