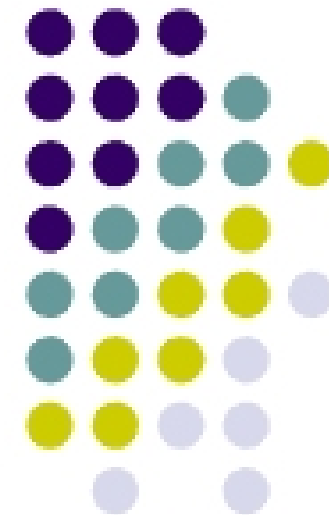
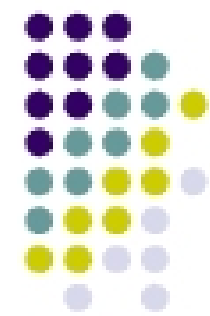


What You Need to Know for Project One

Bruce Maggs
Dave Eckhardt
Joey Echeverria
Steve Muckle





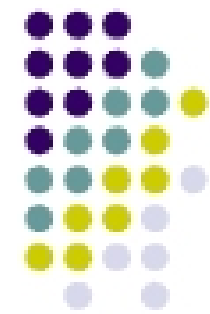
Synchronization

1. Please *read* the syllabus

- a) Some of your questions are answered there :-)
- b) We would rather teach than tear our hair out

2. Also the Project 1 handout

- a) Please don't post about "Unexpected interrupt 0"



Overview

1. Project One motivation
2. Mundane details (x86/IA-32 version)
 - PICs, hardware interrupts, software interrupts and exceptions, the IDT, privilege levels, segmentation
3. Writing a device driver
4. Installing and using Simics
5. Project 1 pieces