**Console:**

Character mode (or "command-line") applications:

1. [Optionally] Read data from standard input (stdin)
2. Do "work"
3. [Optionally] Write data to standard output (stdout) or standard error (stderr)

* **CMAs** provide user with graphic interface via a “console” or “terminal” APP.

**Console (terminal):**

* application providing I/O 🡪 character-mode applications
* Consists of input buffer, and >=1 screen buffers
  + Input buffer:
    - records key inputs (key-press + key-release events)
    - may record mouse events (motion + button-press + button-release events)
    - may record events whose actions affect size of active screen buffer
  + Screen buffer:
    - 2-D **ARRAY** of char + color data for output within console
* Any number of processes can **share** a console
  + Share: receive 🡨 input and deliver 🡪 console output