The need for user programs

The need for abstraction for user programs

How to write a user program like the Bash shell that reads keyboard inputs from the user?

- → Read input data from the I/O device directly? But which one?
 - The one connected to the PS2 port?
 - The one connected to the USB?
 - The one connected to the bluetooth?
 - The remote one connected to the network?
- User programs do not operate I/O devices directly
- √ The OS abstracts those functionalities and provide them as system calls