Lab Two

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1 Problem One

1.1 TTY

Q: How is your console like the ancient TTY subsystem in Unix as described in

https://www.linusakesson.net/programming/tty/?

A: First of all the line editing is very similar. Both of our systems use a "buffer" to allow for editing of commands. Some editing tools necessary are backspaces, clear lines, erase words and reprint (similar to our tab complete and command history. Additionally our session management will be very similar. Right now we have interrupts partially implemented. The current main one we both have is a halt to kill the "Active Session." However, there is a difference between the two in buffers. It seems like our buffer is, for lack of a better term, infinite (or limited by the size of our program), while the ancient TTY buffers did have their limits.