OS Homework 1 Re-Do

Taylor B. Morris November 25, 2016

- 1. (a) The activation record is the data structure which stores information used by a function: the return address, parameters, and local variables and is found on the stack.
 - (b) malloc allocates on the heap, so the value of the Sum would be an address on the heap.
 - (c) As i is a local variable, it would be stored on the stack.
 - (d) As low is a global variable, it would be stored in the heap.
 - (e) The instruction to call limit (line 11) would be in the code.
 - (f) Defined symbols are symbols declared within a program. Undefined symbols are external symbols with no definition within the program.

(g)	symbol	defined/undefined
	low	defined
	high	defined
	main	defined
	malloc	undefined
	\lim it	undefined
	printf	undefined

- 2. (c) file runs filesystem tests, magic tests, and language tests. Assuming object file named a out for magic file list
 - i. if \$HOME/.magic.mgc or \$HOME/.magic exists, will be used in preference to /usr/share/misc/magic.mgc and /usr/share/misc/magic/*
 - ii. /usr/share/misc/magic.mgc
 - iii. /usr/share/misc/magic/*
 - iv. a.out
 - v. elf.h
 - vi. a.out.h
 - vii. exec.h
 - (d) tictac is identified as executable, and it was statically linked.
 - (e) strace runs the command after it, aka file with tictac as input and prints out the functions called. Then, grep open goes through and only shows the lines from strace's output where open was called.
 - i. "/usr/lib64/tls/x86_64/lib
magic.so.1" not successful
 - ii. "/usr/lib64/tls/libmagic.so.1" not successful
 - iii. "/usr/lib64/x86_64/lib
magic.so.1" not successful
 - iv. "/usr/lib64/libmagic.so.1"

- v. "/usr/lib64/tls/libz.so.1" not successful
- vi. "/usr/lib64/libz.so.1"
- vii. "/usr/lib64/tls/libc.so.6" not successful
- viii. "/usr/lib64/libc.so.6"
 - ix. "/usr/lib/locale/locale-archive"
 - x. "/etc/magic.mgc" not successful
 - xi. "/etc/magic"
- xii. "/usr/share/misc/magic.mgc"
- xiii. "/usr/lib64/gconv/gconv-modules.cache"
- xiv. "tictac"
- (f) blind.o is an ELF relocatable, or object file, not yet compiled to be executable.
- (g)