CSE320 System Fundamentals II

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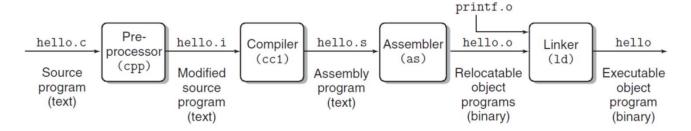


Process: C Programming

C Programming

```
#include <stdio.h>
int main(int argc, char** argv) {
    printf("Hello World");
    return 0;
}
```

Compilation

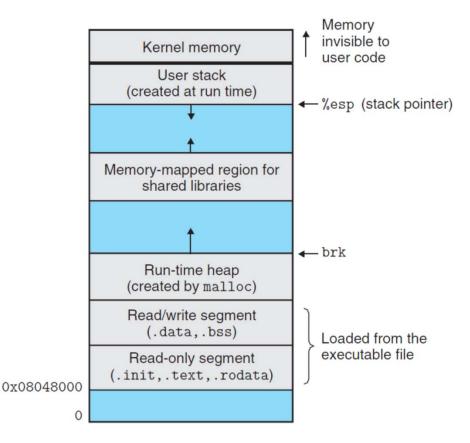


- gcc hello.c
- gcc –E hello.c –o hello.i
- gcc –S hello.c
- gcc hello.s



Process: Run-time Environments

- Variables
- Flow control
- Function calls
- Structures
- Pointers
- Dynamic memory allocation
- Run-time env.





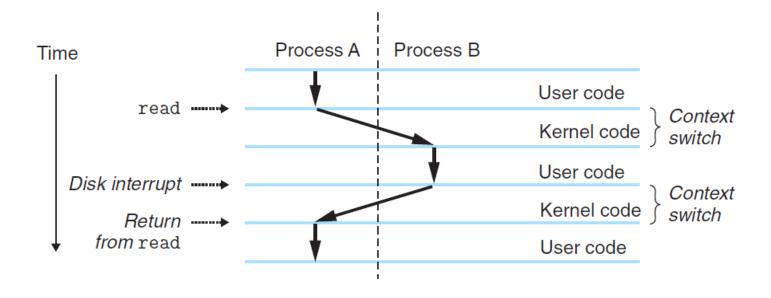
```
.LCO: .string
                                                       "%s %d\n"
#include <stdio.h>
                                       .LC1: .string
                                                       "Hello World"
                                           .text
void foo(
                                           .globl foo, main
     char* msg)
                                       foo:
                                                   %rbp
                                           pushq
                                                  %rsp, %rbp
                                           movq
     int a = 100;
                                           subq
                                                  $32, %rsp
     printf(
                                                  %rdi, -24(%rbp)
                                           movq
                                                  $100, -4(%rbp)
          "%s %d\n",
                                           movl
                                                   -4(%rbp), %edx
                                           movl
          msg,
                                                   -24(%rbp), %rax
                                           movq
          a);
                                           movq
                                                  %rax, %rsi
                                           movl
                                                  $.LCO, %edi
                                                   $0, %eax
                                           movl
                                           call
                                                   printf
                                           leave
int main(
                                           ret
     int argc,
                                       main:
     char** argv)
                                                   %rbp
                                           pushq
                                                  %rsp, %rbp
                                           movq
                                                   $16, %rsp
                                           subq
     foo("Hello World");
                                           movl
                                                   %edi, -4(%rbp)
     return 0;
                                                  %rsi, -16(%rbp)
                                           movq
                                                   $.LC1, %edi
                                           movl
                                           call
                                                   foo
                                           movl
                                                   $0, %eax
                                           leave
                                           ret
```

.section

.rodata



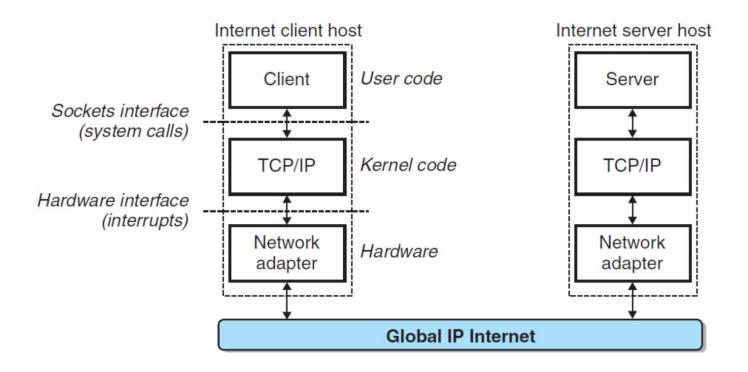
Using OS: System Calls



- User mode code cannot access resources directly
- Ask the OS to handle the request
- read, write, fork, execv, _exit, ...



Using OS: Networks

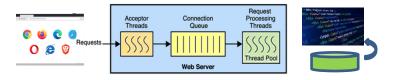


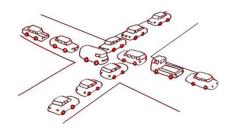
- Client-Server Model
- Socket programming



Using OS: Threads and Locks

If two processes are printing simultaneously without coordination...

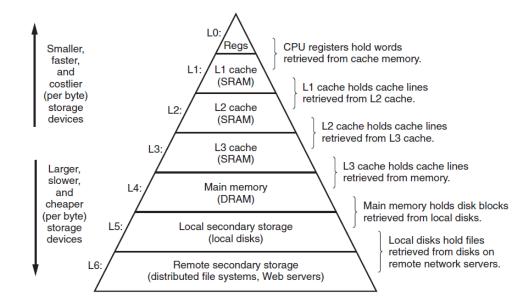






OS Inside: Memory

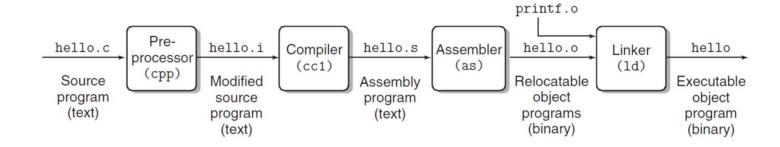
Memory Hierarchy

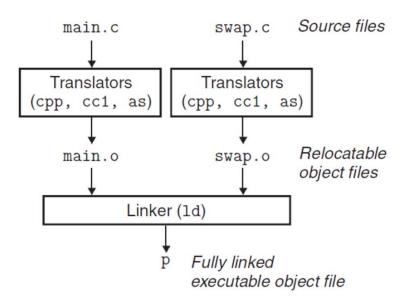


- Magic?
 - I bought a PC with 8GB of memory, but I got 100 processes running each with 4GB of memory.



OS Inside: Memory Mapping & Linking







Questions?

