

Operating Systems Lab

Prof. L Shyamala

24th January, 2016

PRANAVCHENDUR T K - 15BCE1097

firstBootLoader.asm

[BITS 16] ;tell the assembler that its a 16 bit code

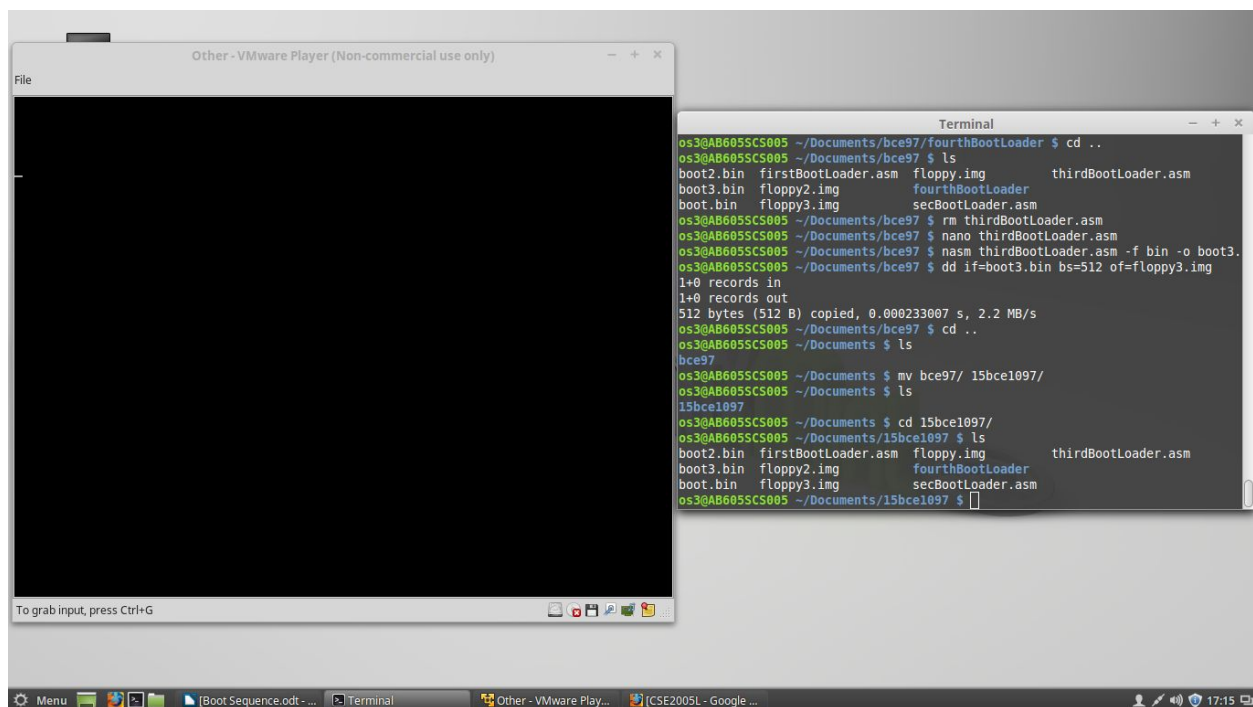
[ORG 0x7C00] ;Origin, tell the assembler that where the code will

;be in memory after it is been loaded

JMP \$;infinite loop

TIMES 510 - (\$ - \$\$) db 0 ;fill the rest of sector with 0

DW 0xAA55 ; add boot signature at the end of bootloader



secBootLoader.asm

```
[BITS 16]      ;Tells the assembler that its a 16 bit code  
[ORG 0x7C00]    ;Origin, tell the assembler that where the code will  
                ;be in memory after it is been loaded
```

```
MOV AL, 65
```

```
CALL PrintCharacter
```

```
JMP $          ;Infinite loop, hang it here.
```

PrintCharacter: ;Procedure to print character on screen

;Assume that ASCII value is in register AL

```
MOV AH, 0x0E    ;Tell BIOS that we need to print one charater on screen.
```

```
MOV BH, 0x00    ;Page no.
```

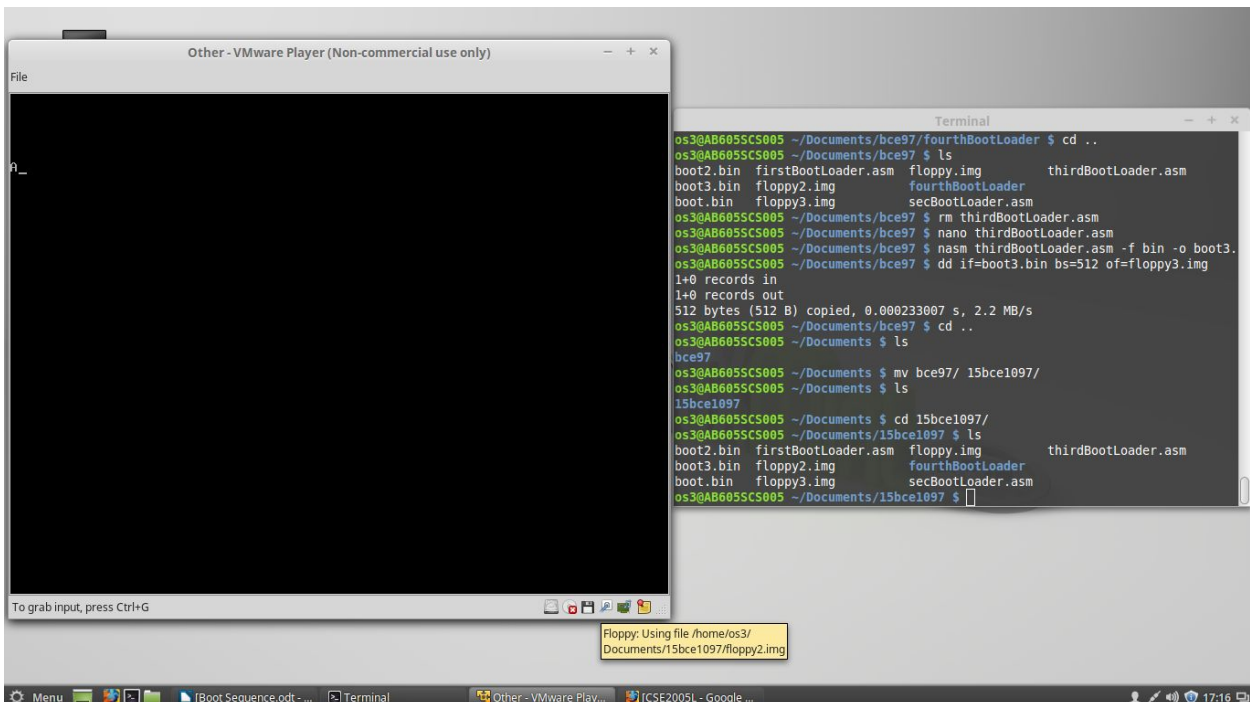
```
MOV BL, 0x07    ;Text attribute 0x07 is lightgrey font on black background
```

```
INT 0x10       ;Call video interrupt
```

```
RET            ;Return to calling procedure
```

```
TIMES 510 - ($ - $$) db 0      ;Fill the rest of sector with 0
```

```
DW 0xAA55                ;Add boot signature at the end of bootloader
```



thirdBootLoader.asm

[BITS 16] ; 16 bit code generation

[ORG 0x7C00] ; Origin location

; Main program

main: ; Label for the start of the main program

mov ax,0x0000 ; Setup the Data Segment register

; Location of data is DS:Offset

mov ds,ax ; This can not be loaded directly it has to be in two steps.

; 'mov ds, 0x0000' will NOT work due to limitations on the CPU

mov si, HelloWorld ; Load the string into position for the procedure.

call PutStr ; Call/start the procedure

jmp \$; Never ending loop

; Procedures

PutStr: ; Procedure label/start

; Set up the registers for the interrupt call

mov ah,0x0E ; The function to display a character (teletype)

mov bh,0x00 ; Page number

mov bl,0x07 ; Normal text attribute

.nextchar: ; Internal label (needed to loop round for the next character)

lodsb ; I think of this as LOaD String Block

; (Not sure if thats the real meaning though)

; Loads [SI] into AL and increases SI by one

; Check for end of string '0'

or al,al ; Sets the zero flag if al = 0

; (OR outputs 0's where there is a zero bit in the register)

jz .return ; If the zero flag has been set go to the end of the procedure.

; Zero flag gets set when an instruction returns 0 as the answer.

int 0x10 ; Run the BIOS video interrupt

jmp .nextchar ; Loop back round to the top

.return: ; Label at the end to jump to when complete

ret ; Return to main program

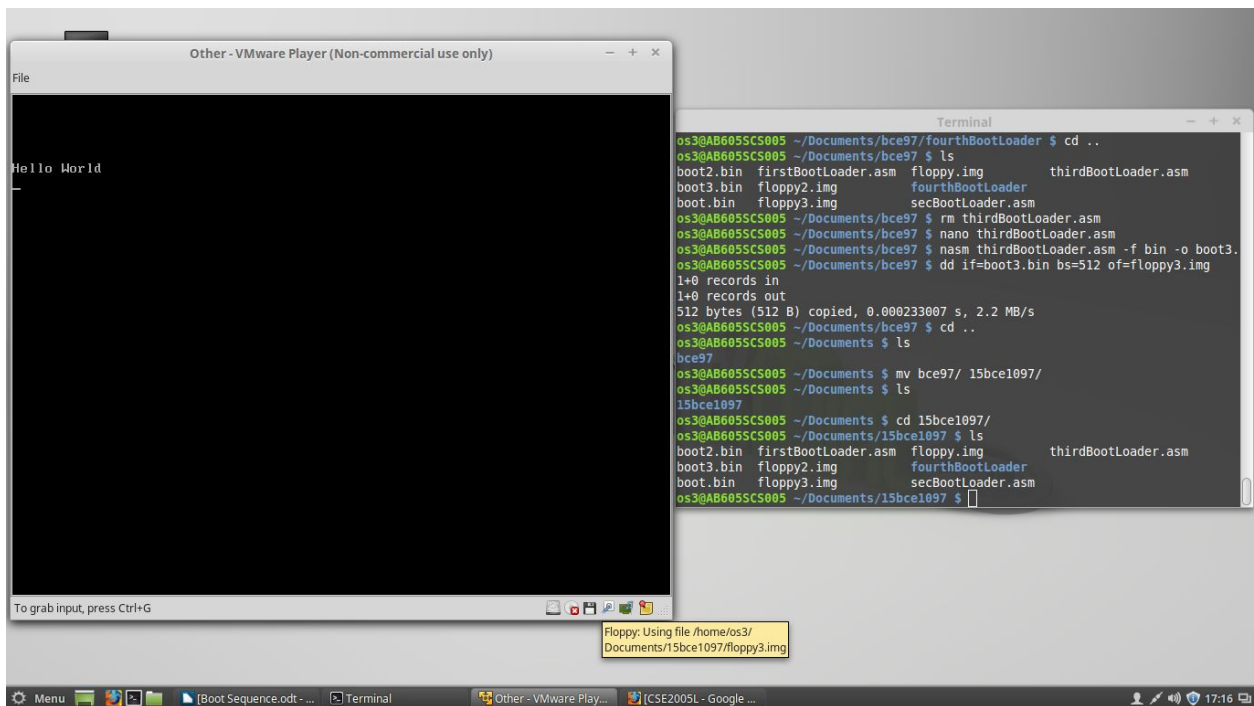
; Data

HelloWorld db 'Hello World',13,10,0

; End Matter

times 510-(\$-\$) db 0 ; Fill the rest with zeros

dw 0xAA55 ; Boot loader signature



Fourth - Kernel

menu.lst

default 0

#timeout 30

#title Boot from hard disk

#chainloader (hd0)+1

title My kernel

kernel /boot/vmlinuz-3.13.0-37-generic # Edit it to the filename of your kernel.

Directory Structure

isofiles/

`-- boot

 |-- grub

 | |-- menu.lst

 | `-- stage2_eltorito

 `-- vmlinuz-3.13.0-37-generic

2 directories, 3 files

