## The kaneton microkernel :: assignments



kaneton people

 $\mathrm{May}\ 24,\ 2008$ 

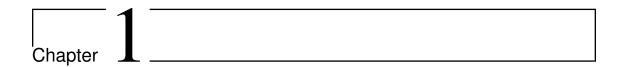
This document contains everything people need to undertake the kaneton educational project.

All the kaneton documents are available on the official website  $^{1}.$ 

<sup>1</sup>http://www.kaneton.org

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## Introduction

This chapter briefly introduced the purpose of this documentation and the assignments in general

The *kaneton* educational project enables students to develop their own micro-kernel as a way of understanding operating systems internals.

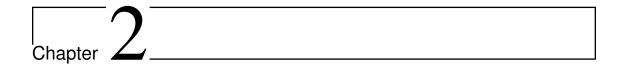
As anyone can imagine, such a project takes a huge amount of time and motivation. While the motivation will anyway play an important role in the success of students' project, the time spent can be greatly reduced if students focuse on implementing some specific parts rather than developing a complete micro-kernel from scratch.

Indeed, as we will see later in this document, the current *kaneton* educational project comes with a student **snapshot** which contains a complete development environment as well as the source code skeleton of the kernel.

As enthusiastic computer scientists, *kaneton* authors, maintainers and teachers can understand than some people prefer working on their own micro-kernel design and implementation, from scratch. All we can wish to such people is enough motivation to keep working on their project long enough to be satisfied, luck and hard work.

Either way, going through the *kaneton* micro-kernel documentation should be a waste of time. Especially, people interested in developing their own project from scratch could take a look at the *kaneton* design in case they like it enough to implement it their way.

The remaining of this document is organised as follows. Chapter 2 lists what students willing to undertake the project should know beforehand. Chapter ?? details the multiple ways for students to get help. Chapter ?? presents the first project stage. Then Chapter ?? presents the student snapshot while Chapter ?? introduces the development environment and its set-up. Then, Chapter ??, Chapter ?? and Chapter ?? details the assignments of the different stages. Finally, Chapter ?? discusses what students could do after having undertaken such a project.



## Requirements

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