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Module compilation Linux

Install dependencies:

```
yum install gcc kernel-devel
```

Create module source file:

```
/*
 * goku.c - The simplest kernel module.
 */
#include <linux/module.h>      /* Needed by all modules */
#include <linux/kernel.h>     /* Needed for KERN_INFO */
MODULE_LICENSE("GPL");
int init_module(void)
{
    printk(KERN_INFO "Dragon Ball GT...\n");

    /*
     * A non 0 return means init_module failed; module can't be loaded.
     */
    return 0;
}

void cleanup_module(void)
{
    printk(KERN_INFO "Goku SSJ4 es la mejor transformacion...\n");
}
```

Create the make file:

```
obj-m += goku.o

all:
    make -C /lib/modules/$(shell uname -r)/build M=$(PWD) modules

clean:
    make -C /lib/modules/$(shell uname -r)/build M=$(PWD) clean
```

Compile the module:

```
make
```

Test your module:

```
lsmod|grep goku
sudo insmod goku.ko
lsmod|grep goku
```

Great!... but what does? Check:

```
sudo dmesg
```

You will see in the output:

```
[ 7347.651869] Dragon Ball GT...
```

Unload the module:

```
sudo rmmmod hello.ko  
lsmod|grep hello
```

Check:

```
sudo dmesg
```

You will see in the output:

```
[ 7459.206258] Goku SSJ4 es la mejor transformacion...
```

Sources

- <https://tldp.org/LDP/lkmpg/2.6/html/x121.html>
- <https://github.com/volatilityfoundation/volatility/pull/813/commits/220f9df1e636f5772ec0f0cd1702ce4e6cfa9849>

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