

SOFTENG 370 Tutorial 1

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Hello

I am Timo, you might remember me from last year. I am the tutor for 370 this semester.

- In these tutorials I'll cover some things about the previous week's content
- There should be some time for Q&A about assignments, past tests, etc. most of the time – I'll hang around at the end of the tutorial to answer questions
- Alternatively, email me at tvan508@aucklanduni.ac.nz to set a time
- If you have questions, ask on Piazza if possible instead of emailing so that the rest of the class can see!

Plan

- 1 Kernel and user modes
- 2 Linux
- 3 C on Linux

Question

What is kernel mode? How does it differ from user mode?

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- Having these two modes requires support from the hardware (i.e. the processor)
- When the processor is in kernel mode, all instructions can be executed, including **privileged instructions** which cannot be executed in user mode.
- What are some examples of privileged instructions?
- Why are privileged instructions (and kernel mode) needed?
- What happens if a program attempts to execute a privileged instruction in user mode?

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- Through **system calls**

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- Through **system calls**
- A system call is a hardware mechanism that causes the processor to jump to a predefined location and enter kernel mode.
- This location will contain some special code that is part of the kernel to handle the call. The kernel can of course use privileged instructions to complete the call
- The kernel can run checks to make sure that the caller has permission to do what they want to do
- When the kernel is finished handling the call, it tells the processor to return to user mode and then returns execution to the caller

- You need access to Linux (or similar) for the assignments
 - You may also be able to get away with developing on macOS since it is also UNIX-based but you could run in to issues
- A few options
 - 1 Windows Subsystem for Linux
 - 2 Virtual machine
 - 3 FlexIT virtual machine
 - 4 Or dual boot...?
- Pick a distribution
 - I recommend either Ubuntu or Manjaro if you haven't used Linux much before
 - Otherwise use a distro of your choice
- Hopefully you are all comfortable with `bash` from 206

Windows Subsystem for Linux (WSL)

- The most convenient way to use Linux if your primary OS is Windows
- WSL 2, recently released, is essentially a wrapper around a Linux virtual machine. The older version of WSL is implemented differently
- Has excellent integration with VS Code through the “Remote – WSL” extension (you’ll want the C/C++ extension too)
- See <https://docs.microsoft.com/en-us/windows/wsl/install-win10> for installation instructions.
- Also check out the new Windows Terminal:
<https://github.com/microsoft/terminal>
- Demo later

Virtual machine

- VirtualBox is free and good. A guide to installing Ubuntu on VirtualBox for Windows is available here: <https://brb.nci.nih.gov/seqtools/installUbuntu.html>
 - You might have used this in 2006 last year
- Hyper-V is another alternative if using Windows Pro and is built in to the OS so you don't need to install anything

- Ubuntu VM in the cloud
- Requires installation of VMWare Horizon client (see instructions)
- Instructions at <https://www.auckland.ac.nz/en/students/my-tools/flex-it/flexit-guide.html>
 - Look for Ubuntu in the listing
- Demo

Demo of FlexIT and WSL now

The C Programming Language

- You might remember C from ENGGEN 131 (and maybe even COMPSYS 201)
- The way you will use C in this course is quite different to how it is approached in 131
 - Feels more 'low-level': heavy use of pointers, use of OS APIs (beyond just `printf`)...
- Compile on Linux using `gcc`

Compiling and gcc

- You might need to install gcc
 - Ubuntu: `sudo apt install build-essential`, you may have to do `sudo apt update` first
 - Equivalents exist for other distributions, Google if unsure
- To compile: `gcc -o <executable_name> sourcefile.c`
- Then to execute: `./executable_name`
- Let's do a demo

Questions

Any questions? About...

- The course in general?
- Installing Linux?
- Using C and gcc?

Otherwise see you all next week