

MODIFICATION CODE

1. Makefile (line 3-5)

```
CS333_PROJECT ?= 1
PRINT_SYSCALLS ?= 0
CS333_P1 ?= 1
```

menambahkan `_date\` pada variabel `UPROGS` (line 235)

```
...
    _wc\
    _zombie\
    _date\
```

Dan terakhir menghapus komentar pada `CS333_UPROGS +=` menjadi `_date` (line 16)

```
ifeq ($(CS333_PROJECT), 1)
CS333_CFLAGS += -DCS333_P1
CS333_UPROGS += _date
Endif
```

2. System Call Tracing

- File `syscall.c` (line 191-194)

```
// task 2
#ifdef PRINT_SYSCALLS
    cprintf("%s -> %d\n", syscallnames[num], curproc->tf-
>eax);
#endif //CS333_P1
```

3. The date() System Call

- Pada file user.h (Line 30-33)

```
...  
// task 3  
#ifdef CS333_P1  
int date(struct rtcdate*);  
#endif //CS333_P1  
...
```

- Pada file usys.s (Line 33)

```
...  
SYSCALL(date)
```

- Pada file syscall.h (Line 25)

```
...  
// student system calls begin here. Follow the existing pattern.  
#define SYS_date      SYS_halt + 1
```

- Pada file syscall.c
(Line 111-114)

```
...  
// task 3 add new syscall date  
#ifdef CS333_P1  
extern int sys_date(void);  
#endif // CS333_P1  
...
```

(Line 144-147)

```
...  
// task 3  
#ifdef CS333_P1  
[SYS_date]      sys_date,  
#endif // CS333_P1  
};  
...
```

(Line 176-179)

```
...
#ifdef CS333_P1
    [SYS_date]    "date",
#endif // CS333_P1
};
#endif // PRINT_SYSCALLS
...
```

- Pada file sysproc.c (Line 103-112)

```
...
// task 3
#ifdef CS333_P1
int sys_date(void)
{
    struct rtcdate *d;
    if(argptr(0, (void*)&d, sizeof(struct rtcdate)) < 0)
        return -1;
    cmostime(d);
    return 0;
}
#endif //CS333_P1
```

4. Control-P

- Pada file proc.h (line 53)

```
uint start_ticks;
```

- Pada file proc.c
(line 125)

```
if (!found) {  
    release(&ptable.lock);  
    p->start_ticks = ticks;  
    return p;  
}
```

(line 570-575)

```
// task 4  
int elapsed_ms = ticks - p->start_ticks;  
int elapsed_sec = elapsed_ms/1000;  
int mod_elapsed = elapsed_ms % 1000;  
cprintf("%d\t%s\t\t%d.%d\t%s\t%d\t", p->pid, p-  
>name, elapsed_sec, mod_elapsed, state_string, p->sz);  
#endif
```