

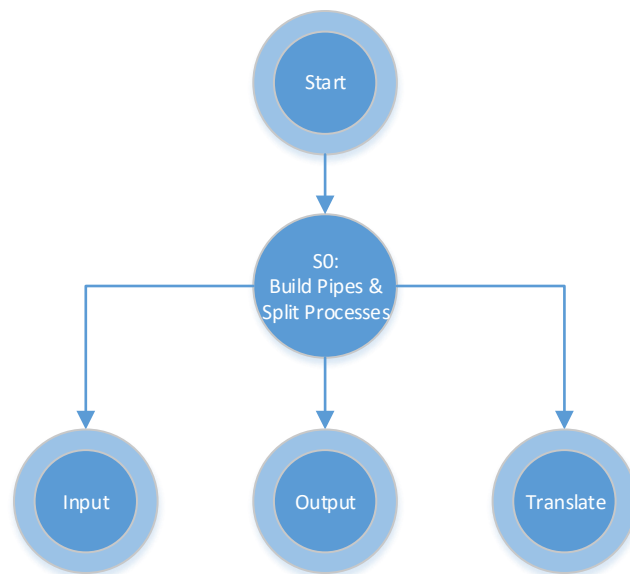
COMP4981 Design Work

Contents

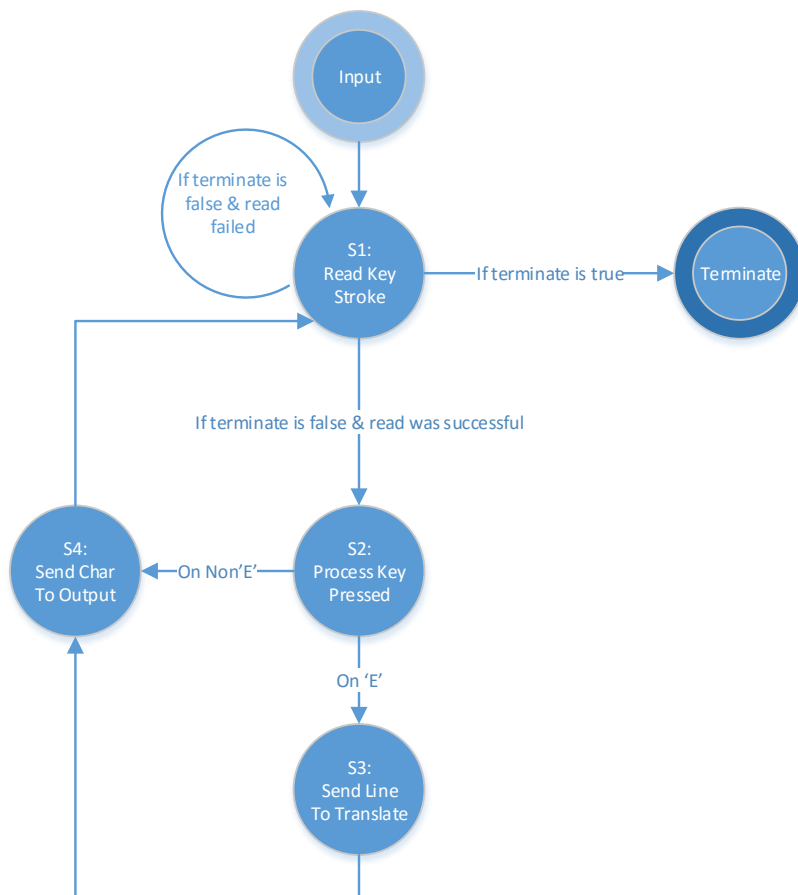
State Diagrams	2
SHARED STATES.....	2
INPUT PROCESS' STATES	2
OUTPUT PROCESS' STATES.....	3
TRANSLATES PROCESS' STATES.....	3
Pseudocode.....	4
SHARED STATES.....	4
INPUT PROCESS' STATES	4
OUTPUT PROCESS' STATES.....	5
TRANSLATE PROCESS' STATES.....	5

State Diagrams

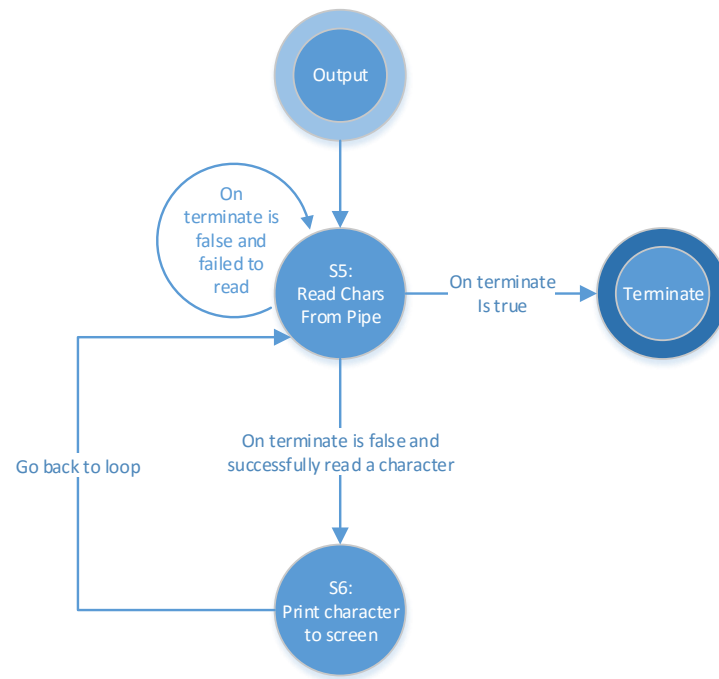
SHARED STATES



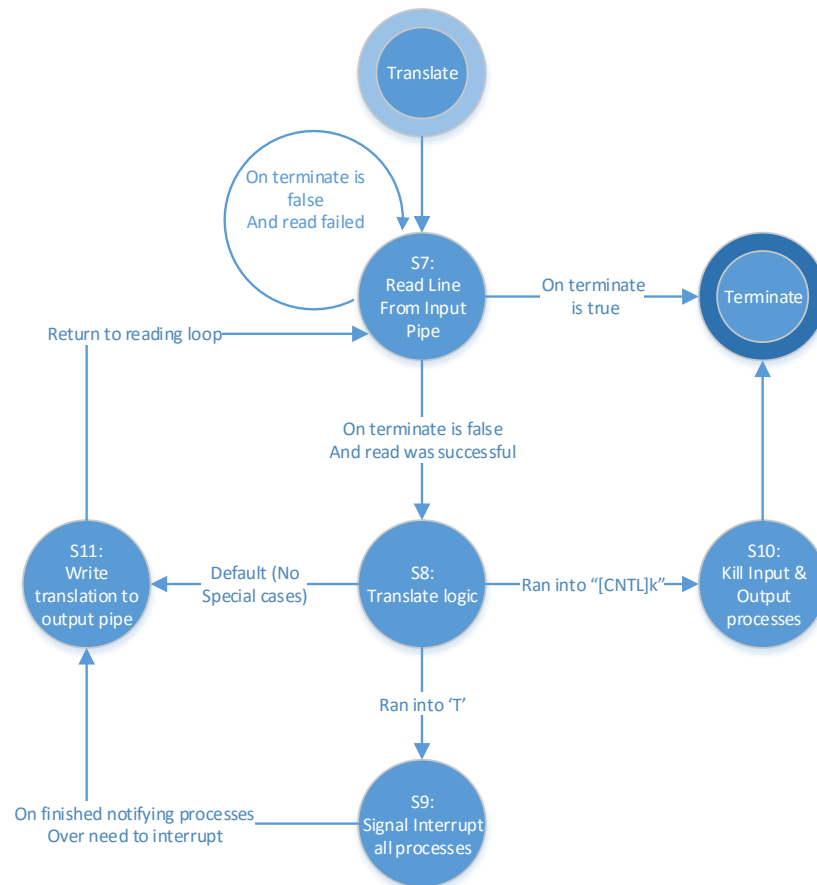
INPUT PROCESS' STATES



OUTPUT PROCESS' STATES



TRANSLATES PROCESS' STATES



Pseudocode

SHARED STATES

Method terminate:

//Used to modify the processes 'terminate' boolean to equal true.

//This allows for a natural exit of all process' infinite loops.

terminate = true

S0: Build Pipes & Split Processes:

boolean terminate defaulted to false.

int array pipeOutput size 2

int array pids size 3

int output, input

Make signal interrupt(SIGINT) invoke Method terminate

Disable terminals ability to echo, process I/O and ignore carriage return

Fork and store result into output

If current process is the child of the fork

GOTO OUTPUT's S#

else

int array pipeTranslate size 2

Fork and store result into input

If current process is the child of the fork

GOTO INPUTS's S#

else

put input, output and current processes PID into array pids

GOTO TRANSLATE's S#

INPUT PROCESS' STATES

S1: Read Key Stroke:

create a buffer of chars

while terminate is false

Read the next character pressed by the keyboard and store it into a variable

If read was successful

GOTO INPUT's S2

exit process

S2: Key Pressed:

```
If key pressed was E
    GOTO S3
Else
    IF key pressed was K
        Clear buffer
        GOTO S4
    Else
        add key pressed to buffer
        GOTO S4
```

S3: Send Line To Transfer

```
Write all chars in buffer to translate's pipe.
GOTO S4
```

S4: Send Char To Output

```
Write key pressed to output's pipe
GOTO S1
```

OUTPUT PROCESS' STATES**S5: Read Chars From Pipe**

```
while terminate is false
    Read the next character from the pipe
    GOTO S6
exit process
```

S6: Print Character To Screen

```
Print character read from pipe to screen
GOTO S5
```

TRANSLATE PROCESS' STATES**S7: Read Line From Input Pipe**

```
While terminate is false
    Read everything from input pipe and store in a buffer
    If read was successful
        GOTO S8
return to terminal the ability to process I/O, echo and carriage return.
exit process
```

S8: Translate Logic

```
for each character in buffer
    if character is an 'X'
        erase last character drawn onto the screen
    else if character is 'a'
        change 'a' to 'z'
        GOTO S11
    else if character is 'T'
        GOTO S9
    else if character is ctrl-k
        GOTO S10
    else (default)
        GOTO S11
```

S9: Signal Interrupt All Processes

```
for each process ID in pids
    signal interrupt that process by its ID
GOTO S11
```

S10: Kill Input & Output processes

```
for each process ID in pids
    signal kill that process by its ID
exit process
```

S11: Write translation to output pipe

```
write buffer to output pipe
GOTO S7
```