OS Simulator (0.0.1)

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User Manual

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12. Overview

This program is meant to simulate some uses and processes that an Operating System would be responsible for completing and keeping track of. This “Operating System” is running on top of the current OS, so most things are already handled for us, but these commands make a good example for things an OS may have to do.

Stylistically, I have chosen to do a menu style rather than a command line so that the user clearly knows what exactly they should type and how to use the program. I have also made the decision to use integers for the select of commands that are displayed in the menu each time before the user enters which command they would like to perform. This style also works well because there’s a very limited set of commands which this program can perform so the list shown in the menu is still kept short.

1. Summary of Commands

*Note: The command names are based on the defaults, the number will remain the same even if the user chooses to rename the command.*

1. Version- this command is used to display the version information, which at this time is only the version number (0.0.1).
2. Date-the date command has a separate menu within it that allows the user to display and alter the current year, month, and day for the OS. The day of the week that is displayed will also change in accordance with any date changes made.
3. Directory-using this command prints a list of the files currently in the OS Simulator.
4. History-the history will display the numbers of the commands used by the user in the order they were entered, but only from the main menu.
5. Batch Files-batch files can be loaded in and used to complete processes in the OS simulator in order to more easily perform tasks repeatedly.
6. Aliasing-allow the user to change the name of the commands as they are displayed in the menu.
7. Exit-checks to see if the user really wants to stop the OS simulator from running. This ends the session and resets all data.
8. Help-the help command displays the names of the commands and provides a brief description so if the user were to change the command to something non-descriptive, they could still understand what it does.
9. Command Details
10. Syntax- the entry of commands are all based on the corresponding number from the menu. The number should be entered. There are exceptions for input needed to complete the task from the command, such as entering the new name of a command. The simulator will always prompt the user for the type of input needed.
11. Uses- this simulator can be used for simple commands and there has been consistency in the way the user is prompted for input which creates a more friendly experience.
12. Examples- when the menu pops up, type “1”. This will bring up the version information and then reprint the menu for your viewing convenience and ease of finding your next command to be used.

Try typing “2” then hitting enter. This will prompt the system to run the Date section of the simulator which then prints another menu and prompts the user for another number. Type “1” to display the current date. You are then transported back out to the main menu which is the case after each time a command inside each command is used.

1. Possible Errors- there are many “Invalid Input.” errors that can occur. If this is the result of an input try using a proper integer input (number such as 1, 2, 3...). Be careful when entering a date that it exists. If “30” is entered for the day in February (2) the simulator will simply add the excess to the final day and add 1 to the month.
2. Summary of Error Messages
3. Invalid Entry- the input you have provided does not correspond to any of the items in the menu, try putting in the number next to the command you which to use.

Invalid Entry is also used in the simple checking of input in the date command to validate that the entry could be valid for the change of month or day.

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