Dynamically inserting & removing LINUX module to LINUX Kernel

System configuration

Ubuntu version: ubuntu-18.04

System architecture : x86 → Check with uname -m

Objective: The inspiration driving this assignment is to introduce Linux Kernel programming concerning creating a Linux module. Portion code executes to some extent (piece mode) where program headings can arrange the microprocessor to play out any movement. This allows any action to be executed.

Pre-setup

Introduce ubuntu 18.04 on a virtual machine and run the accompanying commands sudo apt update sudo apt install make binutils gcc

Downloading the standard code for a kernel module

mkdir a3 cd a3 wget

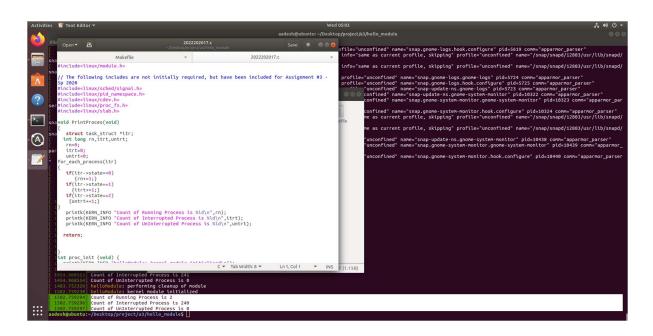
http://faculty.washington.edu/wlloyd/courses/tcss422/assignments/hello_modul e.tar.gz tar xzf hello module.tar.gz

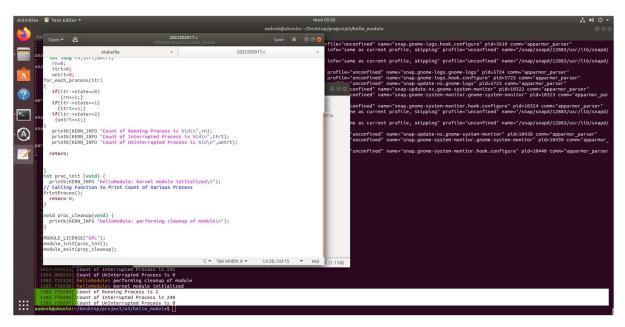
The **helloModule.c** contains the boiler plate code for the basic Kernel module. The two functions that represent the crux while initializing & un-initializing kernel module are

- 1. int proc_init(void) : called when the kernel is initialized
- 2. void proc_cleanup(void) : called when the kernel is removed

Outputs for compiling, testing & test a kernel module

Source code for kernel module to find all, interrupted & uninterrupted processes.





Printing the output after dynamically removing the kernel module

