

1.

#0 sys\_read () at sysfile.c:71

#1 0x80104837 in syscall () at syscall.c:139

#2 0x801058b9 in trap (tf=0x8dffefb4) at trap.c:43

#3 0x8010561f in alltraps () at trapasm.S:20

#4 0x8dffefb4 in ?? ()

2.

کد های داخل sys\_read را در یک حلقه ی نامتناهی قرار می دهیم (for(;;)). یک برک پوینت روی sys\_read میگذاریم و با دستورات next، step و finish شروع به دیباگ میکنیم. متوجه خواهیم شد که در :

```
if(argfd(0,
0, &f) < 0
||
argint(2,
&n) < 0 ||
argptr(1,
&p, n) < 0)

    return -1;
return fileread(f, p, n);
```

هیچگاه در صورت برآورده نشدن شرط if خارج از حلقه نمیتوانیم برویم.

4.

**s[tep]i**

Execute a single instruction and then return to the command line interpreter.

**n[ext]i**

Like stepi, except that if the instruction is a subroutine call, the entire subrou-tine is executed before control returns to the interpreter.

5.

(gdb) bt

#0 sys\_write () at sysfile.c:83

#1 0x80104837 in syscall () at syscall.c:139  
 #2 0x801058b9 in trap (tf=0x8dffffb4) at trap.c:43  
 #3 0x8010561f in alltraps () at trapasm.S:20  
 #4 0x8dffffb4 in ?? ()

6.

#### layout asm:

```
B+>|0x80104b50 <sys_write>    push %ebp                |
|0x80104b51 <sys_write+1>    xor  %eax,%eax                |
|0x80104b53 <sys_write+3>    mov  %esp,%ebp                |
|0x80104b55 <sys_write+5>    sub  $0x18,%esp                |
|0x80104b58 <sys_write+8>    lea  -0x14(%ebp),%edx          |
|0x80104b5b <sys_write+11>   call 0x80104a10 <argfd>          |
|0x80104b60 <sys_write+16>   test %eax,%eax                |
|0x80104b62 <sys_write+18>   js   0x80104bb0 <sys_write+96>  |
|0x80104b64 <sys_write+20>   lea  -0x10(%ebp),%eax          |
|0x80104b67 <sys_write+23>   sub  $0x8,%esp                |
|0x80104b6a <sys_write+26>   push %eax                    |
|0x80104b6b <sys_write+27>   push $0x2                    |
|0x80104b6d <sys_write+29>   call 0x80104720 <argint>
```

#### layout src

---

```
B+>|83  {
|84  struct file *f;
|85  int n;
|86  char *p;
|87
|88  if(argfd(0, 0, &f) < 0 || argint(2, &n) < 0 || argptr(1, &p, n) <
```

```
|89     return -1;                |
|90     return fwrite(f, p, n);   |
|91 }                             |
|92                               |
|93 int                             |
|94 sys_close(void)                |
|95 {
```