**PROPOSAL**

Our final project of SP is **designing our own Terminal**.

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**PROJECT DISCRIPTIONS:**

**What is Shell**

A shell is special user program which provide an interface

to user to use operating system services. Shell accept human readable

commands from user and convert them into something which kernel can

understand. It is a command language interpreter that execute commands

read from input devices such as keyboards or from files. The shell gets

started when the user logs in or start the terminal

**SOURCE FROM WHICH WE APPROACHED:**

We find the solution from different sources in the internet which are:

# [***https://vincent.bernat.ch/en/blog/2017-write-own-terminal***](https://vincent.bernat.ch/en/blog/2017-write-own-terminal)

**IMPLEMENTATION:**

[VTE](https://wiki.gnome.org/Apps/Terminal/VTE) is a *library to build a terminal emulator* using

the GTK+ toolkit, which handles DPIchanges. It is used by many terminal

emulators, like [GNOME Terminal](https://help.gnome.org/users/gnome-terminal/stable/introduction.html.en), [evilvte](http://www.calno.com/evilvte/" \o "VTE based, highly customizable terminal emulator), [sakura](http://www.pleyades.net/david/projects/sakura" \o "sakura terminal emulator), [termit](https://github.com/nonstop/termit/wiki" \o "Simple terminal emulator based on vte library, extensible via Lua) and [ROXTerm](https://sourceforge.net/projects/roxterm/" \o "A tabbed, vte- (GTK+) based terminal emulator). The

library is quite straightforward and writing a terminal doesn’t take much time

if we don’t need many features.

We will add more features and will see the result

**THE END**