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pjoshi@ada:~/cs510/p6$ make
kpl Kernel -unsafe
asm Kernel.s
lddd Runtime.o Switch.o System.o List.o BitMap.o Kernel.o Main.o -o os
pjoshi@ada:~/cs510/p6$ blitz -g os
Beginning execution...
===== KPL PROGRAM STARTING =====
Initializing Thread Scheduler...
Initializing Process Manager...
Initializing Thread Manager...
Initializing Frame Manager...
AllocateRandomFrames called.  NUMBER_OF_PHYSICAL_PAGE_FRAMES = 100
Initializing Disk Driver...
Initializing File Manager...
Loading initial program...
User-level program 'TestProgram1' is running...

**** Testing Syscall Parameter Passing ****

**** About to call Sys_Yield...
**** Should print:
****     Handle_Sys_Yield invoked!

Handle_Sys_Yield invoked!

**** About to call Sys_Fork...
**** Should print:
****     Handle_Sys_Fork invoked!

Handle_Sys_Fork invoked!

**** About to call Sys_Join...
**** Should print:
****     Handle_Sys_Join invoked!
****     processID = 1111

Handle_Sys_Join invoked!
processID = 1111

**** About to call Sys_Create...
**** Should print:
****     Handle_Sys_Create invoked!
****     virt addr of filename = 0x0000BFF8
****     filename = MyFileName

Handle_Sys_Create invoked!
virt addr of filename = 0x0000BFF8
filename = MyFileName

**** About to call Sys_Open...
**** Should print:
****     Handle_Sys_Open invoked!
****     virt addr of filename = 0x0000BFF8
****     filename = MyFileName

Handle_Sys_Open invoked!
virt addr of filename = 0x0000BFF8
filename = MyFileName

**** About to call Sys_Read...
**** Should print:
****     Handle_Sys_Read invoked!
****     fileDesc = 2222
****     virt addr of buffer = 0x000000B0
****     sizeInBytes = 3333

Handle_Sys_Read invoked!
fileDesc = 2222
virt addr of buffer = 0x000000B0
sizeInBytes = 3333

**** About to call Sys_Write...
**** Should print:
****     Handle_Sys_Write invoked!
****     fileDesc = 4444
****     virt addr of buffer = 0x000000B0
****     sizeInBytes = 5555

Handle_Sys_Write invoked!
fileDesc = 4444
virt addr of buffer = 0x000000B0
sizeInBytes = 5555

**** About to call Sys_Seek...
**** Should print:
****     Handle_Sys_Seek invoked!
****     fileDesc = 6666
****     newCurrentPos = 7777

Handle_Sys_Seek invoked!
fileDesc = 6666
newCurrentPos = 7777

**** About to call Sys_Close...
**** Should print:
****     Handle_Sys_Close invoked!
****     fileDesc = 8888

Handle_Sys_Close invoked!
FileDesc = 8888

**** About to call Sys_Exit...
**** Should print:
****     Handle_Sys_Exit invoked!
****     returnStatus = 9999

Handle_Sys_Exit invoked!
returnStatus = 9999

**** Syscall Test Complete ****

**** Testing Exec Syscall ****

**** About to call Sys_Exec with a non-existent file...
**** Should print:
****     Okay

Okay

**** About to call Sys_Exec with an overly long file name...
**** Should print:
****     Okay

Okay

**** About to perform a successful Exec and jump to TestProgram2...
**** Should print:
****     User-level program 'TestProgram2' is running!

User-level program 'TestProgram2' is running!

**** About to call Sys_Shutdown...
**** Should print:
****     FATAL ERROR in UserProgram: "Syscall 'Shutdown' was invoked by a user thread" -- TERMINATING!

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(To find out where execution was when the problem arose, type 'st' at the emulator prompt.)

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===== KPL PROGRAM TERMINATION =====
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**** A 'debug' instruction was encountered ****
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Done! The next instruction to execute will be:

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001078: C0100000      sethi    0x0000,r1      ! 0x00001088 = 4232 (noGoMessage)
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Entering machine-level debugger...
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===== The DLT3 Machine Emulator =====

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===== The BLITZ Machine Emulator =====
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Enter a command at the prompt. Type 'quit' to exit or 'help' for info about commands.

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