

Lab Two

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1. How is your console like the ancient TTY subsystem in Unix as described in <https://www.linusakesson.net/programming/tty/>?

The console I've implemented is similar to the ancient TTY subsystem in Unix in many ways. For one, line editing is done the same. Users require backspace functionality due to the fact that they often make mistakes, and a console would be very difficult to use without being able to backspace. The Unix subsystem used an editing buffer and commands such as backspace and clear line, which also exists in my console. In fact, I call the clear line function and use the buffer in order to backspace. It also had session management and could run several programs simultaneously. While my system cannot do that yet, that is the goal for the project. Processes are also handled the same. While run is not yet implemented, that is another goal for the project and will be implemented before the semester is over. Interruptible and uninterruptible sleep exists in both as well. Many different things can be interrupted in my system, by things such as key strokes and mouse clicks that occur in the console. While they don't currently exist, commands such as kill and Control + C will also be implemented in the console to exit programs. Overall, the ancient TTY subsystem in Unix is not unlike the console I am creating in this course.