

```
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...

My user-level program is running!!!

FATAL ERROR in UserProgram: "Syscall 'Shutdown' was invoked by a user thread" -- TERMINATING!

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

===== KPL PROGRAM TERMINATION =====

**** A 'debug' instruction was encountered ****
Done! The next instruction to execute will be:
001078: C0100000      sethi    0x0000,r1      ! 0x00001088 = 4232 (noGoMessage)

Entering machine-level debugger...
=====
===== The BLITZ Machine Emulator =====
===== Copyright 2001-2007, Harry H. Porter III =====
=====

Enter a command at the prompt.  Type 'quit' to exit or 'help' for
info about commands.
>
```