

```
void kernelMain(void) { const char *string = "Basic Kernel!!!"; char *videomemptr =  
(char*)0xb8000; //video memory unsigned int i = 0; unsigned int j = 0; //loop to clear the screen -  
writing the blank character //the memory mapped supports 25 lines with 80ascii char with 2bytes  
of mem each while(j < 80 * 25 * 2) { videomemptr[j] = ' '; //blank character videomemptr[j+1] =  
0x02; //attribute-byte 0 - black background 2 - green font j = j+2; } j = 0; //loop to write the string  
to the video memory - each character with 0x02 attribute(green) while(string[j] != '\0') {  
videomemptr[i] = string[j]; videomemptr[i+1] = 0x02; ++j; i = i+2; } return; }
```