

```
# [...]

# EXTENSION 2016-09-20

##
# PRIMITIVES DEFINITIONS. Each primitive will only call the corresponding
# interrupt type and return. The interrupt will be handled in the system
# module by the subroutine loaded in the IDT. This calling mechanism allows for
# the user module to be able to interact with the system module (privileges
# escalation) while maintaining isolation.
##

#-----
# .GLOBAL reg                                # Primitive void reg() implementation
#-----
# Registers the calling process to the global system broadcast.
#-----
reg:
    int $TIPO_R
    ret

#-----
# .GLOBAL listen                             # Primitive natl listen() implementation
#-----
# Retrieves the next broadcast message if there is any. If not the calling
# process will be placed in the global system broadcast wait queue.
#-----
listen:
    int $TIPO_LS
    ret

#-----
# .GLOBAL broadcast                          # Primitive void broadcast(natl msg) implementation
#-----
# Broadcasts the given message (type natl) using the system global broadcast.
#-----
broadcast:
    int $TIPO_B
    ret

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```