



# COMP 3981

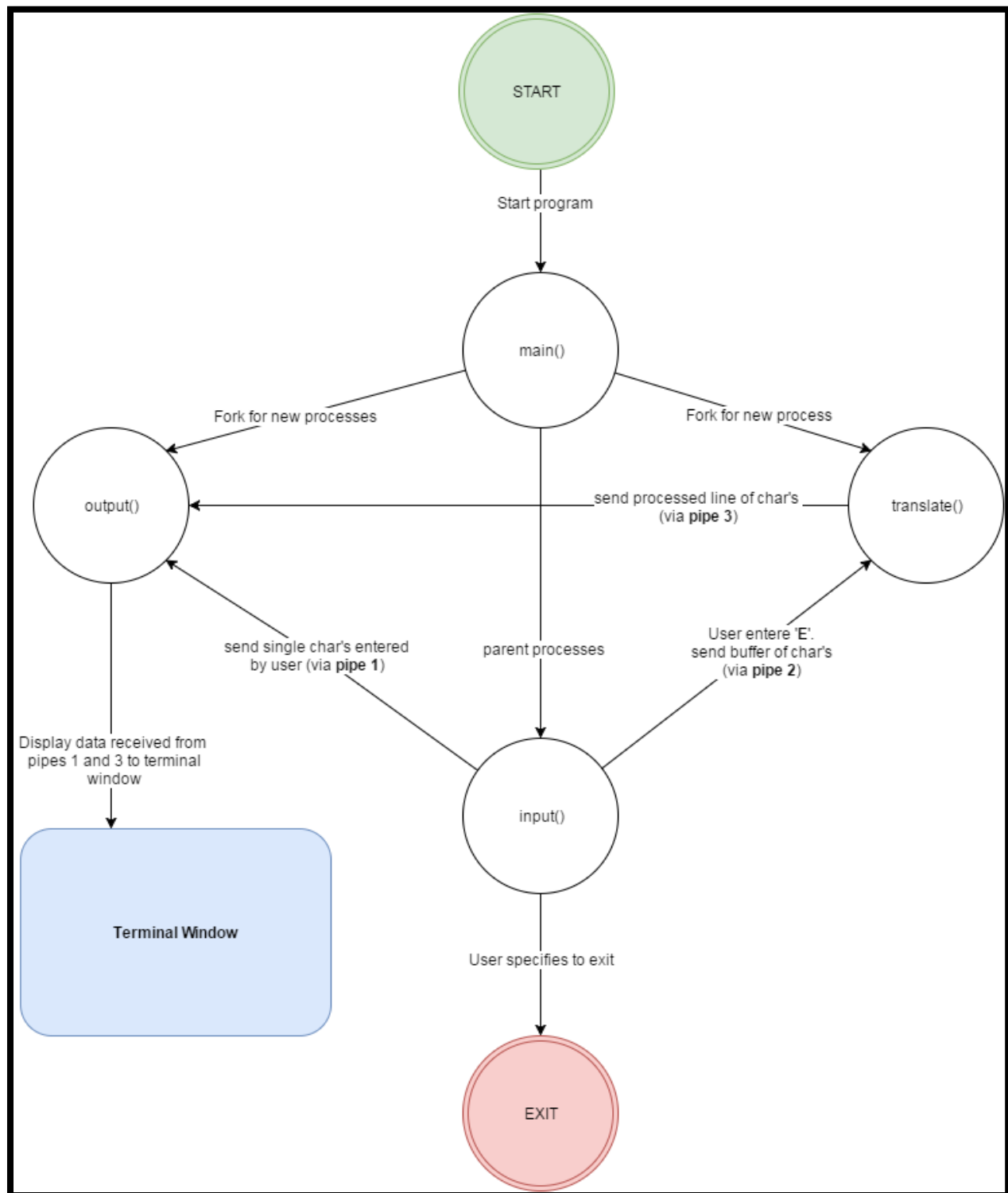
# Assignment 1

# Design

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# Finite State Diagram



# User Guide

Terminal settings are disabled so when the user types a keyboard character it will be immediately echoed by the terminal. The user can type the following key (command) characters into the terminal program.

- **E**: acts as the enter button. It processes the buffer created from user input. Any 'a' characters will be replaced with 'z' characters and will be the character line will be echoed back.
- **K**: acts as a line kill. The moment the user enters the character 'K' the buffered user data is sent to translate, the buffer is cleared and an empty line is echoed back to the user.
- **X**: acts as a backspace key. The user can enter an X to indicate a backspace. Once the user enters a 'E' key (acts as enter) the data is sent to translate where the any character preceding an 'X' is deleted. Also any 'a' characters will be replaced with 'z' characters
- **T**: acts as a normal terminate key. The moment the user enters this key the program will terminate
- **Ctrl + K**: acts as an interrupt and will "abnormally" terminate the program

# Pseudo Code

## Program Entry

- Disable Linux terminal settings
- Open 3 pipes
- Fork from main processes
- If process is child then call output function
- If process is parent then fork again
- If process is child then call translate function
- If process is parent then call input function
- Kill processes
- Return 0

## Input Function

- Close reading from pipe 1 and 2
- Go into while loop (while user has not specified to exit program)
- Get user input
- Write user input to pipe 1 to send to output function
- Check what the user entered
  - If ctrl K the kill all processes and exit
  - If 'T' then write buffered user data to pipe 2 to translate function
    - Clear the buffer
    - Set buffer counter to 0
    - Set kill program counter
    - Enable Linux terminal settings
  - If 'E' then write buffered user data to pipe 2 to translate function
    - Clear buffer
    - Set buffer counter to 0
  - If 'K' then clear buffered user data
    - Send buffer down pipe 2 to translate function
- Default
  - Add user inputted data to buffer

Increment buffer counter

## **Output function**

Close writing to pipe 1 and 3

Go into infinite loop

If data received from pipe1 is an 'E', 'K', or 'T' then read from pipe 3

Print contents

Else read from pipe 1

Print content

## **Translate**

Close writing to pipe 2

Close reading from pipe 3

Go into infinite loop

If there is data to read from pipe 2 then start iterating thru data received (use two counters, 'i' and 'j'. 'i' is used to iterate thru data received. 'j' is used to iterate thru temp buffer that will be copying data from data received)

Check each character being iterated thru

If 'X' then decrement 'j' by 2

If 'a' then make temp buffer data element equal 'z'

Default

Copy data element from data received into temp buffer

If 'j' is equal to 0

Clear the temp buffer

Make the first element equal a character space (' ')

Set 'j' to 1

Write data from temp buffer to pipe 3 to go to output function

Clear temp buffer

Clear data received buffer

