# 操作系统实验1

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# 一、实验步骤

### 1.1 创建一个Rust项目

• 进入mnt目录, 执行"cargo new os --bin"

 cd os cargo build cargo run

```
[root@dcea8e5aca3c mnt]# cd os
[root@dcea8e5aca3c os]# ls
Cargo.toml src
[root@dcea8e5aca3c os]# cargo build
    Compiling os v0.1.0 (/mnt/os)
    Finished dev [unoptimized + debuginfo] target(s) in 2.06s
[root@dcea8e5aca3c os]# cargo run
    Finished dev [unoptimized + debuginfo] target(s) in 0.08s
    Running `target/debug/os`
Hello, world!
[root@dcea8e5aca3c os]#
```

### 1.2 移除标准库依赖

• 修改target为riscv64

• 安装相关软件包

- Finished dev [unoptimized + debuginfo] target(s) in 0.11s
  [root@dcea8e5aca3c os]#
- 这部分的git提交

```
lenovo@LAPTOP-203JVBM2 MINGW64 ~/Desktop/OperatingSystem/GardenerOS (main) $ git commit -m "21301032drj"
On branch main nothing to commit, working tree clean
```

• 执行命令分析移除标准库后的独立可执行程序。

## 1.3 用户态可执行的环境

• 增加入口函数

#### 编译运行

```
    选择 @dcea8e5aca3c:/mnt/os

                                                                                                                                                                                                                                                                                - 🗆 ×
  root@dcea8e5aca3c os]# cargo run
Compiling os v0.1.0 (/mnt/os)
Finished dev [unoptimized + debuginfo] target(s) in 0.55s
Running `target/riscv64gc-unknown-none-elf/debug/os`
 C
[root@dcea8e5aca3c os]#
[root@dcea8e5aca3c os]#
[root@dcea8e5aca3c os]# cargo build
Finished dev [unoptimized + debuginfo] target(s) in 0.12s
[root@dcea8e5aca3c os]# qemu-riscv64 target/riscv64gc-unknown-none-elf/debug/os
```

### • 去掉loop尝试

```
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2 @dcea8e5aca3c:/mnt/os/
     #![no_std]
#![no_main]
     #[panic_handler]
fn panic(_info: &PanicInfo) -> ! {
    loop {}
     #[no_mangle]
extern "C" fn _start() {
// loop{};
                                                                                                                                                                                       _ ×
2 @dcea8e5aca3c:/mnt/os
  Coot@dcea8e5aca3c os]# cargo run
Compiling os v0.1.0 (/mnt/os)
Finished dev [unoptimized + debuginfo] target(s) in 0.55s
Running target/riscv64gc-unknown-none-elf/debug/os
C

[root@dcea8e5aca3c os]#

[root@dcea8e5aca3c os]# cargo build

Finished dev [unoptimized + debuginfo] target(s) in 0.12s

[root@dcea8e5aca3c os]# qemu-riscv64 target/riscv64gc-unknown-none-elf/debug/os
```

#### • 实现退出机制

```
loop {}
          use core::arch::asm;
          const SYSCALL_EXIT: usize = 93;
        fn syscall(id: usize, args: [usize; 3]) -> isize {
    let mut ret: isize;
    unsafe {
        asm!("ecall",
            in("x10") args[0],
            in("x11") args[1],
            in("x12") args[2],
            in("x17") id,
            lateout("x10") ret
    );
                   }
ret
     27
28 pub fn sys_exit(xstate: i32) -> isize {
29   syscall(SYSCALL_EXIT, [xstate as usize, 0, 0])
         #[no_mangle]
extern "C" fn _start() {
    sys_exit(9);
                                                                                                                                                                                                                                                                      36,0-1
                                                                                                                                                                                                                                                                                                          Bot
@dcea8e5aca3c:/mnt/os
                                                                                                                                                                                                                                                                                                      □ ×
[root@dcea8e5aca3c os]# cargo build
Compiling os v0.1.0 (/mnt/os)
Finished dev [unoptimized + debuginfo] target(s) in 0.52s
[root@dcea8e5aca3c os]# qemu-riscv64 target/riscv64gc-unknown-none-elf/debug/os
[root@dcea8e5aca3c os]# cargo run
Finished dev [unoptimized + debuginfo] target(s) in 0.11s
Running `target/riscv64gc-unknown-none-elf/debug/os`
[root@dcea8e5aca3c os]#
```

• 实现输出支持

```
sys_write(1, s.as_bytes());
0k(())
 45 }
     pub fn print(args: fmt::Arguments) {
   Stdout.write_fmt(args).unwrap();
     }
use core::fmt::{self, Write};
#[macro_export]
macro_rules! print {
    ($fmt: literal $(, $($arg: tt)+)?) => {
        $crate::console::print(format_args!($fmt $(, $($arg)+)?));
}
    #[no_mangle]
extern "C" fn _start() {
   println!("Hello, world!");
   sys_exit(9);
   INSERT --
                                                                                                                                                                 70,1
                                                                                                                                                                                       Bot
 Ø @dcea8e5aca3c:/mnt/os × + ×
                                                                                                                                                                                    [root@dcea8e5aca3c os]# cargo build
Finished dev [unoptimized + debuginfo] target(s) in 0.12s
[root@dcea8e5aca3c os]# qemu-riscv64 target/riscv64gc-unknown-none-elf/debug/os
Hello, world!
[root@dcea8e5aca3c os]# |
```

# 二、思考问题

- 为什么称最后实现的程序为独立的可执行程序,它和标准的程序有什么区别?
   答:因为独立的可执行程序是源代码在经过编译处理最后形成的程序,具有独立性,不需要依赖到外部的库,通常可以直接运行,不需要额外的编译等操作。标准的程序需要依赖外部的库,文件体积相对较小,需要特定的运行环境。总的来说,标准的程序可以用于开发阶段,而独立的可执行程序移植性高,可直接运行。
- 实现和编译独立可执行程序的目的是什么?
   独立可执行程序移植性高,方便在环境不同的设备上部署,可以简化操作。独立可执行程序对外界环境依赖小,内部不易修改,所以安全性也很高。

# 三、git截图

• git提交(https://github.com/lovekdl/GardenerOS)

