# **Part 2 - XV6**

• Step 1 – Update process structure

```
File Name: proc.h
Code Added:
```

int userflag; // User-defined per-process integer flag

• Step 2 – Assign syscall numbers

```
File Name: syscall.h
```

Code Added:

```
#define SYS_setflag 23 #define SYS_getflag 24
```

• Step 3 - Declare handlers and update syscall table

```
File Name: syscall.c
```

Code Added:

```
extern int sys_setflag(void);
extern int sys_getflag(void);
```

## And inside syscalls[] table:

```
[SYS_setflag] sys_setflag, [SYS_getflag] sys_getflag,
```

#### • Step 4 - Implement kernel handlers

```
File Name: sysproc.c
Code Added:
    int
    sys_setflag(void)
    {
        int flag;
        if(argint(0, &flag) < 0)
            return -1;
        myproc()->userflag = flag;
        return 0;
    }
    int
    sys_getflag(void)
    {
        return myproc()->userflag;
    }
}
```

#### • Step 5 – Update user prototypes

```
File Name: user.h
Code Added:

int setflag(int);
int getflag(void);
```

#### • Step 6 - Add syscall stubs

```
File Name: usys.S
Code Added:

SYSCALL(setflag)
SYSCALL(getflag)
```

#### • Step 7 – User Program Example

```
File Name: testflags.c

Code Added:

#include "types.h"
#include "user.h"
#include "stat.h"

int main(void)
{
    int roll_flag1 = 1234;
    int roll_flag2 = 1700;

    printf(1,"Setting flag to %d\n", roll_flag1);
    setflag(roll_flag1);
    printf(1,"Flag retrieved: %d\n", getflag());

    printf(1,"Setting flag to %d\n", roll_flag2);
    setflag(roll_flag2);
    printf(1,"Flag retrieved: %d\n", getflag());

    exit();
```

### • Step 8 – Add to Makefile

File Name: Makefile Code Added in UPROGS:

\_testflags\

#### • Output:

```
rajeev-kumar@rajeevPC:~/Desktop/xv6-public Q = - - ×

SeaBIOS (version 1.16.3-debian-1.16.3-2)

iPXE (https://ipxe.org) 00:03.0 CA00 PCI2.10 PnP PMM+1EFCAF60+1EF0AF60 CA00

Booting from Hard Disk..xv6...
cpu0: starting 0
sb: size 1000 nblocks 941 ninodes 200 nlog 30 logstart 2 inodestart 32 bmap sta8 init: starting sh
12341700$ testflags
Setting flag to 1234
Flag retrieved: 1234
Setting flag to 1700
Flag retrieved: 1700
12341700$
```