

Programmation des systèmes

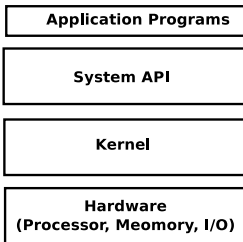
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Exercises and practical things

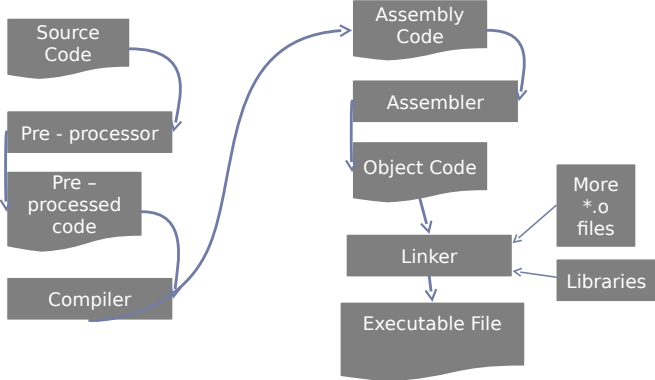
- ▶ Use gameboy hardware/platform to program (in c/c++ or assembly)
- ▶ Purpose of the TPs
 - ▶ Understand the concepts taught in the course
 - ▶ Finally to build your own game
 - ▶ Have fun
- ▶ TPs are not graded but, mandatory to submit your programs
- ▶ We are here to help
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Systems Programming

- ▶ Broader view of systems programming



Compilation process



Compilation process for GBA

- ▶ GBA has a 32bit ARM processor on RISC architecture (16.78 MHz)
- ▶ 96 KB of video memory, 32KB of internal ram and 256KB of external ram
- ▶ In our TPs, we compile the source on a PC and build an executable for GBA
- ▶ This is called **cross compilation**
- ▶ Therefore we need GBA hardware specific compiler (gcc for ARM)

References and Material

- ▶ In Chamilo under Documents
- ▶ under 2016, slides and TPs
- ▶ VGBAIDE
- ▶ HAM executable
- ▶ Book on GBA programming
- ▶ Some other material from last years