

Lab Two

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1 QUESTION ONE

1.1 HOW IS YOUR CONSOLE LIKE THE ANCIENT TTY SUBSYSTEM IN UNIX AS DESCRIBED IN [HTTPS://WWW.LINUXAKESSON.NET/PROGRAMMING/TTY/](https://www.linuxakesson.net/programming/tty/)?

My console implements some control of line editing. Currently, the OS itself manages deletion, and other, more complex behavior over what text appears on screen, but the underlying idea of "Keep apps simple" finds itself embedded in the OS doing more of the work.

Another similarity involves session management. If I am typing in some hex for a user program, the console itself does not have focus, or execution context, so nothing happens to it.

Overall, operating systems have to manage many operations simultaneously, and although mine is currently under developed, it will have to do much of the processes described into for a user to interact with it and create expected behavior.

2 QUESTION TWO

2.1 HOW IS YOUR CONSOLE LIKE LATEX?

The console also shares some similarities to LaTeX. As an example, the LaTeX document is littered with markup. Instead of being concerned with how to do it, the user inputs what to do. Similarly, when typing commands into the CLI, the user does not care how the OS completes a function. Rather, the user just wants it done swiftly and successfully. Almost all of the processing is done behind the scenes. The only real control over the operation the user has, especially in the case of LaTeX, is the content itself and how it is displayed.