

# **Prvi kolokvijum iz Operativnih sistema 1**

## **Odsek za računarsku tehniku i informatiku**

### **Maj 2022.**

#### **1. (10 poena)**

```
void* createRegion (RegionDesc* phead, size_t sz) {
    if (!phead || !sz) return nullptr;

    RegionDesc* prev = phead;
    while (prev->next && prev->addr+prev->size+sz>prev->next->addr)
        prev = prev->next;

    byte* addr = prev->addr + prev->size;
    if (!prev->next && addr+sz-1>MAX_VADDR) return nullptr;

    RegionDesc* dsc = (RegionDesc*)kmalloc(sizeof(RegionDesc));
    if (!dsc) return nullptr;
    dsc->addr = addr; dsc->size=sz; dsc->next = prev->next;
    prev->next = dsc;
    return addr;
}
```

#### **2. (10 poena)**

```
const uint32 offsetw = 10;
const uint32 pagew = 12;
const uint32 PMT_size = 4096;
const uint32 SMT_size = 1024;

typedef uint32 PMT[PMT_SIZE];
typedef uint32 SMT[SMT_SIZE][2];

void* v2pAddr (SMT smt, void* vaddr) {
    uint32 seg = (uint32)vaddr >> (pagew + offsetw);
    uint32 page = ((uint32)vaddr >> offsetw) & ~((uint32)-1<<pagew);
    uint32 offset = (uint32)vaddr & ~((uint32)-1<<offsetw);
    uint32* pmt = (uint32*)smt[seg][0];
    if (!pmt) return nullptr;
    uint32 limit = smt[seg][1] >> 3;
    if (page>limit) return nullptr;
    uint32 frame = pmt[page];
    if (!frame) return nullptr;
    uint32 paddr = (frame<<offsetw) + offset;
    return (void*)paddr;
}
```

#### **3. (10 poena)**

- a)(3) VA: Page(16):Offset(16); PA: Frame(14):Offset(16)
- b)(7)

```
ushort MAXPAGE = -1;

int sharePages (PMT pmt1, ushort pg1, PMT pmt2, ushort pg2, ushort cnt) {
    if (MAXPAGE-cnt<=pg1 || MAXPAGE-cnt<=pg2) return -1; // Overflow
    for (ushort i=0; i<cnt; i++)
        if (pmt1[pg1+i]!=0 || pmt2[pg2+i]==0) return -1;
    for (ushort i=0; i<cnt; i++)
        pmt1[pg1+i] = pmt2[pg2+i];
    return 0;
}
```