

Checkpoint1

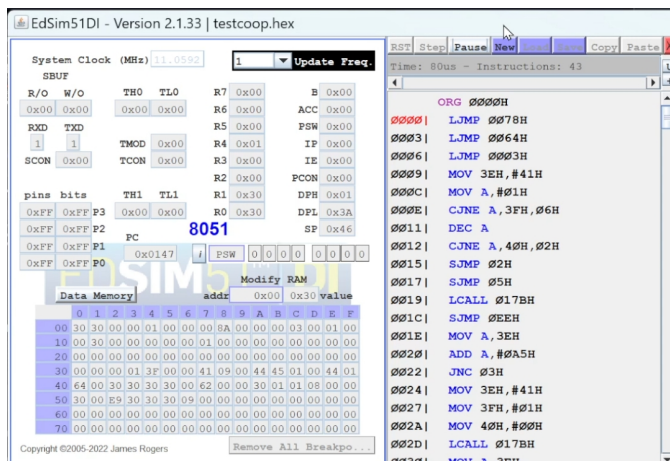
1.Typescript for compilation

I chose to implement on the Windows operating system, so I cannot use the 'rm' command. Here, I opted to use the 'del' command to achieve the same functionality.

```
C:\清大資工\05\112os\ppc1>make clean
del *.hex *.ihx *.lnk *.lst *.map *.mem *.rel *.rst *.sym

C:\清大資工\05\112os\ppc1>make
sdcc -c testcoop.c
sdcc -c cooperative.c
cooperative.c:272: warning 85: in function ThreadCreate unreferenced function argument : 'fp'
sdcc -o testcoop.hex testcoop.rel cooperative.rel
```

2-1.Take one screenshot before each ThreadCreate call. Explain how the stack changes

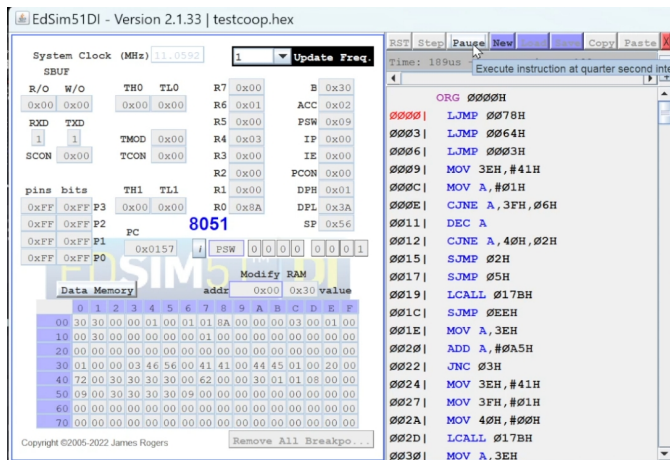


1.The original SP is stored in tempSP (0x38H), and the SP is changed to 0x3F (thread 0 stack).

2.Push DPL DPH in thread0 stack

3.Initial ACC,B,DPL,DPH,PSW value and push those in thread 0 stack,so SP in point to 0x46H

4.Restore original SP from tempSP and Save thread0 SP in 0x34H



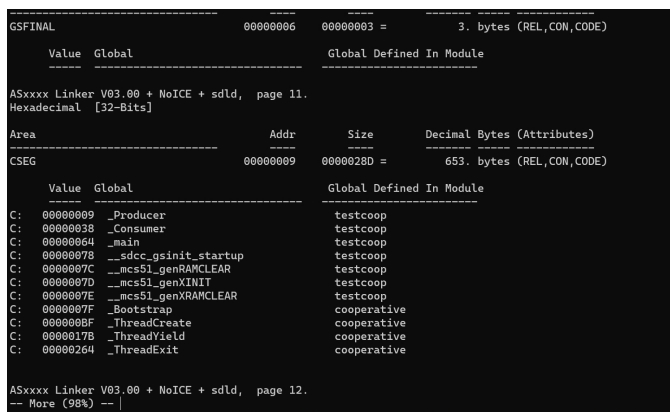
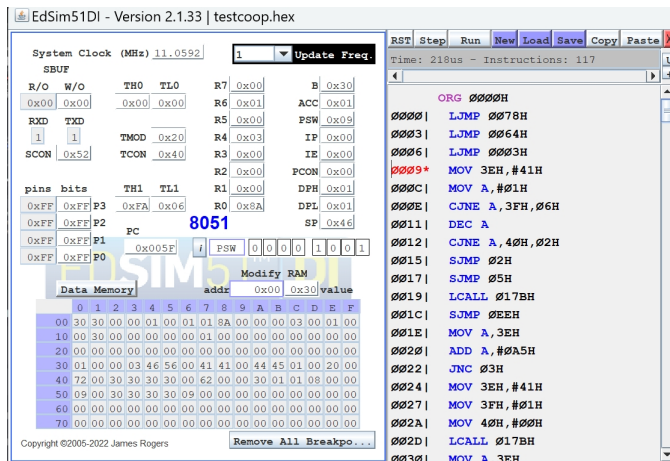
1.The original SP is stored in tempSP (0x38H), and the SP is changed to 0x4F (thread 1 stack).

2.Push DPL DPH in thread 1 stack

3.Initial ACC,B,DPL,DPH,PSW value and push those in thread 1 stack,so SP in point to 0x56H

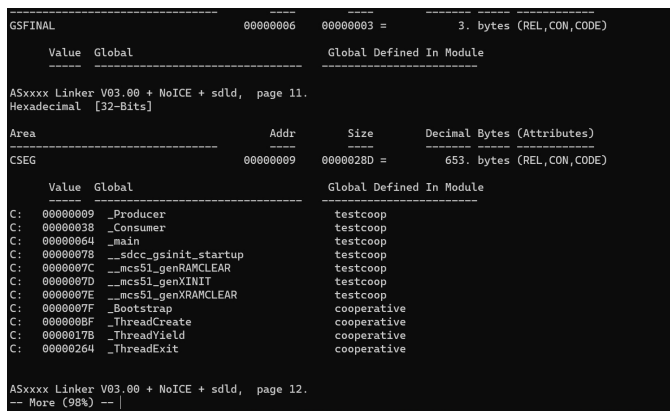
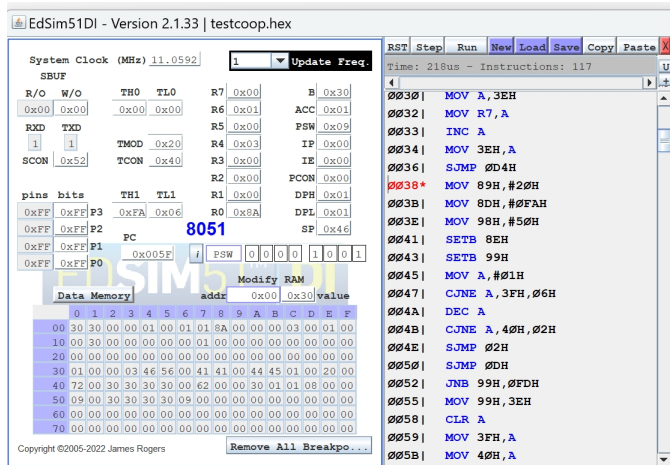
4.Restore original SP from tempSP and Save thread 1 SP in 0x35H

2-2.Take one screenshot when the Producer is running. How do you know?



producer is running, because 0009 is the address of producer function.

2-3. Take one screenshot when the Consumer is running. How do you know?



consumer is running,because 0038 is the address of consumer function.