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/*
 *   ENSICAEN
 *   LLD
 */

// Defining __KERNEL__ and MODULE allows us to access kernel-level code not usually
// available to userspace programs.
#undef __KERNEL__
#define __KERNEL__
#undef MODULE
#define MODULE
#include <linux/module.h> // included for all kernel modules
#include <linux/kernel.h> // included for KERN_INFO
#include <linux/init.h> // included for __init and __exit macros when compiled in
kernel
#include <linux/cdev.h>
#include <linux/fs.h>
#include <linux/interrupt.h>
#include <linux/ioctl.h>
#include <asm/uaccess.h>
#include <asm/io.h>
#include "tuxit.h"

static struct cdev char_dev;
dev_t dev_num;
struct {
    unsigned char scancode;
    int count;
    int stat[256];
    unsigned char *buffer;
} logger;

/* Spin lock */
DEFINE_SPINLOCK(mr_lock);
/* Tasklets for BH */
void keyboard_tasklet_bh(unsigned long);
DECLARE_TASKLET(keyboard_tasklet, keyboard_tasklet_bh, 0);

static int param_verbose=0;
module_param_named(verbose,param_verbose,int,S_IRUGO);
MODULE_PARM_DESC(verbose, "0: silent, 1: verbose");

void keyboard_tasklet_bh(unsigned long hits) {
    u8 scode;

    if (logger.count < LOGGER_SIZE) {
        /* save the scan code */
        spin_lock(&mr_lock);
        scode = logger.scancode;
        spin_unlock(&mr_lock);

        /* stat */
        logger.count++;
        logger.stat[scode]++;
    }

    return;
}

/* This function services keyboard interrupts */
irq_handler_t irq_handler (int irq, void *dev_id, struct pt_regs *regs) {

    /*

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    * Read keyboard status.
    * Obtain a spin lock and update scancode.
    */
    spin_lock(&mr_lock);
    logger.scancode = inb (0x60);
    spin_unlock(&mr_lock);

    /* schedule the tasklet */
    tasklet_schedule(&keyboard_tasklet);

    return (irq_handler_t) IRQ_HANDLED;
}

static int cdev_open(struct inode *pInode, struct file *pFile)
{
    printk(KERN_INFO "DBG %s\n", func );
    return 0;
}

static int cdev_release(struct inode *pInode, struct file *pFile)
{
    return 0;
}

static int cdev_read(struct file *fp, char user *buffer, size_t len, loff_t *offset)
{
    printk(KERN_INFO "DBG %s got %d event\n", func , logger.count);

    if (len > logger.count)
        len = logger.count;

    if (len) {
        sprintf(logger.buffer, "%d events\n", len);
        copy_to_user(buffer, logger.buffer, strlen(logger.buffer));
        logger.count = 0;
        return strlen(logger.buffer);
    }
    else {
        return 0;
    }
}

static struct file_operations cdev_fops = {
    owner:    THIS_MODULE,
    open:    cdev_open,
    release:  cdev_release,
    read:    cdev_read
};

static int tuxit_init(void)
{
    int result = -1;
    int err=0;

    err = alloc_chrdev_region(&dev_num, 0, 1, "EnsiCaenModule");
    if (err){
        goto init_out;
    }

    if (param_verbose) {
        printk(KERN_INFO "EnsiCaen-3A Init (%d,%d)\n", MAJOR(dev_num), MINOR(dev_num));
        printk(KERN_INFO "compiled: %s %s\n", DATE , TIME );
    }
}

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cdev_init(&char_dev, &cdev_fops);
char_dev.owner = THIS_MODULE;

err = cdev_add(&char_dev, dev_num, 1);
if (err){
    cdev_del(&char_dev);
    unregister_chrdev_region(dev_num, 1);
    goto init out;
}

/* Request IRQ 1, the keyboard IRQ */
result = request_irq (1, (irq_handler_t) irq_handler, IRQF_SHARED, "keyboard_stats",
(void *) (irq_handler));
if (result)
    printk(KERN_INFO "can't get shared interrupt for keyboard\n");

/* init scan logger */
logger.count = 0;
logger.buffer = kmalloc(GFP_KERNEL, LOGGER_SIZE);

printk(KERN_INFO "OK\n");
return 0; // Non-zero return means that the module couldn't be loaded.

init out:
printk(KERN_INFO "error:%d %s\n",err,ERR_TO_STR(err));
return err;
}

static void tuxit_cleanup(void)
{
    if (param_verbose) {
        printk(KERN_INFO "EnsiCaen-3A Exit (%d,%d)\n", MAJOR(dev_num), MINOR(dev_num));
    }

    free_irq(1, (void *) (irq_handler));

    /* unregister cdevice */
    cdev_del(&char_dev);
    unregister_chrdev_region(dev_num, 1);
}

module_init(tuxit_init);
module_exit(tuxit_cleanup);

MODULE_LICENSE("GPL");
MODULE_AUTHOR("www.ensicaen.com");
MODULE_DESCRIPTION("tuxit" " 3A LDD training");

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