

CS 170 - Week 5

Dani Kudrow & Jasen Hall

Instructions

- Read the lab write-up
- Read Heloise's Hints
- Follow the cook book
 - Don't WRITE anything until you've read the entire step
 - Read. Everything. Twice.
- Consider the `kos_start/*` and `system *.h` files as necessary reading.

KOS - External Console

- JConsole
 - Good luck.
 - It lives in `~rich/cs170/lib/`
 - Little documentation

KOS - Why does he...?

The cookbook outlines a specific flow

1. Handle interrupts and exceptions
2. Wait on threads
3. Execute user code
4. noop

He does * to fit this flow. You are welcome (encouraged!) to experiment with other ideas.

KOS - User Programs

To get a program to run you need to

1. Load the program binary into memory
2. Initialize (or retrieve) the program registers
3. Launch the program

KOS - Memory

Pointers are handled differently depending on where they point

- Pointers to memory allocated in your code (kos.c) work as expected
- Pointers that address memory in the simulator should be considered offsets
 - Where's the base?

Any questions?