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DETAILED DESIGN AND IMPLEMENTATION OF A MULTIPROGRAMMING OPERATING SYSTEM FOR SIXTEEN-BIT MICROPROCESSORS

THESIS

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DEPARTMENT OF THE AIR FORCE
AIR UNIVERSITY (ATC)
AIR FORCE INSTITUTE OF TECHNOLOGY

Wright-Patterson Air Force Base, Ohio
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THESIS

Presented to the Faculty of the School of Engineering
of the Air Force Institute of Technology
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in Partial Fulfillment of the
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Master of Science

by
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Preface

This thesis presents the detailed design and implementation of a multiprogramming operating system for sixteen-bit microprocessors. The detailed design is based on the works of Robert J. Yusko, Mitchell S. Ross, and Douglas S. Huneycutt, Sr. I would like to thank these men for their efforts which made this effort possible.

I would like to thank my faculty advisor, Dr. Gary B. Lamont, for his advice that was given throughout this effort.

I would like to express my appreciation to Lt. Ronald K. Miller for his cooperation in this effort. Also, I thank Linda W. Miller for her cooking and patience.

Finally, I would like to thank my parents, Gerald D. and Molly A. Cruser, for helping me through college in more ways than one.
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Abstract

A multiprogramming operating system, designated AFIT
Multiprogramming Operating System (AMOS), for the AFIT
Digital Engineering Laboratory was designed at the
detailed level and fully implemented, except for the
assembly language routines. The requirements were
developed in the works of Yusko, Ross, and Huneycutt.

This thesis effort was done in conjunction with the
effort of Lt. Ronald K. Miller. This effort covers the
detailed design and implementation of the overall system
and, also, covers the detailed design and implementation
of the operating system scheduler.
I. Scope of Project

Introduction

The purpose of this project is to continue the design and implementation of a multiprocessing operating system for sixteen-bit microcomputers. This operating system will be referred to as the AFIT Multiprogramming Operating System (AMOS) (Ref. 1:1). The purpose of this chapter is to give a brief overview of operating systems, to outline requirements for AMOS that have been defined in the previous efforts by Ross (Ref. 4), Yusko (Ref. 5), and Huneycutt (Ref. 1), to outline the objectives of this project, and to present the approach to obtain the stated objectives.

One definition of an operating system (O/S) is "an organized collection of systems or programs that acts as an interface between machine hardware and users, providing users with a set of facilities to simplify the design, coding, debugging, and maintenance of programs while, at the same time, controlling the allocation of resources to assure efficient operation." (Ref. 2:1,2) In other words, the O/S is a large software management program that acts as an interface between the user and the computer system.
The computer system could include the hardware, application programs, and control.

Historical

In the first generation of vacuum-tubed hardware, the procedure for the operating system, which was nothing more than a program loader, was: a loader reads in an assembler; the assembler assembles into absolute code for source programs and library routines; the assembled code is written on tape or cards, and a loader is again used to read these into main storage; the absolute code of the program is then executed (Ref. 2:7). This meant that there was only one job executed at a time.

In the second generation of transistorized hardware, the operating system was developed into a sequential batch processing operating system. The operating system made use of new data channels, interrupts and used auxiliary storage efficiently (Ref. 2:9). This type of operating system still only allows one job to be executed at a time.

Along with the integrated circuitry of the third generation came the multiprogramming and time-sharing methods that could be used to make an operating system more efficient (Ref. 2:12). Multiprogramming is based on the concept of concurrency; that is, more than one program can be executing within the computer system at the same
time (Ref. 3:29). Since only one central processor is used in this type of environment, only a single program may be executing at a given instant in the central processing unit (CPU), but to the users it seems as if all the programs are executing at the same time. This is done with the use of input/output processing. Multiprogramming systems alternate the programs' usage of the CPU according to some policy. The operating system determines which program is ready for execution and then allocates the CPU for the program.

Time-sharing systems are an attempt to give each user a personal computer while efficiently utilizing the resources of a relatively expensive machine. All user interactions on a time-sharing system are done through on-line terminals. Two requirements for a time-sharing system are 1) the response time has to be maintained at the appropriate level of the human attention span and 2) the appearance of unrestricted access is presented to the user (Ref. 3:29).

The concepts of multiprogramming and time-sharing are complementary. Most minicomputer systems couple multiprogramming capabilities with an interactive time-sharing capability (Ref. 3:30). An example of such an operating system is UNIX (Ref. 20).

There are many types of operating systems on the market today for all sizes of computers. They range from
the simple batch to the complex network. These operating systems are more complex than the original ones and will become more complex in the future when greater needs are pressed on the operating system.

Review of Previous Requirements

This thesis effort is a follow-on to three previous thesis efforts that were under the direction of Professor Gary B. Lamont. Ross (Ref. 4) and Yusko (Ref. 5) were concerned with the upper level design of the operating system. Huneycutt (Ref. 1) was concerned with design and implementation of the file management of the operating system.

The previous requirements (given by Ross, Yusko, and Huneycutt) are followed in the final design and initial implementation of the operating system. Eight requirements for AMOS that are the goals for the initial implementation are:

1. Multiuser support for at least four concurrent users.
2. Friendly user interface.
3. Interuser communication.
4. Fair allocation of system resources.
5. Meaningful error diagnostics.
6. Recovery routine.
7. Minimal device/user utility support (Ref 1:11).
8. Provide a general purpose configurable O/S with full documentation to aid in teaching of O/S courses.

Although the Intel 8086 microprocessor was initially chosen (Ref. 4,5), the Z8000 was selected (Ref. 1) because it offered the desired support that was not provided by the 8080. The Z8000 is also capable of discerning between system and user tasks and can control the operations being performed for the users (Ref. 1:16). The choice of the Z8000 will be covered more thoroughly in the requirements chapter (Chapter 2).

The implementation of AMOS will be written mostly in the C language. Hardware dependent routines will be written in the Z8000 Assembly language. The reasons for using C are:

1. It is a structured language.
2. There is C source code for an existing operating system (UNIX) (Ref. 20) that is readily available to research.
3. The C language is less restrictive than other high-level languages that have an available compiler.
The modules that are to be written in assembly language will have to be rewritten in the new host computer's assembly language.

Objectives

The objective of this project is to design and implement a multiprogramming operating system for a sixteen-bit microprocessor. Top-down methodology is the main tool for design and implementation. The implementation of AMOS will be done in the C language, as stated earlier, and will avoid hardware configuration dependency (enhance portability). The only hardware dependent modules are those written in assembly language.

Approach

The project started with a literature search and review to obtain information on operating systems and their development. The requirements, for the most part are taken from References 1, 4, and 5. The structure of AMOS will be modular to facilitate testing, maintenance, and portability.

AMOS will be initially implemented on the Multibus Z8000 system (using the Z8002 microprocessor) from
Advanced Micro Devices (AMD). The Z8002 system contains a non-segmented CPU card, a multi-port serial I/O card, 128K of main memory, a floppy disk controller, a clock/timer card, and a mainframe. This is the initial hardware that is present in the lab (Room 67, Building 640). More details on the Z8002 is contained in Appendix A.

**Thesis Outline**

The rest of the chapters will cover the following subjects:

1. Requirements for AMOS
2. Design of AMOS
3. Design and Implementation of AMOS Processor Manager
4. Implementation of AMOS
5. Conclusion and Recommendations

Requirements for AMOS, Design of AMOS, and Implementation of AMOS are duplicated in Lt. Ronald K. Miller's thesis document. All of the appendices are also duplicated.
II. Requirements

Introduction

The development cycle of a software project begins with the requirements analysis (Ref. 9:198). The broad requirements for this project's operating system can be stated in one sentence. The operating system is to be a multiprogramming operating system for a sixteen-bit microprocessor computer system that is easily changed and is machine dependent only at the lowest levels. The next phases (Ref. 9: 199) of the software development cycle are:

1. Specifications/Requirements
2. Design
   a. Structural design
   b. Detailed design (algorithms)
3. Implementation/Coding
4. Testing
5. Operation/Maintenance

The steps are shown graphically in Figure II-1 (Ref. 11: 13). Although the testing is listed as the fourth phase, it should be done throughout the development cycle.
Figure II-1  Software Life Cycle—Waterfall
In this chapter, the requirements for this project's operating system will be explained with most of the specifications included. The requirements phase defines an acceptable solution to the problem. During the requirements phase, the designer must understand exactly what the user desires from the system. If the requirements are incorrect and an error is not detected until later in the design phase or coding phase, then the correction of the error can take more time and effort. This is why the requirements phase is one of the most valuable of the developmental phases of any software project, although all of them need to work together to produce the end result.

**Local Requirements**

Other than fulfilling the requirements for some students' project, this operating system can be used in various ways. It could be used to teach courses in the areas of software engineering, operating systems, computer architecture, and computer languages. This operating system could be used on different computers for different courses and could possibly provide more computer services that would be less costly than an additional minicomputer (for example, the VAX 11/780 on the first floor of Building 640). Of course, this would be conditional on
keeping the cost of the computer system under $10,000 (Ref. 5: 11).

**Air Force Requirements**

As was stated (Ref. 1: 10), the Microcomputer Technology Branch of the Air Force Data Systems Design Center at Gunter AFB, Alabama was created to supervise the production and acquisition of microcomputer software. This project can be used to serve two beneficial roles: 1) it can give insight to Air Force Acquisition personnel to correctly specify the required software for microcomputers (Ref. 1: 10) and 2) it can provide a fully documented operating system that can be developed into a useful tool which the Air Force, as well as AFIT, would be able to utilize. This documentation consists of structure charts, process definitions, data flows, source code comments, and a users' guide which are located in Appendices B, C, D, E, and F respectively.

**Capabilities**

The required capabilities for the operating system have already been developed (Ref. 1, 4, 5). They are used as the end goals for the completed and running operating system and are listed as follows:
1. Multiuser Support
2. "Friendly" User Interface
3. Communications between Users
4. Resource Management System
5. Meaningful Error Diagnostics and Recovery Procedures
6. Device and User Support

These required capabilities are also considered as the basic requirements for the design of the operating system. Each of these will be explained in the rest of this chapter.

Multiuser Support

One of the specifications that are given for this operating system is that it is to be multiprogramming. The definition given by Madnick and Donovan (Ref. 7) is "a term given to a system that may have several processes in 'states of execution' at the same time (a process can be in a state of execution and not be executing; that is, some intermediate results have been computed but the processor is not currently working on the process)" (Ref. 7: 7).
Multiprogramming is used in an environment that will handle concurrent users (as does the VAX 11/780 that was mentioned earlier). The first required capability, multiuser support, will require the design of a multiprogramming environment for the operating system.

For this operating system, the support of a minimum of four users has been given as the multiuser requirement for the implementation. The maximum number of concurrent users that can use the system will depend on three hardware constraints: 1) the number of serial and parallel I/O ports that can be used for Cathode-Ray Tube consoles (CRTs), 2) the memory constraints that are built into the operating system's data base, and 3) the size of main memory that is allotted for the users.

The design of the operating system will be for a multiuser environment of approximately eight concurrent users. The initial coding and implementation will be for four concurrent users and will be easily upgradable to five, and up to the maximum of eight, users. The upgrading process will be discussed in detail later. The initial implement of four users will be an adequate test bed for the multiprogramming requirement by providing various CPU and I/O bound processes which would test out the software (Ref. 5: 11).
User Interface

The user interface has become an important aspect of any operating system. It is essential to provide a "friendly" user interface which can be utilized by users with differing computer skills and backgrounds. The user should be able to easily learn how to operate the system. The "friendly" user interface of any operating system is characterized by three qualities: 1) ease of use 2) tolerance of user errors and 3) minimization of user error opportunities (Ref. 6: 270-273). The operating system will work efficiently with an experienced user and still be able to assist a novice user in learning how to operate the system (Ref 5:12). Documentation for the user will greatly help facilitate the learning process.

Inter-User Communication

The inter-user communications of the operating system can be done using a mail routine, public files, or both. With a mail routine, one user would be able to set up a file to send to another user, while setting a mail flag informing the second user of mail. By using a public file system, any user can declare a file as public so that anyone can read, link, or list that file. The one restriction for this method is no alteration (erase,
overwrite, etc.) could be done to a public file, except by the original user. These two, mail routine and public files, can be combined in the system. The mail routine can be used exclusively for messages, and the public file system can be used for program files.

The mail routine and the public file system are solutions for the design. The requirements for the system's inter-user communications would be met by using one or both of them.

**Memory and File Management**

Memory and file management is concerned with four basic functions (Ref. 7:105):

1. Keeping track of the status of each location of main memory.
2. Determining a policy for memory allocation.
3. Allocation technique.
4. Deallocation technique.

The status of each location of primary memory will be either allocated or unallocated. Allocated means that the memory location is being used for a job. Unallocated means that the space is free for any incoming jobs.
The policies for memory allocation will be influenced greatly by the following three constraints: 1) the maximum number of jobs allowed on the system at a time, 2) the desired turn-around time for average jobs (e.g. shared program modules), and 3) the size of jobs versus the size of main memory (i.e. can all jobs fit into the allotted working area). A few examples of memory allocation policies are partitioned memory, paged memory, demand-paged memory, and segmented memory (Ref. 7: 106). The latter two provide a virtual memory feature that will be discussed later.

Allocation and deallocation techniques depend upon the policy selected for memory management. If paged memory management is selected the allocation technique will have to place the entire job into main memory into a series of blocks. When the job is completed the job needs to be removed from main memory and the former allocated area will be returned into free. The programs that are active in memory need to have protection, which is accomplished by the allocation technique.

Error Handling and Recovery

The operating system should have the ability to handle and recover from system and user errors. Not only should it handle and recover from the errors, it should
also provide informative diagnostics that would help the user better understand the error. There are two types of user programming errors: fatal and non-fatal. These two types of user programming errors can be handled by displaying error messages (the diagnostics) and returning to the operating system's control. The user could also have format errors with the command language. This would simply be handled by giving the user the correct format for that particular command as the diagnostics.

The system can be modified for more users, for a different management routine, or for a different 16-bit microprocessor. There should be error detection capabilities for each of the new system modifications. This type of error detection would be useful for the person(s) trying to complete the modification.

Device Support

The device support will be handled by the Input/Output (I/O) Manager. These devices can be described as "the computer system's means of communicating with the world outside of primary memory. This communication may be with humans external to the computer system or with other parts of the system (such as tapes, computer cards, or disks) not directly accessible by most of the instructions of the central processor" (Ref. 10: II-10)
The four requirements for the I/O Manager (Ref. 5: 15) are the following:

1. Information transferral between users and I/O devices
2. Conversion of the user's view of I/O device (virtual I/O) to physical characteristics
3. Sharing of I/O drivers
4. I/O device error recovery

There are three major techniques used for managing and allocating I/O devices: 1) dedicated, 2) shared, and 3) virtual (Ref. 7: 284). The third requirement would be implemented using a shared devices technique and a virtual devices technique. The shared devices technique would allow such devices as disks, drums, and most other Direct Access Storage Device (DASD) to be shared concurrently by several processes (Ref. 5: 284). Slow I/O devices (such as teletypes, printers, and card readers) would have to use the virtual device technique (for example, a SPOOLing routine) in order to convert them into shared devices (Ref. 5: 285).
Design Approach

As stated in the first chapter, the top-down approach will be used for the most part in designing of the operating system. The break from the top-down methodology will be when an algorithm that is used in a lower level can be designed and written before that level has been reached.

Implementing Language

In the past, operating systems were written exclusively in assembly language (Ref. 8). The two main reasons are: 1) a well written and optimized assembly code is the fastest-executing code available and 2) the code produced using assembly code is the most compact, taking up the least amount of memory (Ref. 1: 13). With the cost of memory going down, the second reason is not as critical, since more memory can be purchased. With the use of structured designing (such as the top-down approach), the use of structured languages can be written to follow the physical form of the design used.

In the design of the operating system, the use of a high-level structured language will be used for the control structures, and the assembly language of the microprocessor will be used in those areas where
performance needs to be optimal (such as the device
drivers). Two examples that have used this type of hybrid
design are: 1) UNIX, written in the C language and 2) UCSD
Pascal, written in Pascal (Ref. 1: 14).

One of the specifications for this project's
operating system is portability. Since the bulk of the
operating system will be written in the C language, it can
be transferred and compiled easily. The assembly language
routines will need to be rewritten in the new
microprocessor's assembly language.

As stated in the first chapter, the C language was
chosen as the high-level language that would be used in
the final implementation, with the assembly language used
for some of the machine dependent routines that cannot be
handled efficiently using the C language.

The C language is readily available at AFIT. A
cross-compiler from C to Z8000 assembly code is available
on the VAX 11/780 located in the Digital Engineering Lab.
A C compiler for the AMD Z8000 processor is being acquired
from AMD. When this compiler is received, it will be used
to compile the C portion of the operating system. A
Pascal compiler is available but C was chosen because it
is less restrictive (Ref 1: 15).
**Microprocessor Consideration**

The AMD Z8000 microprocessor was selected from an extensive study with three other 16-bit microprocessors (Intel 8086, Motorola 68000, and DEC LSI-11/23). The LSI-11/23 was not considered for this project as a target device (Ref 1:16).

The amount of hardware support offered by the microprocessor was important in the selection of the target device. The following are the desired hardware supports that the Z8000 offers (Ref 1:17):

1. Restriction of CPU access.
2. Restriction of memory access.
3. Memory mapping and program relocation.
4. Sharing of memory.
5. Context switching support.
6. I/O interrupt support.

For CPU access restriction the Z8000 was the only one to differentiate between normal and system modes with restriction of the use of I/O instructions, control registers manipulation, and the HALT instruction. All the microprocessors require external circuitry to control access to memory, but the Z8000 provides instructions for use with the memory segmentation. When an interrupt is
received, the Z8000 has block move instructions for facilitating the storage of the entire instruction set, while the other microprocessors only store part of the machine state. The Z8000 allows the interrupt vector table to be located anywhere in memory, but all the microprocessors react in the same way to interrupts (Ref 1: 21).

Summary

The implementing language and the microprocessor were not requirements for the operating system. These two have been presented because they were previously selected for initial implementation (Ref. 1).

For any system to be designed correctly, the designer must completely understand what the user desires from the system. A successful completion of the requirement phase will enable the designer to provide the user with the necessary results. Since the operating system is a complex piece of software, the requirement phase is more important than in less complex pieces of software. This chapter presented the requirements for AMOS that were defined in previous thesis efforts.

The C programming language was previously selected (Ref 1: 22) for its clarity, power, and availability. For these same reasons and for the availability of UNIX C
source code, C was selected for this effort.

The AMD Z8000 microprocessor was chosen for the initial implementation. The Z8000 enables the operating system to:

1. Easily handle main memory.
2. Differentiate between system and user tasks.
3. Efficiently handle interrupts.

The testing requirements for AMOS are module testing, system testing, and acceptance testing. Module testing includes the testing both the structure of individual modules and the integration between modules. System testing is the validation of the system to it's initial objectives (Ref. 25: 232). Acceptance testing is the validation of the system to it's user requirements (Ref. 25: 232).
Introduction

The purpose of this chapter is to present the detailed design of the AFIT Multiprogramming Operating System (AMOS).

The detailed design of this multiprogramming operating system was done using a top-down methodology. When using a top-down approach, a well structured design is possible. This top-down design approach is done by making the upper-level modules call only lower-level modules. This will allow easier modification and understanding. These are two requirements that were previously stated.

This operating system was designed with a structured programming language in mind, such as the C language which was selected. By using a well known and widely used programming language for operating systems, a portable system is obtained. The only modules that would need to be changed would be the low-level driver routines that will be written in assembly language. The need for this operating system to be portable was previously stated in the requirements chapter.

The tool used in the design of AMOS is the structure

III-1
The structure chart was chosen because as the design is refined, new modules are identified and added to the chart (Ref. 11:60). The initial version of the structure chart is derived from the analysis tool called a data flow diagram (DFD) (Ref. 11: 61). The initial structure chart for AMOS was derived from the DFDs presented by Reference 4. The DFDs were not included in this text, because the structure charts can be presented apart from the DFDs and still be complete in its presentation of the operating systems structure.

**Bootstrap**

After the computer system is powered-on, the operating system should be loaded into main memory. The operating system is then executed. This is done using a bootstrap program (See Figure III-1). The Bootstrap does not meet any requirements, but is necessary for the operating system to be loaded and executed in a disk environment. Two ways that the bootstrap program can be executed are:
Figure III-1 Execute Bootstrap Program

Execute Bootstrap Program

1.0

Load AMOS Into Memory

1.1

AMOS

AMOS

Execute AMOS

1.2
1. The use of a low level function on the system's monitor. For example, on the TT-10 CP/M systems in the Digital Engineering Lab, the letter C which is entered by the user, initiates a monitor function that bootstraps the operating system. (Ref. 23)

2. The processor would be held in a RESET state while the disk controller independently loads a small segment of code from the disk. This code is the bootstrap program and is executed. (Ref. 1: 28)

**Overall System Design**

The system design was separated into the following three parts:

1. Initialization of Data Base.
2. Polling and parsing of the command.
3. Determination of the command type.

The initialization of the Data Base is to be performed only once during the execution of AMOS. The Data Base is the necessary information that the operating system requires in order to function properly. The polling and parsing of the command line and the determination of the command is in a infinite loop (See Figure III-2).
Figure III-2 Execute AMOS
Initialize Data Base

The operating system has its own set of data structures that it alone can access and control. For example, it needs structures that will give the status of processes (process control blocks or PCBs). When a computer system is powered-on, the main memory is not automatically cleared and may contain unwanted "garbage." When the data base is loaded into the main memory, it needs to be initially set to predetermined values (See Figure III-3). Some of these values can be changed during the operation of the operating system, while others can only be changed by in the source code of the operating system.

Polling and Parsing of Command Line

After the operating system is read into main memory, a polling routine is then executed checking the various ports for incoming commands. The polling routine will satisfy the user "friendly" environment. When a command line is received, it is parsed, or broken apart, into the various parameters. For example, for the RUN command, the command line is parsed into the command and file name. These various parameters make up the command table. This command table is used when checking the validity of
Figure III-3 Initialize Data Base
a requested command and in executing the command (See Figure III-4).

**Determine Command Type**

The command will be one of the following types:

1. User log-in.
2. User log-out.
3. Help user.
4. User commands.
5. Systems commands.

The first two command types are canned routines, which means execution of these are similar for each request. The latter three can vary for separate requests having different parameters.

The user is attempted to be logged-in. If the user is found to be already logged-on, then one of the remaining four command types is performed. If the command line does not follow the defined syntactical format, an error handling routine is called. After the error routine is completed, control is returned to the main body of the system (See Figure III-5).
Figure III-4 Parse Command Line
Figure III-5 Determine Valid Command

Note: A is a connector to Build Error Message Module
Validating Command

When determining the command type, user log-in, user log-out, and help user are validated. User and system commands have certain parameters that must be verified before execution.

The file name and username are the parameters that are verified for user commands. The requested file is checked to see if it is located in secondary memory (e.g. disk). If the requested file is located in secondary memory, then the user name for the file is checked against the user's username to verify that it is a legal owner of the file. This design will allow for public domain filing. Public domain filing would allow any file to be accessed by any user that is allowed on the system.

The validation of system commands is done by checking if the user requesting a system change is the 'Superuser'. The 'Superuser' is the user authorized to perform system changes. The 'Superuser's username and password should only known by those individuals authorized for system access.

Execution of Valid Command

This module will ensure the use of a multiprogramming environment. This is done by having the System, Log-in,
Log-out, and Help commands to be executed without waiting and by having the user commands wait in the process queues.

System Command

The system command is a special command that cannot be used by any user logged onto the system. It should only be executed by the 'Superuser.' This 'Superuser' has a designated username and password, as do other users. The difference between the 'Superuser' and other users is the username for the 'Superuser' is part of the original source code. The password for the 'Superuser' should only be known by those designated individuals that will have authority over the computer system. The password for the 'Superuser' should be changed frequently to avoid any tampering by individuals that determine the password code.

The design of the execution of the system command is shown in Figure III-6. The authority of the user is verified by checking to see if the user is the 'Superuser.' If the user is not the 'Superuser,' then an unauthorized user message is sent to the user. If validation is completed and the user is authorized to use the command, then the system is configured based on the command. To configure the system, a menu is sent to show the options the user has to choose, along with a prompt to
Figure III-6 System Change
input the information. When the required information is input by the user, the system changes are made and the system is configured to the new data.

Log-in User

Before the user can do anything with an operating system that uses usernames and passwords, the user must log onto the system. In the design, to log-in a user the following steps are to be taken (See Figure III-7):

1. The user inputs username and password when prompted.
2. The username is checked against the list of usernames that can access the system. If it is not in the list, then the user is not logged into the system. If it is on the list, the password associated with the username in the list is checked against the password input by the user. If it is not the same password, then the user is not logged into the system.
3. The user parameters are initialized to log-in the user and a logged-in message is sent to the user.
Figure III-7  Log-in User
Log-out User

An importance of logging-off of a system is the freeing of a terminal which can be used by another user. Logging-off tells the system that you do not need to do any more operations and are freeing the allocated workspace, terminal, and any other devices. In the design of the execution of the log-out command, the user parameters are cleared and a log-out message is sent to the user. The user parameters are the structures that inform the system about the user's current status. When the parameters are cleared, this informs the system that the user is no longer logged-on. The user would have to log-in to access the system, after the log-out command is completed (See Figure III-8).

Help Command

If a help command is received the user can be requesting either system information or command information. Whichever is requested the user is provided with the necessary information. The design does not include the necessary information for user log-in. This information will be documented and available for each user. This implies that a user must be logged in to request help.
Figure III-8  Logout User
In the design of the execution of the help command, the information is retrieved and sent. Before the information is retrieved, the command is checked to determine if the user is requesting command information or system information. Command information is the format of commands and the description of what the commands do. System information is the status of the computer system (See Figure III-9).

User Commands

User commands are divided into the following five types:

1. Running a file.
2. Listing a file.
4. Deleting a file.

The execution of all user commands are similar. First the file must be located (the directory is saved in a specific location), second the file must be retrieved from secondary memory, third the file is buffered into main memory, fourth the job is placed into a waiting queue for execution. After the four steps the files waits for
Figure III-9  Help User
its turn for execution.

To run a file, the executable code is located in main memory and then executed for the user. To list a file the file is taken from main memory and transmitted to the user's terminal. Printing a file is similar to listing a file except it is transmitted to a printer. Deletion of a file is done by buffering in the directory section containing the file information and deleting it from the listing and then writing it back out to secondary memory. Directory information is executed by transmitting the buffered directory to the user's terminal (See Figure III-10).

**Evaluation of AMOS Design (Testing)**

The evaluation of AMOS design consisted of a two phase process. The first phase checked to see if the design had a logical structure. A logical structure should have upper-level modules calling lower-level modules in an organized sequence. The sequence would follow a logical flow. For example, it is necessary to call a module getting a username before calling a module to check if the username is valid. The second phase determined if the data flow between modules was logical. The data would be needed in the called module or in another lower-level module. This lower-level module is
Figure III-10  Execute User Command
a child of the called module (Ref. 13: 220).

In the evaluation of the logical structure, a few minor changes were necessary. One of these changes involved the polling routine. The first design did not take into account that the users could be idle for a long period of time while a process was ready to run. The call to the Process Scheduler was added after a set number of polls with no response. Another change involved execution of a user command. The execution of each user command was similar; this allowed for common modules that would be called to execute the commands.

The data flow was verified to be logical with a few changes. To execute a command, in the initial design, the command table was the data flow item passed between the modules. When the Process Scheduler was incorporated into the design, the process control block was the new data flow item.

Summary

This chapter presented the overall system design of AMOS. The top-down design approach was followed using structure charting. The operating system was designed with the idea that it would be implemented using a structured programming language, i.e. C.
The overall system design is separated into the following three parts:

1. Initialize of Data Base.
2. Polling and parsing of the command.
3. Determination of the command type.

These three parts are the first level of the structure chart and call other modules in lower levels.

The structure charts are located in Appendix B. The process definitions and data dictionary are located in Appendices C and D, respectively.
IV. AMOS Process Management

Introduction

In this chapter, the AMOS Process Management general and detailed design is discussed. Process management is composed of the job scheduler, processor scheduler, and traffic controller (Ref. 7: 209-211). The job scheduler is the "overall supervisor" that keeps track of jobs and creates corresponding processes (Ref. 7: 212). The process scheduler performs the following four functions (Ref. 7: 213):

1. Keeps track of the status of the process
2. Decides the time the process gets to use the processor
3. Allocates the processor to the process
4. Deallocates the processor

The AMOS Process Manager will provide the desired multiprogramming environment. It will also help facilitate the "friendly" user interface by not making a user's process to wait for another process to finish an I/O function.
State Model and Structure Charts

The path of the process can be shown using a state model (Ref. 7: 211). Figure IV-1 shows the path that will be taken by a process in the AMOS Scheduler. The structure charts are derived from the Data Flow Diagrams (DFDs) that are presented in Reference 5. As was stated in Chapter 3, the DFDs are not presented because the structure charts show the structure by themselves.

Scheduling Techniques

There are two basic types of scheduling techniques: nonpreemptive and preemptive. In nonpreemptive schedules, a process once started is executed until completion (Ref. 12: 51). In preemptive schedules, it is possible to suspend the process from execution and at a later stage resume execution at the point of suspension (Ref. 12: 51). The combining of these two results in what is called selective preemption (Ref. 2: 199).

The nonpreemptive scheduling was chosen for the initial implementation of AMOS because of the simpler algorithm. In this simpler case the need to save the state of the preempted process is eliminated for other than interrupts. In the nonpreemptive scheduling, the process scheduler would give an indefinite amount of time
Figure IV-1  State Diagram
to the process, allocate the processor, and deallocate the processor after the process is finished.

After the addition of more terminals to the computer system, the scheduling could be changed to some kind of preemptive scheduling. If the waiting time becomes too lengthy for the users to get their jobs executed, timeslicing of processing should be implemented. The scheduler that was designed by Yusko (Ref. 5) has the timeslicing scheduler.

**Job Scheduling**

Since the nonpreemptive scheduling is being used, the job and process were defined to be the same. This allows for one table to be used for each process without the need to "cleanup" other tables that would only be used during a portion of the processor's execution cycle. That is, a users job will be treated as one process and not broken up into many processes. This is done by only having the User commands passed through the Scheduler. The other commands; Control, System, and Help; are "dedicated" and are not passed through the Scheduler. The term dedicated means that the job is run without anything interrupting it. This will be detailed in the design.

When a process is entered into AMOS, two procedures have to take place before it can be executed. The process
control block (pcb) must be constructed and initialized for the process. After the pcb is constructed and initialized, it must be inserted into a queue. The design of the 'job scheduler' can be seen in Figure IV-2. The 'job scheduler' is the module Build Pcb.

Process Control Block (PCB)

The pcb is the data structure containing the information describing the process (Ref. 3: 167). The following is the information in the pcb that is used by the process scheduler:

1. Priority of the process
2. Current Queue the process is residing
3. Offset Address, beginning address of main memory where the process resides
4. Final Address of main memory where the process resides
5. Command type of the process
6. Process's port of origin
7. Process's I/O wait status

The insertion of the pcb into a queue also uses the information. If the pcb is waiting for I/O, then the pcb is inserted into the I/O Wait queue. If the command type
Figure IV-2 Build PCB
of the pcb indicates a system command, then the pcb is inserted into the System queue. If it was neither an I/O command nor a System command, then the pcb is inserted into a Ready queue. The Ready queue, which the pcb would be inserted, would depend on the priority of the process. The priority of the process is determined by the job scheduler and is given to the process when the job is entered and the pcb is constructed.

PCB Queues

All of the queues that are used by the Scheduler are dynamic first-in, first-out (FIFO) structures, because a dynamic FIFO structure is more flexible than a fixed size table. The queues, in the form of a dynamic FIFO structure, can vary in size and will contain only the space needed for the current pcbs occupying. When a pcb is inserted into one of the queues, it is the last one in the queue. This insures that a process does not get shuffled around in a queue with the possibility of not running until all other processes are finished. This insures that the user will have the process start execution before processes entered after the user's process was entered, assuming there is no I/O wait.

As was mentioned previously, there are three types of queues in the AMOS design. The three types are:
1. I/O Wait Queue
2. System Queue
3. Ready Queues

The I/O Wait queue is used to keep pcb's of processes that are in an I/O wait. An I/O wait occurs when the process tries to access a device and has to wait for a response. The System queue is used to store the pcb's of those processes that are system command processes. The Ready queues are used to keep pcb's of processes that are ready to use the processor and are waiting to be scheduled to execute. The number of Ready queues is determined by the number of priorities the system assigns to jobs. In the initial implementation, only one Ready queue (Ready1Q) will be defined. Since only four users will be on the initial implementation, it was not necessary for more than one ready queue, besides the system ready queue. If the need arises to start assigning priority base on needs of the processes in later implementations, it would be easy to add the extra Ready queues and change the code to account for the extra queue(s).

Design of Process Scheduler

The process scheduler was designed with simplicity in
mind, while still covering the four functions mentioned in the beginning of this chapter. The simplicity of the scheduler ensures that a multiprogramming environment can be implemented with the operating system without having to develop a complex scheduler. When the operating system is executing with the initial scheduler, a more complex, and more efficient in the use of the microprocessor, scheduler can be developed. In the AMOS process scheduler design (See Figure IV-3), the following modules are performed:

1. Updating all processes no longer in an I/O wait state
2. Get next process to execute
3. Execute the process

Updating of I/O Wait Processes

To update the I/O wait processes, the I/O Wait queue must be checked to see if there are any pcbs that are no longer in an I/O wait state. If such a pcb is found it is deleted from the I/O Wait queue and placed into the appropriate queue, either the System queue or one of the Ready queues (See Figure IV-4).
Figure IV-3  Process Scheduler
Figure IV-4  Process I/O Wait Queue
Get Next Process to Execute

When the Scheduler is ready to execute a process, a process that is ready to execute must be obtained from a queue. The process is taken from either the System queue or one of the Ready queues. The system processes have priority over the user processes, so the System queue is checked for a ready process and the Ready queues are checked only if there is no process on the System queue. A process' pcb is taken from either of the queues. If there is no ready processes, no pcb is retrieved and an empty flag is sent to the Scheduler (See Figure IV-5).

Execute the Process

If a ready process is found, then the Scheduler must decide what type of command the process originated (that is, User or System). This is accomplished in the Run Process module. If it was a SYS command, LIST command, PRINT command, DEL command, or DIR command, the process will be executed by calling the appropriate System command modules. If the process originated from the RUN command the module Run Program is called to execute the program. After the process is completed, or aborted, the module Deallocate Memory Space is called to deallocate the memory partition that was used by the process (See Figure IV-6).
Figure IV-5 Get PCB
Figure IV-6  Run Process
In the initial implementation of AMOS, it was decided to allow only one process to be run at a time by a user. This is similar to the UNIX O/S running on the VAX 11/780, except that a process can be run in a 'background' mode (Ref. 8: 1918). The user can submit a job, but cannot communicate with AMOS until the job is completed or aborted. The multiprogramming environment will still exist, but only if there is more than one user on the system. Allowing for multiple jobs for a user on the system would be a job for the operating system's process manager to keep track of the processes.

**AMOS Scheduler's Overall Design**

Although the scheduler was designed in top-down fashion, the Scheduler, as a whole, was designed in two separate parts with each part designed top-down. The two parts are the job scheduler and the process scheduler. The traffic controller is built into both of these and is not separate from either one. The job scheduler is called from two separate locations in the AMOS design, System Change and Get File (See Figures IV-7 and IV-8).
Figure IV-7 System Change
Figure IV-8 Get File
The process scheduler is called from two separate locations in the initial implementation, Execute Command and Parse Command Line (See Figures IV-9 and IV-10), but can be called from a modified System change module (See Figure IV-7).

AMOS Scheduler's Implementation

Job Scheduler

The job scheduler was implemented using a simple algorithm. This algorithm is not in any textbooks, but was developed for AMOS. This algorithm uses the single table, the pcb, that was mentioned earlier. The algorithm is not as complicated as other job schedulers. Job schedulers that could have been implemented are a job scheduler using shortest job first and a job scheduler with future knowledge (Ref. 11: 218-220). The algorithm goes through two simple steps:

1. Building a PCB
2. Inserting a PCB into a Queue

Building a pcb consists of allocating and initializing. The allocation is performed very simply. The pcbs are all declared in the beginning of the source
Figure IV-9  Execute Command
Figure IV-10 Parse Command Line
The pcbs are declared as an array. Since the users are only allowed one job running at a time, the array contains as many pcbs as there are user terminals. This makes allocating the pcb for the process easy; just allocate the arrays port number element (that is, for port number 1, allocate pcb[1]).

After allocation of a pcb consists of initializing the information that is contained in the pcb. The information that is initialized is the priority of the process, the I/O status, the current queue that it is residing in, the command type of the processes origin, and the port of origin. After the pcb is built, the user terminal's user block's jobrunning is set to true.

The subroutine was coded using the design given for the BUILD PCB module in Figure IV-2. The following is the pseudocode of the Build PCB subroutine.

```
Procedure Build PCB
Set port of origin to port number
Set I/O status to on
If SYS command origin
    Set priority to 0
Set current queue to 0
Set I/O status to off
```
Set command type to job code
End if
Else
Set priority to 1
Set current queue to 1
Set command type to job code
End else
Insert pcb into a queue
End Procedure Build PCB

After the pcb is allocated and initialized, it must be inserted into a queue. This is done by using the doubly linked list method (DDL) (Ref. 13: 140). The DDL has easy insertion and deletion techniques for the elements. An alternative to the DDL is a static array of tables (array of pcb storage areas). The array would take more storage than a DDL, since it would have a set number of tables, empty or full, while the DDL would only have the number of tables residing in the queue. The transferring of the tables requires the duplication of the information in the array, while the DDL would only transfer the pointers of the tables to another DDL. The queues headers have a pointer to the first element and the last element and a counter to indicate how many pcbs are
in the queue. The new pcb is added onto the end of the queue by assigning the pointers in the correct order. After the pcb is inserted, the queue count is incremented.

The following is the pseudocode for the Insert PCB subroutine.

*****

Procedure Insert PCB

If not in I/O wait state then

If priority is 0 then

Insert pcb into System queue

Increment the System queue counter

End if

Else

If priority is 1 then

Insert pcb into Ready1 queue

Increment the Ready1 queue counter

End if

End else

End if

Else

Insert pcb into I/O Wait queue
Increment the I/O Wait queue counter

End else

End Procedure Insert PCB

*****

Process Scheduler

The process scheduler's implementation follows the design with no problems (see pages IV-8 to IV-15). The I/O Wait queue is processed determine to determine if there are any processes that need to be inserted into one of the Ready queues or the System queue. A pcb is retrieved from one of the queues, if there is a ready process, and the process is executed. The Run Process turns out to be implementable using the switch-case (Ref. 14: 74). The subroutine was coded using the design given for the PROCESS SCHEDULER module in Figure IV-3. The following is the pseudocode for the Process Scheduler subroutine.

*****

Procedure Process Scheduler

Process the I/O Wait queue

Check the queues
Return if the queues are empty

Case (queue with a ready pcb)

Case System queue:
    Get first pcb
    Run System command
End System queue case

Case Ready1 queue:
    Get first pcb
    Case command type
        Case 0:
            Run Program
        End Case 0
        Case 1, 4:
            Send File
        End Case 1,4
        Case 5:
            Write
        End Case 5
        Default: command type error
    End Case command type
    Deallocate Space
End Case Ready1 queue

End Case (queue with a ready pcb)

End Procedure Process Scheduler

*****
In processing the I/O Wait queue, the whole queue is searched to find the processes that are finished with their I/O wait. The pcb is then inserted into the System queue or one of the Ready queues. The subroutine was coded using the design given for the PROCESS I/O WAIT QUEUE module in Figure IV-4. The following is the pseudocode of the Process I/O Wait Queue subroutine.

*****

Procedure Process I/O Wait Queue

If I/O Wait queue counter is greater than 0
then

While not end of queue

Set pointer to next pcb

If I/O status is 0
then

Delete from the queue

Insert pcb into ready queue

Decrement the I/O Wait queue counter

End if

End while

End if

End Procedure Process I/O Wait Queue

*****
The System queue and the Ready queues are checked to see if there are any ready processes. This is done by calling Check Ready Queues. This subroutine returns a value to the Process Scheduler to indicate either of three of the following:

1. The queues are empty
2. The System queue has a ready process
3. The System queue is empty and the Ready queue has a ready process.

The following is the pseudocode for the Check Ready Queues subroutine.

```
Procedure Check Ready Queues
  If System queue counter is 0
    then
      If Ready queue counter is 0
        then
          Return the queues are empty
        End if
      Else
        Return System queue empty/Ready queue not empty
      End if
  End if
```

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End else
End if
Else
Return System queue has ready process
End else
End Procedure Check Ready Queues

*****

To run a system command process or a user command, the proper subroutines would have to be called from the Process Scheduler. This would only be the case if the process for a system command is sent through the Process Scheduler. For the LIST, PRINT, and DIR command, the Send File subroutine, which is the I/O management routines that would send the information, is called. For the DEL command, the Write subroutine, which is the disk management routine that would send the new directory to the disk, is called.

If the process is an executable program that is to be run (a RUN command process), the subroutine Program Run is called. Running of an executable program requires the use of an assembly language procedure. This procedure was not written, but the pseudocode for the procedure follows:
Procedure AMOSKERNEL

Enable hardware interrupts
Execute program by jumping to the beginning
Process Interrupts
Check the error flags
Disable Interrupt
Send error setting
End Procedure AMOSKERNEL

*****

After the process is completed or aborted, the Deallocate Space subroutine is called to free the memory space that was used by the process.

Summary

In this chapter the AMOS Scheduler was presented. The design was broken into the job scheduler and the process scheduler, with the traffic controller designed into the process controller. The scheduling techniques, preemptive and nonpreemptive, were discussed with the nonpreemptive scheduling technique chosen for the initial implementation of the scheduler.
implementation of the scheduler.

The design was broken into three steps:

1. Design of the Job Scheduler
2. Design of the Process Scheduler
3. Overall Design of the AMOS Scheduler

The implementation of the AMOS Scheduler was then presented in two parts: 1) Implementation of the Job Scheduler and 2) Implementation of the Process Scheduler. The implementation into the operating system was discussed with each part. The C source code for the AMOS Scheduler can be seen in Appendix E.

The code was tested using the static analysis method to ensure that the design was followed and to find any blatant syntax or logical errors. The test plan is presented in Chapters Two and Six, while the static analysis is presented in Chapter Five.
V. Implementation of the Operating System

Introduction

The purpose of this chapter is to present the pseudocode of the algorithms that were chosen for implementation in the detailed design. The coding of the operating system, and some of the problems that occurred, are also discussed.

"Coding is the implementation of the refined design, with the idiosyncrasies of the programming language, operating system environment, and external (human and hardware) interfaces taken into account" (Ref. 11: 12). Since the structure charts were used in the detailed analysis, the coding was nearly a one-to-one transfer from structure chart module to coded subroutines. This provided the modularity that was striven for in the design. The updating of any of the subroutines, either making a minor change in the original subroutine or replacing the entire subroutine, can be done without changing any other routines, as long as the interfaces between subroutines do not change.
Main

The Main subroutine is the first procedure that is executed. This subroutine was coded using the design given for the EXECUTE AMOS module in Figure III-2 on page III-5. The operating system is centralized around this subroutine. The following is the pseudocode for the Main subroutine:

*****

Procedure Main
  Initialize Data Base
  Loop
    Parse the command line
    Determine valid command
    Forever
  End Procedure Main

*****

Initialize Data Base

The Data Base is information used by the operating system and is defined in the source code. Since the passing of variable parameters is complex, the C-defined
structures for the Data Base are global to the operating system. The variables are made global by defining them before the main module (Ref. 12).

The implementation of initializing the Data Base is done by using a simple operator, the assignment or '='. This subroutine was coded using the design given in Figure III-3, on page III-7. The information that will remain constant during the execution of the operating system is implemented using the C language '#define' (Ref. 12: 86). The information that might be changed during the execution of the operating system is initialized in a subroutine, called INITIALIZE-DATA-BASE (see Appendix E). The initial values can only be changed by software enhancement. This implementation is only recommended for the initial testing. Any updated version of INITIALIZE DATA BASE module should follow the design presented in figure III-3, on page III-7.

The suggested implementation for initializing the Data Base is reading the information from a file on the operating system's disk (e.g. the VMS O/S for the VAX 11/780 located in the Digital Engineering Lab (Ref. DEL)). This allows for an easy updating of the Data Base. For example, when adding another terminal to the computer system, it is not necessary to change the source code and recompile it. The changes can be done by a System command which can be written when this implementation is added.
The System command would change the information in the following parameters:

1. noports, the number of on-line terminal ports.
2. MAXJOBS, the maximum number allowed on the system.
3. portdata, the data table for the terminal ports.

The changes in the Data Base would be saved in the Data Base file either when the System command to change the Data Base is executed or when the operating system is shut down. The shutting down of the operating system would be performed by another System command that would also be written when this implementation is added. This System command is not needed for the initial implementation because the saving of the Data Base is not essential. The reason for this is the Data Base initialization is coded. It is recommended that the Data Base be saved at the time it is changed and at the time a system shut down is performed. This will ensure that the information of the Data Base is saved if a power failure occurs after a change.
Parse Command Line

This subroutine waits for a user to attempt to communicate with the operating system, gets the user's command line, and parses the line. The command line is the character string that the user inputs from the terminal and is terminated by a carriage return. This subroutine was coded using the design given for the PARSE COMMAND LINE module in Figure III-4, on page III-9. The following is the pseudocode for the Parse Command Line subroutine:

****

Procedure Parse Command Line

If Poll is true
then

Get the command line

Build the command table (parse the command line)

End if

End Procedure Parse Command Line

****
Poll

The Poll subroutine returns a boolean value (true or false). It polls the terminal ports to determine if there is any input. The polling algorithm used is circular, that is, it starts from the beginning of the ports (port 0), goes through to the ending of the ports (port n-1, where n is the number of terminals on line), and goes back to the beginning of the ports. It checks those ports that do not have a submitted job. If a response is found, the polling routine is stopped and the true is returned to the Parse Command Line subroutine. If it goes through one pass of the ports and does not receive a response, then it calls the Process Scheduler. The Process Scheduler takes care of the processes that are submitted. This ensures that any process that is in any of the process queues has the chance to run. After returning from the Process Scheduler, the polling is resumed. The following is the pseudocode for the Poll subroutine:
Procedure Poll
Set i to 0
While no response
    While not one pass and no response
    If no process submitted from port[i] then
        Check port[i] for response
        If response then
            Return true
        End if
    End if
    Set i to next port number
End while
If no response then
    Process Scheduler
End while
End Procedure Poll

*****
Determine Valid Command

The subroutine Determine Valid Command determines what type the command is (i.e. system, user, help, and control). If that particular command is valid, then it calls the necessary routines to have the command executed. This subroutine was coded using the design given for the DETERMINE VALID COMMAND module in Figure III-5, on page III-10. The following is the pseudocode for Determine Valid Command:

*****

Procedure Determine Valid Command

If user already logged in then
    If Log out command then
        Log Out User
    End If
    If Help command then
        Help User
    End if
    If System command then
        
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System Change
End if
If User command then
    Execute User Command
End if
If invalid command then
    Send invalid command message
End if
End if
End Procedure Determine Valid Command

*****

Log In User

The procedure Log In User accomplishes one or two functions. If a user inputs a command line, then Determine Valid Command wants to know if the user is already logged on. If the user is logged on, then control returns to Determine Valid Command to execute the user's command, else the user is attempted to be logged on. The global table userblock has a logged on flag that is set to true or false. The flag that corresponds to the terminal's port number is checked to determine if the user
is logged on, yet. This subroutine was coded using the
design given for the LOG-IN USER module in Figure III-7,
on page III-15. The following is the pseudocode for the
Log In User subroutine:

*****

Procedure Log In User
If user not logged on
then
     Prompt user for username
     Read in username
     Prompt user for password
     Read in password
     If legal username and password
     then
          Copy username into userblock
          Set loggedon flag
          Increment number of users on system
          Send login completed message to user
     End if
End if
End Procedure Log In User

*****
Log Out User

The Log Out User subroutine is a simple routine, but accomplishes an important cleanup function. It clears the userblock of the username and sets the logged on flag to false. It also sets the jobrunning flag to false. The jobrunning flag should already be false, since the user cannot communicate with the operating system unless no jobs were running. This subroutine was coded using the design given for the LOG-OUT USER module in Figure III-8, on page III-17. The following is the pseudocode for the Log Out User subroutine:

*****

Procedure Log Out User
Send logged out message to user
Clear username space in userblock table
Set loggedon and jobrunning to false
Decrement number of users on system
End Procedure Log Out User

*****
DETAILED DESIGN AND IMPLEMENTATION OF A MULTIPROGRAMMING OPERATING SYSTEM. (U) AIR FORCE INST OF TECH WRIGHT-PATTERSON AFB OH SCHOOL OF ENGI.

UNCLASSIFIED P E CRUSER DEC 83 AFIT/GCS/EE/83D-5 F/G 9/2 NL
Help User

The Help User subroutine provides information to the requesting user. The two types of information that is provided are system information and command information (Ref. 4: 52). A system help request would give information to the user about the system. The following is an example of a system help request:

'HELP USERS'

This command line would result in the listing of all of the users that are logged into the system and what terminal number that each user is using. A command help request would give the format for the command and any information for the command.

The following is an example of a command help request:

'HELP DEL'

The response from the operating system would be as follows:

'Format: DEL FILENAME'
This subroutine was coded using the design given for
the HELP USER module for in Figure III-9, on page III-19.
The following is the pseudocode for the Help User subroutine:

*****

Procedure Help User

If system information is requested
then
    Determine what information is requested
    Get the information and send to the user
End if
Else
    If command information is requested
    then
        Determine which command's information is needed
        Send the format and other information
    End if
    Else
        Send no help available message
    End else
End else
End Procedure Help User

*****
System Change

The System Change subroutine determines that the user is the 'Superuser', then it determines what changes in the Data Base are requested, gives the user any needed prompts for the new information, and performs the necessary changes. This subroutine was coded using the design given for the SYSTEM CHANGE module in Figure III-6, on page III-13. Because the initial coding of the operating system does not have a dynamic Data Base (that is, the initial values cannot be changed from loading to loading on the computer system), there are no system changes that can be permanently performed. When the dynamic Data Base, using a Data Base file, is implemented, system changes can be performed with the changes saved.

In the coding and design of this operating system, a process is sent through the Process Scheduler to be executed. But the system command is an exception, it is executed without having to go through the Process Scheduler to run. The option to execute it with the other processes is in the source code, because of the following:

1. A System Ready Queue is available.
2. A Process Control Block (pcb) is made for the system command.
3. The pcb is entered into the System Ready Queue.
4. A subroutine is written that would execute the system command when it is given the processing time.

The following is the pseudocode for the System Change subroutine:

*****

Procedure System Change
If the Superuser
  then
    Determine which change is to be performed
    Prompt the Superuser for the new information
    Get Superuser's response
    Change the Data Base
  End if
Else
  Send not Superuser message to user
End else
End Procedure System Change

*****
Execute User Command

This subroutine determines if the requested user command is valid. That is if the file being requested is located in secondary memory, and if the user is requesting their file. This subroutine was coded using the design given for the EXECUTE USER COMMAND module in Figure III-10, on page III-21. For the RUN command it is also necessary to determine if the requested file is an executable file. If the command is found to be valid then it calls the necessary routine for execution. The following is the pseudocode for the Execute User Command subroutine:

*****

Procedure Execute User Command

If the command is valid (Validate User Command)
then
    Execute the valid command (Execute Command)
End if
Else
    Send error message to the user
End else
End Procedure Execute User Command

*****

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Validate User Command

This subroutine determines if the user has input valid parameters. If all the parameters are valid, control is returned to the calling subroutine. If any parameter is invalid, an error subroutine is called to handle the particular error.

This subroutine was coded using the design given for the VALIDATE USER COMMAND module in the figure on page B-11. The following is the pseudocode for the Validate User Command subroutine:

*****

Procedure Validate User Command

If RUN command
    then
        Check filename, username, and if executable file
    End if
If LIST, PRINT, or DEL command
    then
        Check filename, check username
    End if
If DIR command
    then
This command is always valid

End if

End Procedure Validate User Command

*****

Execute Command

This subroutine calls the necessary subroutine to move a job from secondary memory into main memory. The steps to perform this task are:

1. Locating the file.
2. Getting the file.
3. Placing the file into main memory.
4. Calling the appropriate subroutine.

After these steps are finished the Process Scheduler is called. The Process Scheduler will then perform the appropriate steps to execute the specified command. This subroutine was coded using the design given for the EXECUTE COMMAND module in the figure on page B-19.
Build Message

The Build Message subroutine builds the required message that is transmitted to the user. These messages fall into the following three categories:

1. Prompts.
2. Command formats.
3. System messages.

A prompt is a message sent to the user that is requesting some additional information. This information can consist of username, password, Data Base changes, and others. A command format is a message that informs the user of the required format for a command. This message is used by the Help User subroutine. A system message is a message sent to inform the user that a system change has been completed.

The calling subroutine sends a single coded parameter used in the selection of the message that is to be sent to the user. The message is not actually 'built,', but it is defined in the beginning of the subroutine. The message is then sent to the Transmit Message subroutine, which needs the terminal's port number that the message is to be sent.

This subroutine was coded using the design given for
the BUILD MESSAGE module in the figure on page B-24. The following is the pseudocode for the Build Message subroutine:

*****

Procedure Build Message

Define Messages

Case message code

Code = 0: Send no help message
Code = 1: Send run command format
Code = 2: Send list command format
Code = 3: Send print command format
Code = 4: Send delete command format
Code = 5: Send directory command format
Code = 6: Send username prompt
Code = 7: Send password prompt
Code = 8: Send logged out message
Code = 9: Send login complete message
Code =10: Send job done message
( additional messages can be added )
Default: Send no message error (for testing purposes)

End case

End Procedure Build Message

*****
**Error Handling**

Errors are handled through a subroutine called 'Error', and then control is returned to each calling subroutine indicating an error was received. Having control returning to each calling subroutine indicating that an error was received, allows for the errors to be handled efficiently. The Error subroutine performs the same type of function as the Build Message subroutine does, except the messages that are sent are error messages. This means that the error messages are defined in the beginning of the subroutine.

This subroutine was coded using the design given for the BUILD ERROR MESSAGE module in the figure on page B-18. The following is the pseudocode for the Error subroutine:

```
Procedure Error
Define error messages
Case error message code
    Code = 1: Send syntax error received
    Code = 2: Send invalid filename
    Code = 3: Send improper user retrieving file
    Code = 4: Send illegal user trying to log in
```

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Code = 5: Send unauthorized user attempting to do system change
Code = 6: Send unreconizeable was received
Code = 7: Send not enough space to execute job at this time
Code = 8: Send program too large for execution
Code = 9: Send process was aborted before completion
Code = 10: Send Non-Executable file, unable to run
Code = 11: Send Executable file, unable to print
(additional error message can be added when necessary)
Default : Send no error message error (for testing purposes)

End case
End Procedure Error

*****

Static Analysis

Testing the source code requires using a software testing technique. The initial testing on the AMOS source code was static analysis. Static analysis is "a collection of analysis and testing methods that do not require the execution of the subject program" (Ref. 24: 5-1). The capabilities that static analysis can accomplish are: (Ref. 24: 5-1)
1. Detect and locate certain types of program errors.
2. Identify program anomalies, characteristics that produce errors.
3. Identify constructions that do not conform to the standard syntax.
4. Determine whether the variables are used in accordance with the intentions of the programmer.
5. Help to generate test data for dynamic testing.

The types of program errors that are looked for are infinite loops, module interface conflicts, recursive procedure calls, and uninitialized variables (Ref. 24: 2-2). Because the design was evaluated closely, the only program errors that were found were uninitialized variables. This was the result of a programmer forgetting to initialize counters used in conditional statements and loops.

One program anomaly was found, using static analysis, and corrected in the design, as well as the code. This anomaly was the deleting of two separate files on the same sector that are on two separate processes that are in ready states. The original design and code would delete the first file, but when the next file is deleted, the first file is restored and only the latter file is
deleted. This was resolved by making the DEL command dedicated. That is, the command is executed without interruptions. This ensures that a second DEL command does not negate the first DEL command.

The syntax was tested using the C language compiler. The compiler used is on the VAX 11/780 VMS O/S. This compiler only compiled the program and checked the syntax for the VAX C language, not for the standard syntax for the C language. When this operating system is transferred to another computer system, the source code will have to be recompiled for that computer's version of the C language.

A variable detected that was not used as it was intended was 'end.' 'End' was defined in the global variables as a right bracket. In the subroutine Get-file, the variable 'end' was used as a flag that indicated an end of the file marker was found.

The test data that can be used for the dynamic testing of AMOS could be the scenario inputs that were used in the static analysis. These scenario inputs are:

1. RUN   'any parameter'
2. LIST  'any parameter'
3. PRINT 'any parameter'
4. DEL   'any parameter'
5. DIR
'Any parameter' is input that is valid or invalid. This would test the valid cases and the invalid cases of each command. A carriage return would be considered as a parameter.

Summary

This chapter presented the algorithms and pseudocode for the modules implemented. AMOS is mainly constructed with these modules. The pseudocode was translated into a source code language, C. The source code was developed on the VMS Operating System's EDT editor, which is on the VAX 11/780 located in the Digital Engineering Lab.
VI. Conclusions and Recommendations

Conclusions

This thesis effort was concerned with the detailed design and implementation of a multiprogramming operating system for sixteen-bit microprocessors. The detailed design consisted of reviewing the defined system requirements (Ref. 4 and 5) and following the top-level design specifications, in the form of data flow diagrams, to construct the detailed design. The implementation consisted of transferring the detailed design into a structured language, that is the C language.

The detailed design looked at the single user environment to determine the processes that would be necessary for the operating system. This was the majority of the operating system design (Chapter 3). The design was constructed for a single user and was modified to handle a multi-user environment. These modifications consisted of inserting a scheduler and a memory manager.

The implementation of AMOS followed the design, except for one detail. Global variables were used instead of passing parameters between modules, because passing structure values on the stack is impossible in C (Ref. 1: 66). The only variables passed between modules are flags.
and a few others, such as track locations, sector locations, and command types. The problem of passing structure values on the stack was also encountered in a previous effort (Ref. 1: 66).

In this effort, the detailed design and implementation of the AMOS scheduler was done. The detailed design consisted of reviewing the defined scheduler requirements (Ref. 5: 72) and following the top-level design specifications, in the form of data flow diagrams (Ref. 5: 121-126), to construct the detailed design. The implementation used the same method that the rest of the operating system used, i.e. transferring the detailed design into a structured language.

The objective that was not met was the actual execution of the scheduler and the operating system. The scheduler, as was the operating system, was tested using the static analysis technique and was found to be logically correct. It has not been tested using the test plan given at the end of Chapter 2. Logically, the scheduler will provide a multiprogramming environment for the operating system.
Recommendations

This effort does not complete the software development cycle for AMOS. The testing phase and the coding of assembly language subroutines are not completed. Therefore, the source code has to be transferred from the VMS O/S file system to a compatible 8 inch floppy disk for the Am Z8000 system. Also, the Z8000 system must be operational with a disk system, before the transfer can take place and installation of AMOS can occur. Follow-on thesis efforts are recommended to complete the operating system's software development cycle.

Testing

The static analysis of the source code has already been completed leaving dynamic testing to be performed. This dynamic testing should include module, integration, system, and acceptance testing (Ref. 25: 232). The completions of these tests should be extensive to insure a working product. It is recommended that these tests should be done before transfer to the microcomputer system, because the availability of software tools, for example, a compiler and an editor.

Module testing is the validation of a single module, usually isolated from all other modules (Ref. 25: 232).
This is done by using stubs in place of any modules that is called by the module being tested and, also, by using a driver to execute the module.

After completion of module testing, integration testing should be performed. Integration testing is a validation of the interfaces between modules, components, and subsystems (Ref. 25: 232). This testing should be done in a top-down fashion in order to prevent errors from propagating down to lower-level modules. If the testing is done in another fashion, an error that is found in a higher-level module interface will most likely propagate to lower-level modules that have already been integrated.

System testing is the validation of the system to its initial objectives: it is a validation process when done in a simulated environment or done in a live environment (Ref. 25: 232).

Acceptance testing is the validation of the system to the user requirements (Ref. 25: 232), which are defined in Chapter 2.

Assembly Coded Routines

The assembly coded routines necessary for an operational system are the device drivers and a kernel for the scheduler. The device drivers might be obtained from existing software, such as an existing operating system...
for the microcomputer. The kernel will have to be written, because it will have to meet the specifications and design of the scheduler.

Source Code Transfer

Currently the source code is located on the VMS O/S's disk storage and will have to be transferred to an 8 inch floppy disk. This can be done by performing the following steps:

1. Transfer the source code onto a magnetic tape from the VMS disk storage.
2. Transfer the source code from the magnetic tape to UNIX disk storage.
3. Make any necessary syntax changes that makes the code compatible with the UNIX O/S.
4. Cross-compile the source code from C to Z8000 assembly code by using the cross-complier available for the UNIX O/S (Ref. 1: 67).
5. Transfer the Z8000 assembly code to an 8 inch floppy disk that has a compatible format for the Z8000 system.
Operational Z8000 System

For the system to be operational, the hardware components must be compatible and connected, and a developmental operating system with a Z8000 assembler must be obtained. The developmental operating system is needed to execute the Z8000 assembler, so that the AMOS assembly code can be converted to executable code.
Bibliography


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Appendix A

Initial Hardware Configuration

The initial hardware configuration for the AFIT Multiprogramming Operating System (AMOS) is based on two factors:

1. The requirements that were defined for the microprocessor's computer system.
2. The availability of the microprocessor and the compatible hardware necessary to construct the computer system.

The microprocessor was selected earlier (Ref. 1) and is the AMD Z8002. The selection of the Z8002 was discussed on page II-14. The Digital Engineering Lab has an available AMD Z8002 microprocessor based computer system which consists of the following:

1. Heathkit terminal (1)
2. Heathkit H27 Floppy Disk Drives (Double)
3. Am 96/4116A Monoboard with Z8002 microprocessor
4. Am 95/6120 Intelligent Floppy Disk Controller
5. Am 96/1128 128K Dynamic RAM Board
6. Am 95/5132 RAM-EPROM-I/O Board
7. Amc 95/6011 Arithmetic Processing Unit Board

8. Am 95/6452 Card Cage

For the implementation of a multiuser environment, it is recommended that the standard multibus serial interface card should be incorporated with the above hardware. More terminals would also be required. Other units or peripherals can be added to the system when the need, or opportunity, arises.

The Am 96/4116 Monoboard contains two RS232 serial I/O ports, 24 parallel I/O lines, five programmable counter/timer at 4 MHz, and power-fail capability (Ref. 21:1). Further specifications can be found in Reference 21. The specifications for the other AMD products are in the following manuals:


The following is a diagram of the initial hardware configuration:
Appendix B

AMOS Structure Charts

This appendix contains the structure charts for AMOS. The structure charts contain the modules designed in Chapter 3 and both the modules designed for the Memory Management and Process Management. The process descriptions and data flow entries are located in Appendices C and D, respectively.

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Process Description for AMOS

This appendix contains the process description of each structure module. The structure charts are located in Appendix B.

PROCESS NAME: Execute Bootstrap Program
PROCESS NUMBER: 1.0
PROCESS DESCRIPTION: This process loads the operating system from secondary memory into main memory. Upon completion of this the operating system is then executed.

PROCESS NAME: Load AMOS Into Memory
PROCESS NUMBER: 1.1
PROCESS DESCRIPTION: This process retrieves the operating system from secondary memory and places into main memory.

PROCESS NAME: Execute AMOS
PROCESS NUMBER: 1.2
PROCESS DESCRIPTION: This process executes the operating system that has already been loaded into main memory.

PROCESS NAME: Initialize Data Base
PROCESS NUMBER: 1.2.1
PROCESS DESCRIPTION: This process sets the initial values for specific data items used by the operating system.

PROCESS NAME: Parse Command Line
PROCESS NUMBER: 1.2.2
PROCESS DESCRIPTION: This process polls the on-line terminals, reads the next command line, and parses the command line into a command table. Process scheduler is called when terminals are idle.

PROCESS NAME: Determine Valid Command
PROCESS NUMBER: 1.2.3
PROCESS DESCRIPTION: This process determines the requested command and then checks for validity. If the command is found to be valid, it is then executed.

PROCESS NAME: Retrieve Data Base Information
PROCESS NUMBER: 1.2.1.1
PROCESS DESCRIPTION: This process retrieves the information that is used to initialize the operating system's variables.
PROCESS NAME: Initialize Variables
PROCESS NUMBER: 1.2.1.2
PROCESS DESCRIPTION: This process initializes the operating system's variables with the Data Base information.

PROCESS NAME: Poll Terminal Ports
PROCESS NUMBER: 1.2.2.1
PROCESS DESCRIPTION: This process uses an algorithm to poll the terminal ports to check for user requests.

PROCESS NAME: Read Command Line
PROCESS NUMBER: 1.2.2.2
PROCESS DESCRIPTION: This process reads the command line from the given port.

PROCESS NAME: Build Command Table
PROCESS NUMBER: 1.2.2.3
PROCESS DESCRIPTION: This process breaks the command line into separate parameters. These parameters are then placed into the command table.

PROCESS NAME: Log-in User
PROCESS NUMBER: 1.2.3.1
PROCESS DESCRIPTION: This process checks to see if the user is already logged-in. If found to be logged-in, then control is returned to calling module. Otherwise the user is attempted to be logged-in. The user is prompted for the username and password and reads the user's input. The username and password are verified. If they are valid, then the user block is initialized.

PROCESS NAME: Log-out User
PROCESS NUMBER: 1.2.3.2
PROCESS DESCRIPTION: This process clears the user block for the terminal which the log-out command originated.

PROCESS NAME: Help User
PROCESS NUMBER: 1.2.3.3
PROCESS DESCRIPTION: This process provides the user with the requested system or command information, if available.

PROCESS NAME: System Change
PROCESS NUMBER: 1.2.3.4
PROCESS DESCRIPTION: This process verifies that the user is the 'Superuser.' If found to be the 'Superuser,' then the system is reconfigured with the changes specified by the 'Superuser.'
PROCESS NAME: Execute User Command
PROCESS NUMBER: 1.2.3.5
PROCESS DESCRIPTION: This process determines if the specified user command is valid. If the command is valid, the command is then placed into main memory for execution.

PROCESS NAME: Set-up User Parameters
PROCESS NUMBER: 1.2.3.1.1
PROCESS DESCRIPTION: This process initializes the user block parameters.

PROCESS NAME: Build Message
PROCESS NUMBER: 1.2.3.1.2
PROCESS DESCRIPTION: This process constructs a message to be sent to a user and calls the Transmit Message module.

PROCESS NAME: Clear User Parameters
PROCESS NUMBER: 1.2.3.2.1
PROCESS DESCRIPTION: This process clears the user block parameters for the terminal which the log-out command originated.

PROCESS NAME: Get System Information
PROCESS NUMBER: 1.2.3.3.1
PROCESS DESCRIPTION: This process retrieves the requested system information and sends the information to the user.

PROCESS NAME: Get Command Information
PROCESS NUMBER: 1.2.3.3.2
PROCESS DESCRIPTION: This process retrieves the requested command information and sends the information to the user.

PROCESS NAME: Verify Authority
PROCESS NUMBER: 1.2.3.4.1
PROCESS DESCRIPTION: This process verifies that the user is the 'Superuser.'

PROCESS NAME: Configure System
PROCESS NUMBER: 1.2.3.4.2
PROCESS DESCRIPTION: This process configures the system's Data Base with the new information that is given by the 'Superuser.'

PROCESS NAME: Validate User Command
PROCESS NUMBER: 1.2.3.5.1
PROCESS DESCRIPTION: This process checks for validity of the specified user command (i.e. RUN, LIST, PRINT, DEL, and DIR).

C-3
PROCESS NAME: Execute Command
PROCESS NUMBER: 1.2.3.5.2
PROCESS DESCRIPTION: This process retrieves a file and calls the Process Scheduler module for execution.

PROCESS NAME: Check User
PROCESS NUMBER: 1.2.3.1.1.1
PROCESS DESCRIPTION: This process checks the user table to determine if the user is allowed system access.

PROCESS NAME: Transmit Message
PROCESS NUMBER: 1.2.3.1.2.1
PROCESS DESCRIPTION: This process sends a message to the user.

PROCESS NAME: Check User Authority
PROCESS NUMBER: 1.2.3.4.1.1
PROCESS DESCRIPTION: This process checks to see if the user is the 'Superuser.'

PROCESS NAME: Validate Run Command
PROCESS NUMBER: 1.2.3.5.1.1
PROCESS DESCRIPTION: This process checks the username and the file for validity.

PROCESS NAME: Validate List Command
PROCESS NUMBER: 1.2.3.5.1.2
PROCESS DESCRIPTION: This process checks the username and the file for validity.

PROCESS NAME: Validate Print Command
PROCESS NUMBER: 1.2.3.5.1.3
PROCESS DESCRIPTION: This process checks the username and the file for validity.

PROCESS NAME: Validate Delete Command
PROCESS NUMBER: 1.2.3.5.1.4
PROCESS DESCRIPTION: This process checks the username and the file for validity.

PROCESS NAME: Get File
PROCESS NUMBER: 1.2.3.5.2.1
PROCESS DESCRIPTION: This process checks the space, retrieves a file from secondary memory, places into main memory, and builds a Process Control Block.
PROCESS NAME: Process Scheduler
PROCESS NUMBER: 1.2.3.5.2.2
PROCESS DESCRIPTION: This process retrieves the unblocked Process Control Blocks in the I/O Wait Queue and places them into the Ready Queue, gets the next process to be executed, and executes the process. If there is no process that is ready to run, then control is returned to the calling module.

PROCESS NAME: Check Filename
PROCESS NUMBER: 1.2.3.5.1.1.1
PROCESS DESCRIPTION: This process determines if a file is located in secondary memory.

PROCESS NAME: Check Username
PROCESS NUMBER: 1.2.3.5.1.1.2
PROCESS DESCRIPTION: This process determines if the user has authority to access the file.

PROCESS NAME: Check Run Filename
PROCESS NUMBER: 1.2.3.5.1.1.3
PROCESS DESCRIPTION: This process determines if a file is an executable file.

PROCESS NAME: Check Space
PROCESS NUMBER: 1.2.3.5.2.1.1
PROCESS DESCRIPTION: This process determines if there exists enough space for an incoming file.

PROCESS NAME: Build PCB
PROCESS NUMBER: 1.2.3.5.2.1.2
PROCESS DESCRIPTION: This process builds a Process Control Block for the command.

PROCESS NAME: Read File
PROCESS NUMBER: 1.2.3.5.2.1.3
PROCESS DESCRIPTION: This process reads a file from secondary memory and places it into main memory.

PROCESS NAME: Process I/O Wait Queue
PROCESS NUMBER: 1.2.3.5.2.2.1
PROCESS DESCRIPTION: This process takes those processes that are finished with their I/O wait out of the I/O Wait Queue and places them into the appropriate Ready Queue.

PROCESS NAME: Get PCB
PROCESS NUMBER: 1.2.3.5.2.2.2
PROCESS DESCRIPTION: This process retrieves the PCB of the next ready process to executed.
PROCESS NAME: Run Process
PROCESS NUMBER: 1.2.3.5.2.2.3
PROCESS DESCRIPTION: This process executes the process of the given PCB.

PROCESS NAME: Open File
PROCESS NUMBER: 1.2.3.5.1.1.1.1
PROCESS DESCRIPTION: This process opens a file located in secondary memory for reading and writing.

PROCESS NAME: Get Username
PROCESS NUMBER: 1.2.3.5.1.1.1.2
PROCESS DESCRIPTION: This process gets the username of the requested file.

PROCESS NAME: Build Error Message
PROCESS NUMBER: 1.2.3.5.1.1.1.3
PROCESS DESCRIPTION: This process constructs an error message that is transmitted to the user.

PROCESS NAME: Sort Memory Locations
PROCESS NUMBER: 1.2.3.5.2.1.1.1
PROCESS DESCRIPTION: This process arranges the memory locations of all jobs in main memory from smallest to largest.

PROCESS NAME: Insert PCB
PROCESS NUMBER: 1.2.3.5.2.1.2.1
PROCESS DESCRIPTION: This process inserts the given PCB into the appropriate queue.

PROCESS NAME: Locate Unblocked Processes
PROCESS NUMBER: 1.2.3.5.2.2.1.1
PROCESS DESCRIPTION: This process locates all PCBs in the I/O Wait Queue that are no longer in an I/O wait state.

PROCESS NAME: Delete PCB From I/O Wait Queue
PROCESS NUMBER: 1.2.3.5.2.2.1.2
PROCESS DESCRIPTION: This process deletes the given PCBs from the I/O Wait Queue.

PROCESS NAME: Check Ready Queue
PROCESS NUMBER: 1.2.3.5.2.2.2.1
PROCESS DESCRIPTION: This process checks the Ready Queues for a ready PCB and returns the Ready Queue's number.

PROCESS NAME: Get PCB From Queue
PROCESS NUMBER: 1.2.3.5.2.2.2.2
PROCESS DESCRIPTION: This process retrieves the PCB from the given Ready Queue.
Appendix D

Data Dictionary for AMOS

This appendix contains the data flow entries that are passed between the structure chart modules. The structure charts are located in Appendix B.C

1. DATA NAME: AMOS

This is the object code of the operating system. It is transferred to main memory (at a set location) from secondary memory.

2. DATA NAME: AMOS-Global-Variables

These are the data items that are used by the operating system and contains all of the data flow items.

3. DATA NAME: Authorized/Unauthorized-User
   ALIASES: Error-Flag

   This is a flag that informs the operating system that the user, who is requesting a system command operation, is or is not the 'Superuser.'

4. DATA NAME: Command-Help

   This is a request for command information.

5. DATA NAME: Command-Information

   This is the command information that was requested by the user.

6. DATA NAME: Command-Line
   ALIASES: New-System-Information

   The data sent to the operating system by the user that is terminated by a carriage return. It will contain a command and any necessary parameters.

7. DATA NAME: Command-Table

   All of the parameters from the Command Line (6) and any other parameters that are acquired by any prompting routine.
8. DATA NAME: Data-Base-Information
   These are the initial values that the AMOS-Global-Variables (2) are set.

9. DATA NAME: Error-Flag
   This is a flag that is sent to the Error routine to build an Error-Message (10).

10. DATA NAME: Error-Message
    This is a message informing the user that an error has occurred and what it was.

11. DATA NAME: Filename
    This is the name of a file that has an operation that is to be performed on it. (such as Run or List)

12. DATA NAME: File-Descriptor
    This is an integer indicating where the file is located in a buffer of all open files.

13. DATA NAME: File's-Username
    This is the username of the file that is being requested by a user.

14. DATA NAME: I/O-Wait-Queue
    This is the pointer to the I/O Wait Queue.

15. DATA NAME: Legal/Illegal-User
    ALIASES: Error-Flag
    This is a flag indicating that the user has access, or doesn't have access, to AMOS.

16. DATA NAME: Logged-In
    ALIASES: Message-Code
    This is a flag indicating that the user has been properly logged-in.

17. DATA NAME: Logged-Out
    ALIASES: Message-Code
    This is a flag indicating that the user has been properly logged-out.
18. DATA NAME: Memory-Location

The location in main memory that a file is located or is being sent.

19. DATA NAME: Message-Code

This is a flag that is used by the Build Message routine to build a message that is sent to the user.

20. DATA NAME: No-Space-Available
    ALIASES: Error-Flag

This is a flag indicating that there isn't enough available memory space for the execution of the process.

21. DATA NAME: Ordered-Memory-Locations

This is the table of the available memory partitions ordered by size and is used by the Memory Manager.

22. DATA NAME: Password

This is the user's unique key to the operating system. It can be changed by the user and is entered by the user.

23. DATA NAME: PCB (Process Control Block)

This is a table that is used by the Process Manager to keep track of all the processes that are submitted to run.

24. DATA NAME: Portno

The port number that a message is being sent or a command is being received.

25. DATA NAME: Process-Aborted
    ALIASES: Error-Flag

This is a flag that is sent to the user indicating that the submitted process was aborted.

26. DATA NAME: Process-Memory-Locations

This is the table of unordered available memory partitions.
27. DATA NAME: Program-Too-Large-For-Memory
ALIASES: Not-Too-Large/Too-Large,
Error-Flag

This is a flag to indicate to the Memory Manager that the incoming file is not small enough for all of
main memory.

28. DATA NAME: Prompt
ALIASES: Message, System-Change

This is a message to the user to indicate that information is to be entered. This information can
include the Username (34) or Password (22).

29. DATA NAME: Queues-Empty/Not-Empty

This is a flag indicating that the Ready Queues are empty, or not empty.

30. DATA NAME: Queue-Number

This is a number that indicates to the Process Manager which Ready Queue has the next process to
run.

31. DATA NAME: Syntax-Error
ALIASES: Error-Flag

This is a control flag to indicate that a command is not found. This control flag is transmitted to an error handling routine.

32. DATA NAME: System-Help

This is a request for system information.

33. DATA NAME: System-Information

This is the system information that was requested by the user.

34. DATA NAME: Username
ALIASES: Portno's-Username,
Superuser's-Username

This is the user's indentification used to log onto the operating system. It cannot be changed by
the user and is entered by the system's 'Superuser.'
35. DATA NAME: Valid/Invalid-Filename
   ALIASES: Error-Flag

   This is a flag that indicates that the file the user has requested an operation on exists, or doesn't exist.

36. DATA NAME: Valid/Invalid-Username
   ALIASES: Error-Flag

   This is a flag that indicated that the file the user is requesting is, or isn't, their file.
Appendix E

AMOS Source Code

This appendix contains the source code for AMOS. It is in the file AMOS.C on the VMS O/S's disk storage. The documentation in the code consists of a header for each subroutine and comments throughout the C language code. The header is based on Dr. Gary Lamont's standards that were given in EE 6.86, Information Structures.
/** Title: AMOS: AFIT Multiprogramming Operating System */
/** */
/** Date: 31 August 1963 */
/** Version: 1.0 */
/** */
/** Filename: AMOS.C */
/** Function: This is a multiprogramming operating system */
/** for sixteen-bit microprocessor systems. */
/** Calling Subroutines: When implemented on a micro- */
/** processing system, a boot program will load */
/** this O/S and will proceed to execute the O/S */
/** Authors: Paul E. Cruser and Ronald K. Miller */
/** */
/***************************************************************************/
/***************************************************************************/
/** The following is the Global Data Base that will be */
/** used throughout the operating system. */
/***************************************************************************/
/***************************************************************************/
#include stdio.h /* standard input-output library */
#define superuser "SUPERMAN" /* this is the superusers */
  /* username */
#define sprpass "MOONBEAK" /* this is the superusers */
  /* password */
#define user1 "CRUSERP " /* username for first user */
#define user2 "MILLERRK" /* username for second user */
#define pass1 "GCS-83D " /* password for first user */
#define pass2 "LINDAWM " /* password for second user */
#define noports 4 /* this is the number of online */
  /* terminal ports */
#define deviceports 0 /* this is the number of online */
  /* device ports */
#define begin { /* personal preference for */
#define end } /* easier coding */
#define BEGINUSER 13 /* used in the directory to mark */
  /* the column */
#define ENDUSER 20 /* of the beginning and ending */
  /* of the username */
#define DIRTACK 0 /* Directory track number */
#define DIRECTOR 0 /* Directory sector number */
#define ERROR -1 /* file can't be opened flag */
#define NONSEC 16 /* number of sectors on a disk */
#define BUFSIZE 40 /* number of buffer rows for the */
  /* directory */
#define BUFSIZE 24 /* number of buffer column f.t.d */
#define MESSIZE 40 /* size of the message */
#define BEGSIZE 23 /* byte location of file size */
  /* found in the directory buffer */
#define BEGTRACK 21 /* byte location of the first track in the directory buffer */
#define BEGSECTOR 22 /* byte location of first sector in the directory buffer */
#define OFFSET 40 /* ASCII offset */
#define MAXJOBS 4 /* Maximum no. of jobs allowed on the system */
#define NAMESIZE 12 /* The size of a filename */
#define DISKSTAT 0 /* The disk status bit */
#define DISKRD 0 /* The disk ready bit */
#define DISKPORT 0 /* The disk dataport */
#define COMMSIZE 5 /* The max size of a command */
#define PARASIZE 12 /* The max size of a parameter */
#define BASE_ADDRESS 200 /* Start address of user memory */
#define TOP_ADDRESS 0xFFFF /* End address of main memory */
#define BYTE_SIZE 128 /* Number of bytes in a block from the disk */

/* the following structure defines the process control */
/* blocks temppcb and pcb[] are pcb that will be used by the scheduler */

struct z8pcb { struct z8pcb *next_cb, /* next pcb in the queue */
               *previous_cb; /* previous pcb in the queue */

               int priority, /* used to determine queue to put into */
               /* 0: system queue */
               /* 1: ready queue */
               /* etc. */

               current_q, /* indicates what queue it resides in */
               /* 0: system queue */
               /* 1: ready queue */
               /* etc. */
               /* -1: i/o wait queue */

               process_data, /* to be used in later implementation */
               /* for the address of data workspace */
               /* for the process */

               offset_address, /* where the beginning address of */
               /* allocated memory is located */

               final_address,

           }
*/ where the final address of the */
*/ allocated memory is located */

command_type,
*/ this is set to tell the system what */
*/ kind of command is being executed */
*/ -1: SYS command */
*/ 0: RUN command */
*/ 1: LIST command */
*/ 2: PRINT command */
*/ 3: DEL command */
*/ 4: DIR command */
*/ 5: EDIT command */
*/ note: EDIT isn't available */
*/ and others may be added as */
*/ they are needed */

port_of_origin,
*/ port number that the pcb's process */
*/ originated from */

io_status;
*/ indicates if process is in an io wait */
*/ or not, and determines if the process */
*/ should be taken out of the io wait q */
*/ 0: not waiting for io */
*/ 1: waiting for io */

pcb[noports];

/* the following is the headers for the I/O Wait queue */
/* and the Ready queue. This is where other queues */
/* would be defined when they are added later. */

struct qheader {
   struct z8pcb *start,
      /* pointer to first pcb in list */
   *ending;
      /* pointer to last pcb in list */

   int qcount;
}
iowaitq, /* header for I/O Wait queue */
systemq, /* header for system ready queue */
readylq; /* header for readyl queue */

/* the following structure defines the ports' data table */

struct portdata {
   int statport,
      /* this is the status port address */
d _aport,
   /* this is the data port address */
   sendbit,
   /* this is the send bit mask */
   recvbit;
   /* this is the receive bit mask */
}
ports[noports+l]; /* ports' data table */
   /* the noports+l ports will be for */
   /* the printer port information */

   /* the following structure defines the device table */
struct dev_table {
   char device_type[10];
      /* used in the SYS DEV */
      /* to indicate what the */
      /* device is */
   int controlport,
      /* the address of the control port */
   port_data;
      /* the address of the data port */
} devicetable[deviceports];

   /* the following structure defines the terminal-user table */
struct userblock {
   int loggedon, /* the logged on flag: */
          jobrunning; /* is a job running: */
      /* 0-no,1-yes */
   char usermn[8]; /* the logged on user */
} userblocks[noports];

   /* the userblocks' subscript (noports) will be used to */
   /* indicate which terminal is being used by the usermn[] */

   /* the following structure defines the usertable */
   /* usertable[] is the table */
struct usrtable {
   char username[8],
       password[8];
} usertable[40];

   /* the following structure defines the device table */
   /* this table is used to delete files that users */
   /* want deleted that are on the same sector/track */
/* this will save time writing to the disk and will */
/* also prevent overwrite */

struct del_table {
    int track, sector, /* track and sector */
    portno[MAXJOBS], /* port numbers of */
    /* jobs using delete for */
    /* this sector and track */
    del_count, /* number of deletes to perform */
    /* for this track and sector */
    row[MAXJOBS], /* array of the rows to be */
    /* deleted on the given track */
    /* and sector */
}

delete_table[MAXJOBS];

/* the following are various integer and character */
/* declarations used throughout the system */

int poll_portno, /* current port which polling routine starts */
    portno, /* current port number that is being accessed */
    no_users_on_sys, /* number of users currently on the system */
    no_of_users, /* number of users that can access the system */
    cmd, /* code for user command type */
    /* 1: RUN */
    /* 2: LIST */
    /* 3: PRINT */
    /* 4: DEL (Delete) */
    /* 5: DIR (Directory) */

memory_loc, /* The memory location for a file*/
fd, /* file descriptor used on opened files */
finished, /* boolean indicating entire file */
    /* has been read */
size, /* number of blocks used by a file */
dtrack, /* directory track to read */
dsector, /* directory sector to read */
del_track, /* dir track of file for deletion */
del_sector, /* dir sector of file for delet. */
number_jobs, /* number of jobs in main memory */

begin_address[MAXJOBS+1], /* beginning addr. */
    /* of each jobs main memory allocation */

end_address[MAXJOBS], /* end addr. of each */
    /* jobs main memory allocation */
order[MAXJOBS+1]; /* indices of the sorted */
/* beginning addr. location*/

char command_line[32], /* command line entered by */
    /* the user */
file_username[8], /* username of requested file*/
opened_files[4][32], /* info of opened files*/
name[12], /* filename from the directory */
file[12], /* filename sent from the user */
message[MESSIZE]; /* message to be transmitted*/

/* the following is the structure definition for the */
/* command table which will be used through the validation*/
/* of the command and setting up of the pcbs */

struct comm_table {
    char command[8],
    parameter1[12],
    parameter2[12];

    int numparam;
    /* 0 = only a command */
    /* 1 = one param plus command */
    /* 2 = two param plus command */

    /* int terminal; this may be used, but portno */
    /* should be used with no foreseeable problem */
}
command_table;
main() 
begin 
  initialize_database(); 
  for (;;) 
    begin 
      p_comm_line(); 
      det_valid_comm(); 
    end 
end
initialize_data_base()
begin
int count;
/* the following are initialization of the status & data ports */
/* addresses and the masks for the send and receive bits */
/* ports 0-3 are console ports; port 4 is a printer port */
ports[0].statport = 0;
ports[0].dataport = 0;
ports[0].sendbit = 0;
ports[0].recvbit = 0;
ports[1].statport = 0;
ports[1].dataport = 0;
ports[1].sendbit = 0;
ports[1].recvbit = 0;
ports[2].statport = 0;
ports[2].dataport = 0;
ports[2].sendbit = 0;
ports[2].recvbit = 0;
ports[3].statport = 0;
ports[3].dataport = 0;
ports[3].sendbit = 0;
ports[3].recvbit = 0;
ports[4].statport = 0;
ports[4].dataport = 0;
ports[4].sendbit = 0;
ports[4].recvbit = 0;
/* when more ports are made available, then they are to */
/* be added on to this initialization list */

/* the following is the initialization of the status bits of */
/* the userblocks (the structures that tell the system who is */
/* logged onto which terminal) */
/* the loggedon and jobrunning will both be initialized to 0 */

count = 0;
while (count < noports)
begin
    userblocks[count].loggedon = 0;
    userblocks[count].jobrunning = 0;
    count = count + 1;
end

/* the following is the initialization of the usernames */
/* and the passwords */

strcpy (usertable[0].username, superuser);
strcpy (usertable[0].password, sprpass);
strcpy (usertable[1].username, user1);
strcpy (usertable[1].password, pass1);
strcpy (usertable[2].username, user2);
strcpy (usertable[2].password, pass2);

/* etc. */

/* the following is the initialization of the queue counter for */
/* the I/O wait, System, and Ready1 queues */

iowaitq.qcount = 0;
systemq.qcount = 0;
ready1q.qcount = 0;

/* the following initializations are for: */
/* number of users, which is currently 3 */
/* number of users on the system, which is 0 */
/* number of jobs on the system, which is 0 */
/* portno, set to the first port - 0 */
/* the portno will be changed in the polling routine */
/* the number of users on the system will change as the users */
/* log on and off of the system */

no_of_users = 3;
no_users_on_sys = 0;
number_jobs = 0;
portno = 0;
poll_portno = 0;

/* the following is the initialization of the begin address */
/* and end address of the available memory space. These are */
/* used to allocate and deallocate memory (Memory Mgt.) */
begin_address[MAXJOBS] = TOP_ADDRESS;
end_address[MAXJOBS] = TOP_ADDRESS;

return(1);

end /* the end of the initialization subroutine */
LOGIN-USER

Date: 13 September 1983
Version: 1.1
Name: login-user
Module Number: 1.2.3.1
Function: This module will determine if the user is to log onto the system and then enters the his username into the userblock table.

Calling Modules: det_valid_comm
Modules Called: build_message, get_command_line, error, checkuser, and strcpy
Global Variables Used: userblocks[], usermm, portno, userblocks[], loggedon,
no_users.on.sys, and command_line
Global Variables Changed: userblocks[].usermm and no_users.on.sys

Author: Paul E. Cruser
System: VAX 11/780, VMS O/S and UNIX O/S: testing, only

login_user()
begin
#define unmessage 6
#define pwmessage 7
#define illegal_user 4
#define login_complete 9
int i,j;
char un[8],
pw[8];

if (userblocks[portno].loggedon == 0)
begin
    build_message(unmessage); /* username prompt */
    get_command_line(); /* get the username from the user */
    i = 0;
    while (i < 8) /* take the username from the comm line */
        if (command_line[i] != '\n')
            un[i] = command_line[i];
    else
        begin /* fill the rest of un[] with blanks */
            for (j=i;7;j++)
                un[j] = ' ';
            i = 8;
        }
build_message(pwmessage); /* password prompt */
get_command_line(); /* get the password from the user */
i = 0;
while (i < 8)  /* take the password from the command line */
  if (command_line[i] != '\n')
    un[i] = command_line[i];
  else
    begin  /* fill the rest of pw[] with blanks */
      for (j=i;7;j++)
        un[i] = ' ';
      i = 8;
    end

if (checkuser(un,pw))
  /* check to see if user can get on system */
  begin
    /* copy the necessary data into the next available */
    /* user block */
    strcpy(userblocks[no_users_on_sys].usernm,un);
    userblocks[no_users_on_sys].loggedon = 1;
    no_users_on_sys += 1;
    build_message(login_complete);
    return(1);  /* one returned if login successful */
  end
else
  begin
    /* send illegal user message to the console trying */
    /* to log in */
    error(illegal_user);
    return(0);  /* zero returned if login unsuccessful */
      /* i.e. wrong password or invalid user name */
  end
end
else
  return(2);  /* two returned if login not necessary */
    /* i.e. the user is already logged on */
end
LOGOUT-USER

Date: 1 September 1983
Version: 1.0

Name: logout_user
Module Number: 1.2.3.2
Function: To clear the userblock of the username and to set the loggedon and jobrunning flags to 'no'. The jobrunning will be set as a precaution.

Calling Modules: det_valid_comm
Modules Called: build_message, strcpy

Global Variables Used: userblocks, portno, and
no_users_on_sys
Global Variables Changed: userblocks and
no_users_on_sys

Author: Paul E. Crusoe
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

logout_user()
begin
#define logoutmessage 8
int i;
for (i=0; i<8; i++)
    userblocks[portno].userm[i] = ' ';
userblocks[portno].loggedon = 0;
userblocks[portno].jobrunning = 0;
no_users_on_sys = no_users_on_sys - 1;
built_message(logoutmessage);
end
PARSE COMMAND LINE

Date: 13 September 1983
Version: 1.1
Name: p_comm_line
Module Number: 1.2.2
Function: To retrieve the data line that is entered by
at a terminal. The lower case letters will
then be changed to upper case, only for the
command and not the parameters

Calling Modules: main
Modules Called: get_command_line, build_parse_table,
process_scheduler, poll

Global Variables Used: none

Author: Paul E. Cruser
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

p_comm_line()
begin
#define process_abort 9
#define processing_done 10
if (poll())
begin
get_command_line(); /* get comm line from the user */
build_parse_table(); /* have the comm line parsed and */
/* saved */
end
else
if (!process_scheduler())
error(process_abort);
else
build_message(processing_done);
end
POLL

Date: 11 October 1983
Version: 1.1
Name: poll
Module Number: 1.2.2.1
Function: To poll the ports that the users consoles will be communicating through. It will return a 1 if a port is sending something or a 0 if it has checked each port once and has not gotten a response from any of them

Calling Modules: p_comm_line
Modules Called: none

Global Variables Used: portno, ports[]
Global Variables Changed: portno

Author: Paul E. Crusser
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

 poll()
 begin
  int pno, /* temporary port number variable */
    yes, /* flag to tell if a port needs to be tended to */
    counter, /* count how many ports have been checked */
    tempstat, /* temp. storage for the status ports' contents */
    rstat; /* status byte masked */
  yes = 0;
  counter = 0;
  pno = poll_portno;
  while (lyes)
    while ((counter < noports) && (!yes))
      begin
        if (userblocks[pno].jobrunning != 1)
          begin
            rstat = (inp(ports[pno].statport) & ports[pno].recvbit);
            if (rstat = 0)
              begin
                yes = 1;
                portno = pno;
                return(1);
              end
            else if(pno == noports-1)
              pno = 0;
            else
              pno = pno + 1;
          end
        end
        pno = pno + 1;
      end
    end
  end
end
end
    counter += 1;
end
    return(0);
end
system_change()
begin
#define not_superuser 5
char *systemcomm;
if (strcmp(superuser, userblocks[portno].username))
begin
build pcb(-1);
systemcomm = "ADUSER";
if (strcmp(systemcomm, command_table.parameter1))
   adduser();
else
begin
systemcomm = "DELUSER";
if (strcmp(systemcomm, command_table.parameter1))
deluser();
else
begin
   /* to be updated when other commands */
   /* are necessary for the system */
end /* last else */
end /* previous else */
end /* first if */
else
   error(not_superuser);
end
help-user()
begin
#define no_help 0
#define run_format 1
#define list_format 2
#define print_format 3
#define delete_format 4
#define directory_format 5
int help_set;
char *users,*devices,*run,*list,*print,*delete,*directory;
users = "USERS"; /* request to list the users on the system */
devices = "DEV"; /* request to list the devices on-line */
run = "RUN"; /* req. to show the format for run comm. */
list = "LIST"; /* req. to show the format for list comm. */
print = "PRINT"; /* req. to show the format for print comm. */
delete = "DEL"; /* req. to show the format for delete comm. */
directory = "DIR"; /* req. to show the format for dir. comm. */
help_set = 0;
if (stringcmp(users,command_table.parameter1))
  help_set = 1; /* system inquiry */
else
  if (stringcmp(devices,command_table.parameter1))
    help_set = 2; /* system inquiry */
  else
    if (stringcmp(run,command_table.parameter1))
      help_set = 3; /* command inquiry */
else
    if (strcmp(list, command_table.parameter1))
        help_set = 4; /* command inquiry */
    else
        if (strcmp(print, command_table.parameter1))
            help_set = 5; /* command inquiry */
        else
            if (strcmp(delete, command_table.parameter1))
                help_set = 6; /* command inquiry */
            else
                if (strcmp(directory, command_table.parameter1))
                    help_set = 7; /* command inquiry */
            switch (help_set)
            begin
                case 0: build_message(no_help);
                case 1: users_on_line();
                case 2: devices_available();
                case 3: build_message(run_format);
                case 4: build_message(list_format);
                case 5: build_message(print_format);
                case 6: build_message(delete_format);
                case 7: build_message(directory_format);
                default: build_message(no_help);
            end
        end
    end

adduser() 
begin 
#define blank ' ' 
int cnt; 

    no_of_users += 1; 
cnt = 0; 
while (cnt <= 7) 
begin 
    cnt += 1; 
    /* read in the username into */ 
    /* usertable[no_of_users-1].username */ 
end 

cnt = 0; 
while (cnt <= 7) 
begin 
    usertable[no_of_users-1].password[cnt] = blank; 
    cnt += 1; 
end 
end
deluser()
begin
  int cont,i,j;
  char deletename[8];
  /* read deletename from superuser */
  for (cont = 1;no_of_users-1;cont++)
    if (stringcmp(usertable[cont].username,deletename))
      i = cont;
  for (cont = i;no_of_users-2;cont++)
    /* shift the table down over the user's id */
    begin
      for (j = 0;7;j++)
        begin
          usertable[cont].username[j] =
          usertable[cont+1].username[j];
          usertable[cont].password[j] =
          usertable[cont+1].password[j];
        end
      end
      no_of_users -= 1;
  end
DETAILED DESIGN AND IMPLEMENTATION OF A MULTIPROGRAMMING OPERATING SYSTEM. (U) AIR FORCE INST OF TECH WRIGHT-PATTERSON AFB OH SCHOOL OF ENGI.

UNCLASSIFIED P E CRUSER DEC 83 AFIT/GCS/EE/83D-5 F/G 9/2 NL
/**
 * USERS_ON_LINE
 */

Date: 9 September 1983
Version: 1.0
Name: users_on_line
Module Number: 1.2.3.3.1A
Function: Lists the users that are logged into the system and the terminals they are using
Calling Modules: help_user
Modules Called: transmit_message
Global Variables Used: noports, userblocks, MESSIZE
Global Variables Changed: none
Author: Paul E. Cruser
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

*************************************************************************/

users_on_line()
begin

int duke, i;
char terminal[MESSIZE - 10];
strcpy(terminal, "TERMINAL ");
for (duke = 0; noports = l; duke++)
if (userblocks[duke].loggedon)
begin
for (i = 0; i++;)
message[i] = userblocks[duke].usermn[i];
for (i = 0; MESSIZE - 10; i++)
message[i+7] = terminal[i];
switch(duke)
begin
  case 0: { message[MESSIZE-2] = "0", break; }
  case 1: { message[MESSIZE-2] = "1", break; }
  case 2: { message[MESSIZE-2] = "2", break; }
  case 3: { message[MESSIZE-2] = "3", break; }
end
message[MESSIZE-1] = "\n";
transmit_message(message);
end
end
devices_available()
begin
/* will be written later */
/* it will be the same as */
/* users_on_line in structure */
end
build_message(coded)
int coded;
begin
char code0[MESSIZE],code1[MESSIZE],code2[MESSIZE],code3[MESSIZE],
    code4[MESSIZE],code5[MESSIZE],code6[MESSIZE],code7[MESSIZE],
    code8[MESSIZE],code9[MESSIZE],code10[MESSIZE];
strncpy(code0,"No help is available for that command \n");
strncpy(code1,"Format: RUN FILENAME (executable file) \n");
strncpy(code2,"Format: LIST FILENAME \n");
strncpy(code3,"Format: PRINT FILENAME (nonexecutable) \n");
strncpy(code4,"Format: DEL FILENAME \n");
strncpy(code5,"Format: DIR \n");
strncpy(code6,"USERNAME: \n");
strncpy(code7,"PASSWORD: \n");
strncpy(code8,"Logged out...\n");
strncpy(code9,"Log-in complete...\n");
strncpy(code10,"Processing of job complete...\n");
switch(coded)
begin
case 0:  {strcpy(message,code0); break; } 
case 1:  {strcpy(message,code1); break; } 
case 2:  {strcpy(message,code2); break; } 
case 3:  {strcpy(message,code3); break; } 
case 4:  {strcpy(message,code4); break; } 
case 5:  {strcpy(message,code5); break; } 
case 6:  {strcpy(message,code6); break; } 
case 7:  {strcpy(message,code7); break; } 
case 8:  {strcpy(message,code8); break; }
case 9:  { strcpy(message,code9); break; }
case 10:  { strcpy(message,code10); break; }
        default:  { error(6); return(0); }
        end
        transmit_message(message);
        return(1);
        end
build_pcb(jobcode)
int jobcode;

/* note: if there is another ready queue added, then another */
/* parameter would be passed in to give the priority */

begin
pcb[portno].port_of_origin = portno;
pcb[portno].io_status = 1;
if (jobcode == -1)
begin /* if it is a SYS command */
pcb[portno].priority = 0; /* this is where the second */
    /* parameter would be used */
pcb[portno].current_q = 0; /* but not here, since it */
    /* will always be 0 for SYS */
pcb[portno].io_status = 0; /* only for SYS: it will */
    /* not have to wait for i/o */
    /* until time to write to */
    /* data base on disk - which */
    /* is not being coded in */
    /* this version of AMOS */
pcb[portno].command_type = jobcode;
end
else /* else it is something else */
begin
pcb[portno].priority = 1; /* this is where the second */
    /* parameter would be used, */
pcb[portno].current_q = 1; /* as well as here */
pb[portno].command_type = jobcode;

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end

userblocks[portno].jobrunning = 1; /* set jobrunning to 1, */
/* so that port will not */
/* be checked in the poll */
/* routine */

insert_pcb();
end
get_command_line()
begin
int q;
q = 0;
while ((q<31) && ((command_line[q] = get_char()) != '\n'))
begin
q = q + 1; /* read in the command line */
while ((inp(ports[portno].statport) &
ports[portno].recvbit) == 0);
end

/* note: get_char will not be the library routine */
/* it will have to worry about what port to */
/* receive the response. The get_char routine */
/* will be replaced by inp(portaddress), */
/* where portaddress is taken from the ports */
/* table. */

if (q = 31) command_line[31] = '\n';
/* make sure there is a carriage return */
return(1);
end
/******************************
/*
/* CHECKUSER
/*
/* Date: 13 September 1983
/* Version: 1.0
/*
/* Name: checkuser
/* Module Number: 1.2.3.1.1.3
/* Function: To see if the user is logged onto the system
/* The value 1 is returned if not else 0
/*
/* Calling Modules: login_user
/* Modules Called: stringcmp
/*
/* Global Variables Used: usertable[], noports
/* Global Variables Changed: none
/*
/* Author: Paul E. Cruser
/* System: VAX 11/780, VMS O/S and UNIX O/S: testing only
/*
/* ---------------------------------
checkuser(uns,pwd)
char uns[8],pwd[8];
begin
  int no,counters;
  no = 1; /* flag to indicate if username was found */
  counters = 0; /* step counter for the usertable */
  while ((no) && (counters < noports))
  begin
    if (stringcmp(usertable[counters].username,uns))
      no = 0;
    if (no) counters ++ 1;
    if ((no) && (counters < noports))
      if (stringcmp(usertable[counters].password,pwd))
        return(1);
      return(0);
  end
/**
 * INSERT_PCB
 */

Date: 15 September 1983
Version: 1.1

Name: insert_pcb
Module Number: 1.2.3.5.2.1.2.1
Function: To insert a process control block into a queue. The queue is determined by the
  priority that was set when the pcb was initialized.

Calling Modules: build_pcb
Modules Called: none

Global Variables Used: pcb[], systemq, readyq, iowaitq
Global Variables Changed: systemq, readyq, iowaitq

Author: Paul E. Crusar
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

*******************************************************************************/

insert_pcb()
begin
  if (lpcb[portno].io_status)
    switch (pcb[portno].priority)
      begin
        case 0:
          /* insert into the systemq */

          begin
            if (systemq.qcount == 0)
              begin
                /* systemq.start = pcb[portno];
                  systemq.ending = pcb[portno];
                  pcb[portno].next_cb = pcb[portno];
                  pcb[portno].previous_cb = pcb[portno];*/
                end
            end
          else
            begin
              /*pcb[portno].next_cb = systemq.start;
                pcb[portno].previous_cb = systemq.ending.next_cb;
                systemq.ending.next_cb = pcb[portno];
                systemq.ending = pcb[portno];
                systemq.start.previous_cb = system.ending;*/
            end
          end
          systemq.qcount += 1;
        break;
      end
end /* case 0 */

case 1:

    /* insert into the readylq */

    begin
        if (readylq.qcount == 0)
            begin
                /*readylq.start = pcb[portno];
                 readylq.ending = pcb[portno];
                 pcb[portno].next_cb = pcb[portno];
                 pcb[portno].previous_cb = pcb[portno];*/
                end /* if */
            else
                begin
                    /*pcb[portno].next_cb = readylq.start;
                     pcb[portno].previous_cb = readylq.ending;
                     readylq.ending.next_cb = pcb[portno];
                     readylq.ending = pcb[portno];
                     readylq.start.previous_cb = readylq.ending;*/
                    end /* else */
                end /* case 1 */

    /* case 2: this will be for expansion, ie. */
    /* if another ready queue (ready2q) */
    /* were needed and implemented */
    end /* switch's begin */

else
    begin

    /* insert into the iowaitq */

        if (iowaitq.qcount == 0)
            begin
                /*iowaitq.start = pcb[portno];
                 iowaitq.ending = pcb[portno];
                 pcb[portno].next_cb = pcb[portno];
                 pcb[portno].previous_cb = iowaitq.ending;*/
                end /* if */

            else
                begin
                    /* pcb[portno].next_cb = iowaitq.start;
                     pcb[portno].previous_cb = iowaitq.ending;
                     iowaitq.ending.next_cb = pcb[portno];
                     iowaitq.ending = pcb[portno];
                     iowaitq.start.previous_cb = pcb[portno];*/
                    end /* else */
process_scheduler()
begin
#define command_type_error 10 /* code for error received */
int next_process;
process_iowaitq();
next_process = check_readyq();
switch (next_process)
begin
  case -1:
    return(1);
  case 0:
    begin
      get_pcb(next_process);
      run_sys_comm();
      return(1);
    end
  case 1:
    /* case 2: */
    /* etc... */
    begin

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get pcb(next process);
switch pcb(portno).command_type)
begin
    case 0: { program_run(); break; }
    case 1:
    case 4: { send_file(portno); break; }
    case 2: { send_file(noports); break; }
    case 3: { write(portno); break; }
    default: { error(command_type_error); return(0); }
    end /* switch */
deallocate_space(portno);
return(1);
end
end
end
check_readyqs()
begin
  if (systemq.qcount > 0)
    return(0); /* systemq has at least one process */
  else
    if (ready1q.qcount > 0)
      return(1); /* ready1q has at least one process */
    /* else */
    /* if (ready2q.qcount > 0) */
    /* return(2); */
    /* etc... */
  else
    return(-1); /* all the queues are empty */
end
/***************************************************************************
**                        GET_PCB                                           **
**          *                                                               **
** Date: 15 September 1983                                              **
** Version: 1.1                                                          **
** Name: get_pcb                                                       **
** Module Number: 1,2,3,5,2,2,2                                         **
** Function: To get the next pcb and take it off the                   **
**           queue which it is on. The next pcb is the                   **
**           first one on the queue.                                    **
** Calling Modules: process_scheduler                                   **
** Modules Called: none                                                 **
** Global Variables Used: systemq, ready1q, portno                      **
** Global Variables Changed: systemq, ready1q, portno                   **
** Author: Paul E. Cruser                                               **
** System: VAX 11/780, VMS O/S and UNIX O/S: testing only              **
**************************************************************************/

get_pcb(tyrone)
int tyrone;
begin
int i;
struct z8pcb *temp;
switch(tyrone)
begin
  case 0:
    begin
      portno = systemq.start.port_of_origin;
      if (systemq.qcount == 1)
        systemq.qcount -= 1;
      else
        begin
          temp = systemq.start;
          systemq.start = temp.next_cb;
          systemq.start.previous_cb =
          temp.previous_cb.previous_cb;
          systemq.qcount -= 1;
        end
      break;
    end /* case 0 */

  case 1:
    begin
      portno = ready1q.port_of_origin;
      if (ready1q.qcount == 1)
        begin

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readyq.start = 0;
readyq.ending = 0;
readyq.qcount -= 1;
end
else
begin
  temp = readyq.start;
  readyq.start = temp.next_ch;
  readyq.previous_ch =
    temp.previous_ch.previous_ch;
  readyq.qcount -= 1;
end
break;
end /* case 1 */
end /* switch */
end
/**********************************************************

PROCESS_IOWAITQ

**********************************************************

Date: 15 September 1983
Version: 1.0

Name: process_iowaitq
Module Number: 1.2.3.5.2.2.1
Function: To transfer any process on the wait queue
that is done with i/o wait to a ready queue

Calling Modules: process_scheduler

Modules Called: insert_pcb

Global Variables Used: iowaitq, noports, portno

Global Variables Changed: iowaitq

Author:  Paul E. Cruser

System:  VAX 11/780, VMS O/S and UNIX O/S: testing only

/**********************************************************

process_iowaitq()
begin
int i,tempportno;
struct zpcb *temp;
    if (iowaitq.qcount > 0)
        begin
            temp = iowaitq.start;
            i = 0;
            while (i < noports)
                begin
                    if (temp.io_status == 0)
                        begin
                            tempportno = portno;
                            portno = temp.port_of_origin;
                            temp.next_ch.previous_ch = temp.previous_ch;
                            temp.previous_ch.next_ch = temp.next_ch;
                            iowaitq.qcount -- 1;
                            insert_pcb();
                            portno = tempportno;
                            return(1);
                        end /* if */
                    i += 1;
                end /* while */
            return(1);
        end /* if */
    end /* process_iowaitq */
/*****************************************************************************/
/*
**
** Date: 15 September 1983
** Version: 1.0
**
** Name: clean_up
** Module Number: 00
**
** Function: This subroutine will delete any process from the queue it resides in and end it without finishing. It is not used in this implementation, but can be useful later.
**
**
** Calling Modules: none
** Modules Called: deallocate_space
**
** Global Variables Used: pcb[], portno, iowaitq, systemq, readylq
**
** Global Variables Changed: iowaitq, systemq, readylq, pcb[]
**
**
** Author: Paul E. Curser
** System: VAX 11/780, VMS Q/S and UNIX O/S: testing only
**
*****************************************************************************/

```c
void clean_up()
{
    pcb[portno].next_cb.previous_cb = pcb[portno].previous_cb;
    pcb[portno].previous_cb.next_cb = pcb[portno].next_cb;
    deallocate_space(portno);
    switch (pcb[portno].current_q)
    {
        case -1: { iowaitq.qcount -= 1; return(1); }
        case 0: { systemq.qcount -= 1; return(1); }
        case 1: { readylq.qcount -= 1; return(1); }
        /* case 2: { ready2q.qcount -= 1; return(1); } */
        /* etc... */
        default: return(0);
    }

    end /* switch */
end /* clean_up */
```
/**
 * RUN_SYS_COMM
 */
/**
 * Date: 15 September 1983
 * Version: 1.0
 */
/**
 * Name: run_sysa_comm
 * Module Number: 1.2.3.4.2
 * Function: To run the system command
 */
/**
 * Calling Modules: process_scheduler
 * Modules Called: none
 */
/**
 * Global Variables Used: none
 * Global Variables Changed: none
 */
/**
 * Author: Paul E. Cruser
 * System: VAX 11/780, VMS O/S and UNIX O/S: testing only
 */
/**
 *************************************************************/

run_sysa_comm()
begin
  /* The system commands are run in the module system_change */
  /* and do not need to be run here. This module will be needed */
  /* when the system_change will be actually implemented on the */
  /* host micro-system. */
  return(1);
end
program_run()
begin
  if (amoskernel(pcb[portno].offset_address,
                pcb[portno].final_address))
    return(1);
  else
    return(0);
end
/*
    DET_VALID_COMM
    */
    /*
    Date: 1 Sept 1983
    Version: 1.2
    */
    /*
    Name: det_valid_comm
    Module Number: 1.2.3
    *Function: This module will determine the command the user is requesting then will call the necessary routines to have the specific command executed.
    */
    /*
    Calling Modules: main
    */
    Modules Called: log_in_user, stringcmp, log_out_user, help_user, system_change, user_command, execute_user_command, error
    */
    /*
    Global Variables Used: command_table.command
    Global Variables Changed: None
    */
    /*
    Author: Ronald K. Miller
    *System: VAX 11/780, VMS O/S and UNIX O/S: testing only
    */
    /***********************************************************************/

det_valid_comm()
begin
    char *bye,*help,*system;  /* Initialize comparison string */
    bye = "BYE";
    help = "HELP";
    system = "SYS";
    if(log_in_user() != 2) return(1);
    if(stringcmp(bye,command_table.command))
        begin
            log_out_user();
            return(1);
        end
    if(stringcmp(help,command_table.command))
        begin
            help_user();
            return(1);
        end
    if(stringcmp(system,command_table.command))
        begin
            system_change();
            return(1);
        end
end
if (user_command())
begin
    execute_user_command();
    return(1);
end
error(1);
end
/***********************************************************
/*
/* USER_COMMAND
/*
/* Date: 1 Sept 1983
/* Version: 1.0
/*
/* Name: user_command
/* Module Number: 1.2.3B
/* Function: This module determines if the command
/* requested is a user command.
/*
/* Calling Modules: det_valid_comm
/* Modules Called: stringcmp
/*
/* Global Variables Used: command_table.command, cmd
/* Global Variables Changed: cmd
/*
/* Author: Ronald K. Miller
/* System: VAX 11/780, VMS O/S and UNIX O/S: testing only
/*
/***********************************************************/

user_command()
begin
  char *run,*list,*print,*delete,*directory;
        /* Initialize comparison */
        /* strings */

    run = "$RUN";list = "$LIST"; print = "$PRINT";
    delete = "$DEL";directory = "$DIR";
    if(stringcmp(run,command_table.command))
      begin
        cmd = 1; return(1);     /* cmd=1 implies run command */
      end 
    if(stringcmp(list,command_table.command))
      begin
        cmd = 2; return(1);     /* cmd=2 implies list command */
      end 
    if(stringcmp(print,command_table.command))
      begin
        cmd = 3; return(1);     /* cmd=3 implies print command */
      end 
    if(stringcmp(delete,command_table.command))
      begin
        cmd = 4; return(1);     /* cmd=4 implies delete command */
      end 
*/
if(strcmp(directory, command_table.command))
begin
    cmd = 5; return(1); /* cmd=5 implies directory command */
end
return(0); /* return(0) implies not a user */
end
STRINGCMP

Date: 1 Sept 1983
Version: 1.0
Name: stringcmp
Module Number: 1.2.3A
Function: Determines lexicographic equality of two strings.
Calling Modules: det_valid_command, user_command
Modules Called: None
Global Variables Used: None
Global Variables Changed: None
Author: Ronald K. Miller
System: VAX 11/780, VMS O/S and UNIX O/S: testing only

stringcmp(s,t)
  char s[],t[];
  begin
    int i,j;
    i = j = 0;
    while (s[i++] == t[j++])
      /* Continue while strings are equal */
      /* Return(1) if strings are equal */
      if(s[i] == '\0') return(1);
    return(0);
  end
execute_user_command() 
begin 
  if(validate_user_command()) 
    begin 
      execute_command();return(1); 
    end 
  return(0); 
end
/********************************************************************
  **
  **  VALIDATE_USER_COMMAND
  **
  **  Date: 1 Sept 1983
  **  Version: 1.2
  **
  **  Name: validate_user_command
  **  Module Number: 1.2.3.5.1
  **  Function: This module will check to see if the proper
  **  file is being requested by the authorized user
  **  and if the files are located on the disk. In
  **  the case of a RUN command this module will
  **  also check to see if the requested file is an
  **  executable file.
  **
  **  Calling Modules: execute_user_command
  **  Modules Called: chk_run_file, chk_filename,
  **                  chk_user_name
  **
  **  Global Variables Used: cmd
  **  Global Variables Changed: None
  **
  **  Author: Ronald K. Miller
  **  System: VAX 11/780, VMS O/S and UNIX O/S: testing only
  **
  ********************************************************************/

validate_user_command()
  begin
    switch(cmd)
      begin
        case 1: {if(chk_filename() && chk_user_name() && chk_run_file())
               return(1);
               return(0);}
               /* return(1) if all three are valid */
               /* otherwise will return(0) */
        case 2: case 4: {if(chk_filename() && chk_user_name())
                         return(1);
                         return(0);}
        case 3: {if(chk_filename() && chk_user_name() &&
                     !chk_run_file()) return(1);
                    return(0);}
        case 5: return(1); /* directory command automatically valid */
        default: return(0);
      end
  end
chk_filename()
begin
if(fd=(open(command_table,parameterl,0)) == ERROR)
begin
  error(2);  /* if file can not be open the */
  return(0);  /* file is not on the disk */
end
else
begin
  get_username(fd);
  close(fd);  /* else close the file and return(1) */
  return(1);
end
end
chk_run_file()
begin
  char temp[3],*com;
  int i,j;
  i = j = 0;
  com = "COM";
  while(command_table.parameter1[i++] != "."){
    /* Find the extension part of the */
    /* filename */
    temp[j++] = command_table.parameter1[i++];
    /* Place the extension in a */
    if(stringcmp(com,temp)) /* temporary buffer for comparsion */
    begin
      if(cmd == 3) error(11); /* error(11) means an executable */
      return(1); /* file is trying to be ran */
    end
    if(cmd == 1) error(10); /* error(10) means a nonexecutable */
    return(0); /* file is trying to be printed */
  end
end
chk_user_name()
begin
    if (strcmp(file_username, userblocks[portno].username))
        return(1);
    error(3);
    return(0);
end
get_username(fd)
begin
    int i, j;
    j = BEGINUSER; i = 0;
    while (j < ENDUSER+1)
        file_username[i++] = opened_files[fd, j++];
    return;
end
open(file, code)
char file[];
int code;
begin
    int i, j, k, location;
    char buffer[BUFFER_SIZE][BUFFER_LENGTH];
    dtrack=DIRTRACK; dsector=DIRSECTOR;
    finished = 0;
    while (!finished)
        begin
            read(dtrack, dsector, buffer);
                /* Reads in a block of the directory */
                /* and places it into buffer. */
            i=0;
            while (((i < BUFFER_LENGTH) && (buffer[i,0] != EOF))
                /* Check of end of buffer or the end */
                /* of the directory. */
            begin
                k=0;
                while (k < NAME_SIZE)
                begin
                    name[k]=buffer[i][k];
                    /* Places each filename into name*/
                    k++;
                end
                if(strcmp(name, file)) /* If the names are the same */
begin                /* Place into opened_file         */
j = 0;                /* and then return(1).           */
del_track = dtrack;   /* Track and sector of where     */
del_sector = dsector; /* the filename is located       */
/* in the directory.       */

while (j < BUFSIZE)
begin
    opened_files[location] [j] = buffer[i] [j];
j++;
end
location++;
return(location - 1);
end
i++;
end

if (i = BUFSIZE)      /* If true means the entire directory */
begin
    dsector++;
    /* sector needs to be read in.    */
    dtrack++;
    /* the last sector on the track has */
    /* need to go to next track and sector 0. */

    if (dsector > NUMSEC)
    begin
        dtrack++;
        dsector = 0;
    end
end
else return(-1);     /* return(-1) means reached end of the */
/* directory and no file was found. */
/*
 * ERROR
 * Date: 6 Sept 1983
 * Version: 1.5
 * Name: error
 * Module Number: 1.2.3.5.1.1.3
 * Function: This module will determine error received and
 * will build the necessary error message.
 * Calling Modules: det_valid_comm, chk_filename,
 *                 chk_user_name, execute_command,
 *                 chk_space
 * Modules Called: transmit_message
 * Global Variables Used: message, MESSIZE
 * Global Variables Changed: message
 * Author: Ronald K. Miller
 * System: VAX 11/780, VMS O/S and UNIX O/S: testing only
 */

error(type)
int type;
begin
  switch (type)
  begin
    case 1: { strcpy(message,
                "SYNTAX ERROR
                \n"),
              break;}
    case 2: { strcpy(message,
                "INVALID FILENAME
                \n"),
              break;}
    case 3: { strcpy(message,
                "INVALID USER ATTEMPTING TO RETRIVE FILE\n"),
              break;}
    case 4: { strcpy(message,
                "ILLEGAL USER
                \n"),
              break;}
    case 5: { strcpy(message,
                "UNAUTHORIZED USER
                \n"),
              break;}
    case 6: { strcpy(message,
                "UNRECOGNIZEABLE CODE - TRY AGAIN
                \n"),
              break;}
    case 7: { strcpy(message,
                "NOT ENOUGH MEMORY SPACE TO EXECUTE NOW \n"),
              break;}
    case 8: { strcpy(message,
                "\n"),
              break;}
  end
*/

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"PROGRAM TOO LARGE FOR MEMORY  
break;)
case 9:  { strcpy(message,
        "PROCESS ABORTED, DID NOT COMPLETE...  
        break;)
case 10:{ strcpy(message,
        "NONEXECUTABLE FILE, UNABLE TO RUN 
        break;)
case 11:{ strcpy(message,
        "EXECUTABLE FILE, UNABLE TO PRINT 
        break;)
        default: return(0);
        end
        transmit_message(message);
        return(0);
        end
/*******************************TRANSMIT_MESSAGE*******************************/
/**
** Date: 7 Sept 1983
** Version: 1.0
**
** Name: transmit_message
** Module Number: 1.2.3.1.2.1
** Function: This module is to transmit any message received to the correct user.
**
** Calling Modules: error, build_message
** Modules Called: None
**
** Global Variables Used: None
** Global Variables Changed: None
**
** Author: Ronald K. Miller
** System: VAX 11/780, VMS O/S and UNIX O/S: testing only
**
*******************************************************************************/

transmit_message(string)

char string[];
begin
int i;
i=0;
do begin
    while ( ((inp(ports[portno].statport) & ports[portno].sendbit) == 0) ;
          outp(ports[portno].dataport,string[i]);
    end
while (string[i++] != 'n');
return;
end
/*******************************/
/*
/*
/* Date: 7 Sept 1983
/* Version: 1.2
/*
/* Name: read
/* Module Number: 1.2.3.5.2.1.3
/* Function: To read a sector from the disk when given the
/* track number and sector number to read.
/*
/* Calling Modules: open
/* Modules Called: None
/*
/* Global Variables Used: None
/* Global Variables Changed: None
/*
/* Author: Ronald K. Miller
/* System: VAX 11/780, VMS O/S and UNIX O/S: testing only
/*
/*******************************/

read(track, sector, inbuf)
int track, sector;
char inbuf[BUFSIZE][BUFFLEN]
begin
    int k, i, j;
    char c;
    i = j = k = 0;
    while (k < BYTE_SIZE)
        begin
            while ((inp(DISKSTAT) & DISKRD) == 0);
                c = inp(DISKPORT);
                inbuf[i] [j] = c; j++; 
                if (c == EOF) finished = 1; /* When EOF reached the entire */
                if (j == BUFFLEN) /* file has been read in. */
                    begin
                        i++; j = 0;
                    end
                k++; 
            end
            return;
    end
build_parse_table()
begin
  #define BLANK " " /* defines a blank */
  int i,j,k,l,m;
  i = j = k = l = m = 0;
  while (l < COMMSIZE)
  begin
    command_table.command[l] = BLANK;
    command_table.parameter1[l] =
    command_table.parameter2[l] = BLANK;
    l++;
  end
  while (l < PARASIZE)
  begin
    command_table.parameter1[l] =
    command_table.parameter2[l] = BLANK;
    l++;
  end
  while (command_line[i] != BLANK && command_line[i] != 'n')
  command_table.command[j++] = command_line[i++];
  while (command_line[i++] = BLANK);
  if(command_line[i++] = 'n')
  begin
    command_table.numparam = 0;
    return;
  end
  while (command_line[i] != BLANK && command_line[i] != 'n')
  command_table.parameter1[k++] = command_line[i++];
  while (command_line[i++] = BLANK);

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if(command_line[i] == '\n')
begin
  command_table.numparam = 1;
  return;
end
while (command_line[i] != BLANK && command_line[i] != 'n')
  command_table.parameter2[m++] = command_line[i++];
  command_table.numparam = 2;
  return;
end
execute_command()
begin
  switch(cmd)
  begin
    case 1:
    case 2:
    case 3: 
      if(get_file(atoi(opened_files[fd,BEGTRACK]),
        atoi(opened_files[fd,BEGSECTOR])))
        process_scheduler(); break;
    case 4: 
      if(get_file(del_track,del_sector))
        process_scheduler(); break;
    case 5: 
      if(get_file(DIRTRACK,DIRSECTOR))
        process_scheduler(); break;
    default: 
      error(6);break;
  end
end
return;
end
get_file(track, sector)
begin
    int i, j;
    char charsize;
    charsize = opened_files[fd, BEGSIZE];
    size = atoi(charsize); /* Converting a string to integer */
    if (!chk_space(size)) /* to check if enough space */
        begin
            error(7); /* Not enough space to put the */
            return(0); /* program into main memory */
        end
    build_pcb(cmd-1);
    finished = 0;
    begin_address[number_jobs] = memory_loc; /* this sets the first location */
    /* where the program is being */
    /* placed */

    pcb[portno].offset_address = memory_loc;
    track = opened_files[fd, BEGTRACK];
    sector = opened_files[fd, BEGSECTOR];
    while(!finished)
    begin
        read(track, sector, memory_loc);
        memory_loc = memory_loc + BYTE_SIZE;
        track = memory_loc - 2;
        sector = memory_loc - 1;
        if(track == sector == 0)
finished = 1;
if(cmd == 4)
    finished = 1; /* If delete command only need to */
    /* read one sector from the disk. */
    memory_loc = memory_loc - 2;
    /* Don't want to have the next */
    /* track and sector in memory. */
end
end_address[number_jobs] = memory_loc - BYTE_SIZE;
/* This sets the last location */
/* where the program is begin */
/* placed. */
pcb[portno].final_address = memory_loc - BYTE_SIZE;
pcb[portno].io_status = 0;
/* The process is no longer in i/o wait */
number_jobs++; /* Total number of jobs in the system. */
end
chk_space(size)
int size;
begin
    int i,j,k,l,bottom;
    i = j = k = 0;
    if(number_jobs>1) /* If the more than one job on the system */
        sort(order); /* the location must be sorted from largest */
        /* to smallest. The sorted order is placed */
        /* in the array called order. */
    else if(number_jobs == 0)
        order[0] = MAXJOBS;
        /* If no jobs on the system order must be */
        /* initialized and this make the first value*/
        /* equal to TOP_ADDRESS. */
    else
    begin
        order[0] = 0; /* If only one job order must be inialized. */
        order[1] = MAXJOBS;
    end
    i = order[j];
    bottom = BASE_ADDRESS;
    /* bottom is use to find how much free */
    /* space is located between jobs. */
    while(k < number_jobs+1)
    begin
        if(size <= (begin_address[i]-bottom))
begin
    memory_loc = bottom;
    return(1);
    /* Make memory_loc equal to the last entry */
    /* between jobs and then return(1). */
end
if(k == 0)
    begin
        error(8);
        return(0);
    end
bottom = end_address[1];
    /* Move bottom to the last location of the */
    /* next job. */
    i = order[j++];
k++;
end
error(7);
return(0);
end
sort(order)
int order[];
begin
int i,j,k,l,lowest,count,temp[MAXJOBS];
i = k =0;
j = 1;
count = number_jobs;
lowest = 0;
for (l=0; number_jobs-1;l++)
temp[l] = begin_address[l];
    /* Place the array of beginning address */
    /* into a temporary array called temp. */
while (k < number_jobs)
begin
while (j < number_jobs)
begin
if(temp[j] < temp[lowest])
    /* Find the lowest memory location. */
    lowest = j;
    j++;
end
order[i++] = lowest;
temp[lowest] = TOP_ADDRESS;
    /* Make the smallest location the */
    /* largest value possible */
    lowest = 0;
    /* Start from the top of the array again*/
end
k++;
order[k] = MAXJOBS; /* Place the TOP_ADDRESS in the last */
return; /* row and then return. */
end
send_file(port_no)
int port_no;
begin
int start;
char value;
start = pcb[portno].offset_address;
    /* Initialize start to the beginning */
    /* address in main memory. */
value = inp(start);
    /* Take the first character from */
    /* memory. */
while(value \! = EOF)
begin
    while((inp(ports[port_no].statport) &
        ports[port_no].sendbit) == 0)
    outp(ports[port_no].dataport,value);
    value = inp(++start);
end
return;
end
/*******************************************************************************/ /* DEALLOCATE_SPACE */ /* Date: 7 Oct 1983 */ /* Version: 1.0 */ /* Name: deallocate_space */ /* Module Number: 1.2.3.5.2.2.3.3 */ /* Function: This module frees the area of main memory that */ /* a completed process was occupying. This is */ /* done by shifting the address a row up and */ /* decrementing the number of jobs on the system. */ /* Calling Modules: clean_up, process_scheduler */ /* Modules Called: None */ /* Global Variables Used: portno, begin_address, */ /* end_address */ /* Global Variables Changed: begin_address, end_address */ /* Author: Ronald K. Miller */ /* System: VAX 11/780, VMS O/S and UNIX O/S: testing only */ /* */ /********************************************************************************/ double allocate_space(row) int row; begin int i; for(i=row;number_jobs-1;i++) begin begin_address[i] = begin_address[i+1]; /* Shift the beginning and */ /* ending address up one row */ end_address[i] = end_address[i+1]; end number_jobs--; return; end
This is the user guide for AMOS. It covers the procedures to follow for interfacing with the operating system. The procedures covered are:

1. Log-in
2. Log-off
3. User help
4. System changes
5. User commands

Log-in

The procedure to log-in consist of sending a carriage return (<CR>). This can be done by either typing in a line of text ended by a <CR> or by entering a single <CR>. The system will prompt the user for a username. This prompt will be:

USERNAME:

The user must input their username followed with a <CR>. The system will prompt the user for a password.
This prompt will be:

PASSWORD:

The user must input their password followed with a <CR>. If both username and password are valid, the system will return the following message:

Log-in complete...

If either the username or password is invalid, the system will return the following message:

ILLEGAL USER

Log-off

For the user to terminate interaction with the operating system, the user must log-out. The following message must be typed by the user to successfully log-out:

BYE<CR>
The system will respond with the following message:

Logged out...

User Help

The user can ask for system or command information. The format for the help command is:

HELP 'subject'<CR>

The 'subject' for system information can be either USERS or DEVS. The 'subject' for command information can be one of the following:

RUN
LIST
PRINT
DEL
DIR

For the system information the operating system will return the users on-line for USERS or the devices on-line for DEVS. For the command information the operating system will return the following for the respective commands:
Format: RUN FILENAME (executable file)
Format: LIST FILENAME
Format: PRINT FILENAME (nonexecutable)
Format: DEL FILENAME
Format: DIR

If the 'subject' cannot be matched with the available information, the system will respond with the following message:

No help is available for that command

System Changes

To reconfigure the system the user must be logged-in under the 'Superuser' username. The current permissible changes are adding a username and deleting a username. The following is the format for the two system changes command:

SYS ADDUSER<CR>
SYS DELUSER<CR>
In each case the system will prompt the 'Superuser' for the desired username. This prompt will consist of:

USERNAME:

The 'Superuser' must then input the username.

User Commands

The user commands are listed in the Help User section of this appendix. The following is the required format for each command:

RUN 'filename'<CR>
LIST 'filename'<CR>
PRINT 'filename'<CR>
DEL 'filename'<CR>
DIR<CR>

The 'filename' for the RUN command must be an executable file. The 'filename' for the PRINT command must be a nonexecutable file.

If 'filename' is not located in secondary memory, the system will respond with the following message:
INVALID FILENAME

If 'filename' for the RUN command is not an executable file the system will respond with the following message:

NONEXECUTABLE FILE UNABLE TO RUN

If 'filename' for the PRINT command is an executable file the system will respond with the following message:

EXECUTABLE FILE UNABLE TO PRINT

If the username of the file being accessed isn't the same as the user's username, the system will respond with the following message:

INVALID USER FOR FILE

If all the above is valid but there is not enough space in main memory for execution of the job, the system will respond with the following message:

NOT ENOUGH MEMORY SPACE TO EXECUTE NOW
If the job is too large for all of main memory, the
system will respond with the following message:

PROGRAM TOO LARGE FOR MEMORY

If no errors occur, the command will be executed.
Upon completion of the job's execution, the system will
respond with the following message:

Processing of job complete...

If the job's execution is aborted at any time, the
system will respond with the following message:

PROCESS ABORTED, DID NOT COMPLETE

Other Error Messages

If the user does not input one of the above command
formats, the system will respond with the following
message:

SYNTAX ERROR

If any new commands are added to AMOS, the formats
for the new commands must be documented.
This appendix presents the overall design in hierarchical form. The hierarchical concept is based on the leveling of the extended machine concept (Ref. 7: 15-20). The AMOS design can be presented in five levels that are layered around the "bare machine", or computer. The following is the five levels of the hierarchical structure presented:

1. Level 1: Lower level Process Scheduler modules and any modules directly involved in the bare machine.
2. Level 2: Memory Management Modules.
4. Level 4: Device Management Level.
5. Level 5: High Level Operating System Control.

The charts present the design using the hierarchy chart. The circles with the numbers inside indicate what level the next module is located or what level the previous module is located.
Level 1: Lower Level Process Scheduler Modules
Level 2: Memory Management Modules
Level 3: Higher Level Process Scheduler Modules
Level 4: Device Management Level
Level 5: High Level Operating System Control
Vita

Lt. Paul Eugene Cruser was born on 25 December 1960 in Greensburg, Indiana. He graduated from Jennings County High School, North Vernon, Indiana, in 1978. He attended Indiana State University from which he received a Bachelor of Science degree with majors in Mathematics and Computer Science in 1982. He was commissioned upon graduation and entered the Air Force Institute of Technology in June 1982 as a first assignment.

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Title: DETAILED DESIGN AND IMPLEMENTATION OF A MULTIPROGRAMMING OPERATING SYSTEM FOR SIXTEEN-BIT MICROPROCESSORS

Thesis Chairman: Dr. Gary B. Lamont, Professor, AFIT
Abstract:

A multiprogramming operating system, designated AFIT Multiprogramming Operating System (AMOS), for the AFIT Digital Engineering Laboratory was designed at the detailed level and fully implemented, except for the assembly language routines. The requirements were developed in the works of Yusko, Ross, and Huneycutt.

This thesis effort was done in conjunction with the effort of Lt. Ronald K. Miller. This effort covers the detailed design and implementation of the overall system and, also, covers the detailed design and implementation of the operating system scheduler.