

CS143A

Principles of Operating Systems

Discussion 08: Project 1 Part 2

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Agenda

- Makefile
- Tips to navigate a huge codebase
- Useful resources

Makefile

- A Makefile is essentially a text file that automates the process of compiling and building software.
- Dependencies
 - It defines dependencies between files, so the make utility knows which files need to be recompiled when changes occur
- Rules:
 - A Makefile contains a set of rules that specify how to build target files from their dependencies

A Makefile consists of a set of *rules*. A rule generally looks like this:

```
targets: prerequisites
    command
    command
    command
```

Take Makefile of Pintos for example

- Automatic Variables
 - `$@`
 - The file name of the target of the rule
 - `$<`
 - The name of the first prerequisite.
- For more information, please check:
 - https://www.gnu.org/software/make/manual/html_node/Automatic-Variables.html

```
# -*- makefile -*-

all:

include Make.vars

DIRS = $(sort $(addprefix build/, $(KERNEL_SUBDIRS) $(TEST_SUBDIRS) lib/user))

all grade check: $(DIRS) build/Makefile
    cd build && $(MAKE) $@
$(DIRS):
    mkdir -p $@
build/Makefile: ../Makefile.build
    cp $< $@

build/%: $(DIRS) build/Makefile
    cd build && $(MAKE) $*

image: build/kernel.img

qemu: build/qemu

qemu-nox: build/qemu-nox

clean:
    rm -rf build
```

Tips to navigate a huge codebase

- **ctags**
 - A tool that generates an index (or "tags") file of names found in source and header files of various programming languages.
 - This index allows programmers to quickly and easily locate definitions of functions, variables, classes, and other code elements

ctags

- Generate tags file
 - \$ cd ~/Pintos/pintos/src
 - \$ make tags
- Add the text on the right to your ~/.vimrc
 - \$ vim ~/.vimrc
- You should be able to navigate the code by using ctrl +]
- To jump back to previous tags, use ctrl + t

```
"-----"  
"let vim search the tag file from ctags  
"-----"  
set tags=./tags,tags; /
```

grep

- **grep**
 - `grep` searches for `PATTERNS` in each `FILE`
 - `$ grep -nr "boot" ./`
 - search the word “boot” recursively in current working directory with printing line number with output lines.

GREP(1)	User Commands	GREP(1)
NAME grep, egrep, fgrep, rgrep - print lines that match patterns		
SYNOPSIS <code>grep</code> [<code>OPTION...</code>] <code>PATTERNS</code> [<code>FILE...</code>] <code>grep</code> [<code>OPTION...</code>] <code>-e</code> <code>PATTERNS</code> ... [<code>FILE...</code>] <code>grep</code> [<code>OPTION...</code>] <code>-f</code> <code>PATTERN_FILE</code> ... [<code>FILE...</code>]		
DESCRIPTION <code>grep</code> searches for <code>PATTERNS</code> in each <code>FILE</code> . <code>PATTERNS</code> is one or more patterns separated by newline characters, and <code>grep</code> prints each line that matches a pattern. Typically <code>PATTERNS</code> should be quoted when <code>grep</code> is used in a shell command. A <code>FILE</code> of <code>-</code> stands for standard input. If no <code>FILE</code> is given, recursive searches examine the working directory, and nonrecursive searches read standard input. In addition, the variant programs <code>egrep</code> , <code>fgrep</code> and <code>rgrep</code> are the same as <code>grep -E</code> , <code>grep -F</code> , and <code>grep -r</code> , respectively. These variants are deprecated, but are provided for backward compatibility.		

Useful resources

- Vim tutorial
 - [Become a vim master](#)
- How does the program work? IA32 programming
 - [Computer Systems: A Programmer's Perspective](#)
 - You can find the pdf online (Recommend to read Chapter 3: Machine-Level Representation of Programs)
- Detailed documentation of Pintos
 - [Pintos by Ben Pfaff](#)
- From assembly to kernel
 - [x86 Assembly: Hello World!](#)
 - [Make an OS \(x86\)](#)
- Previous discussion
 - https://ics.uci.edu/~ardalan/courses/os/discussions/os_discussion_4.pdf

Thank you. Any Questions?