100505349 Systems Programming Usage Document

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Contents

[Essential Information 2](#_Toc90389199)

# Essential Information

This operating system, an extension of the xv6 source code, has a few key areas of interest that should be acknowledged before using the system. First and foremost, the composition of the painting functions primarily consists of the “Painter.c”, “hdc.h”, “rect.h”, “graphics.c” and “graphicsQueueables.c”, each of which have interlocking parts that are necessary for the functionality of the system.

There are also a number of bugs that may be seen that are a result of the emulation and existing xv6 limitations and do not reflect flaws of the implemented system. This includes the qemu bug inwhich, when switching between graphics mode and text mode, the window may begin to flicker on a random frame of the (usually instantaneous) drawing procedure, this issue can be fixed by reentering the qemu window, however this may in some cases activate the “getch” waiting function that resets the window to text mode on user input. Additionally, there are occasionally input issues in which the OS automatically appends data to the text input window, in particular writing multiple duplicates of input characters or even outright inputting random text data.

# Programs & Functions