

TOS

# NE driver

- Interrupt handling
- Memory issues
- Ethernet
- ARP
  - `send_arp_request(mac)`
  - `send_arp_reply(mac)`
- UDP
  - `send_udp(dst_port, src_port, dst_ip, src_ip)`
- `ne_process_incoming_packet(data, len)`

# NE commands

- ne help
- ne show
- ne config ip X.X.X.X
- ne debug {0 | 1}
- ne sendudp src\_port dst\_port dst\_ip

# Event Manager

- Register listeners
  - `em_register_kboard_listener()`
  - `em_register_udp_listener(port_number)`
- Receive events
  - `EM_Message`

# Pong

■ That

# VGA

- Implemented Bob's code