

# **Операционные системы**

Редактор Emacs

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## **1. Цели и задачи работы**

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## 1.1 Цель лабораторной работы

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Познакомиться с операционной системой Linux. Получить практические навыки работы с редактором Emacs.

## 1.2 Задачи лабораторной работы

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1 Изучить возможности редактора Emacs

## **2. Процесс выполнения лабораторной работы**

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## 2.1 Выполнение работы

1. Откроем Emacs.

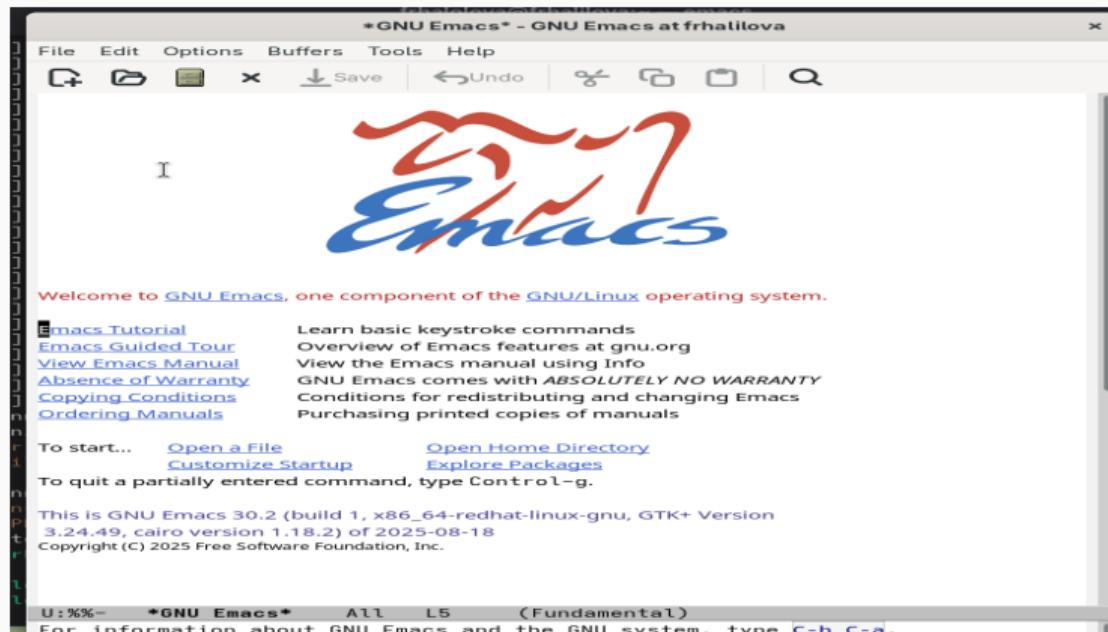
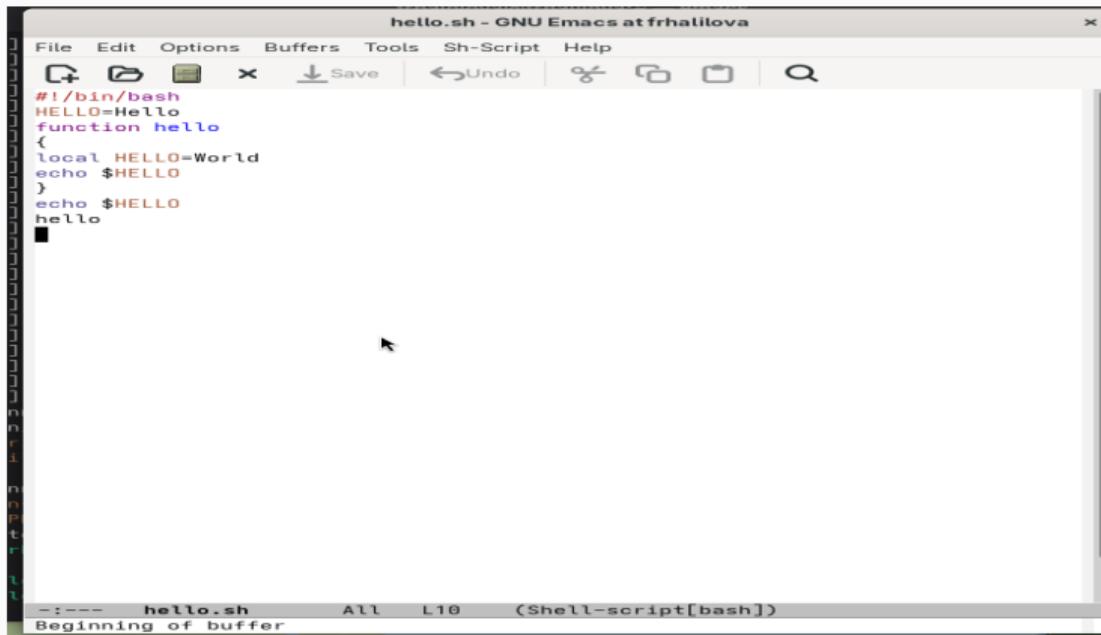


Рисунок 1: Запуск Emacs

## 2.2 Выполнение работы



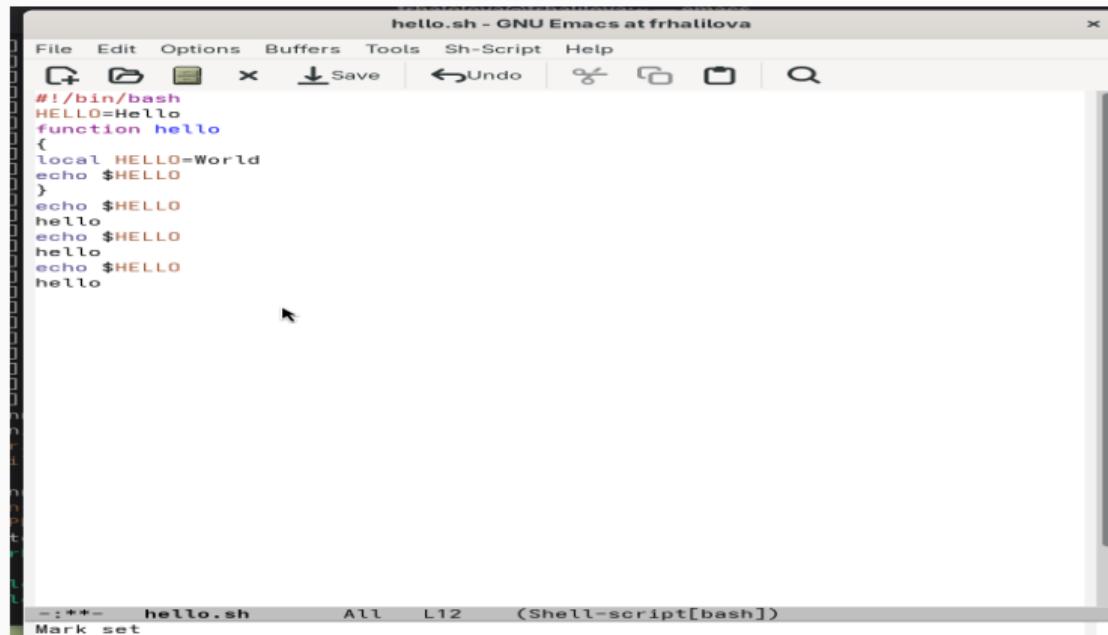
The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for New, Open, Save, Undo, Cut, Copy, Paste, and Find. The main buffer area displays the following Bash script:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
```

The status bar at the bottom indicates the file name is "hello.sh", the buffer type is "All", the line count is "L10", and the mode is "(Shell-script[bash])". It also shows "Beginning of buffer".

Рисунок 2: Новый файл

## 2.3 Выполнение работы



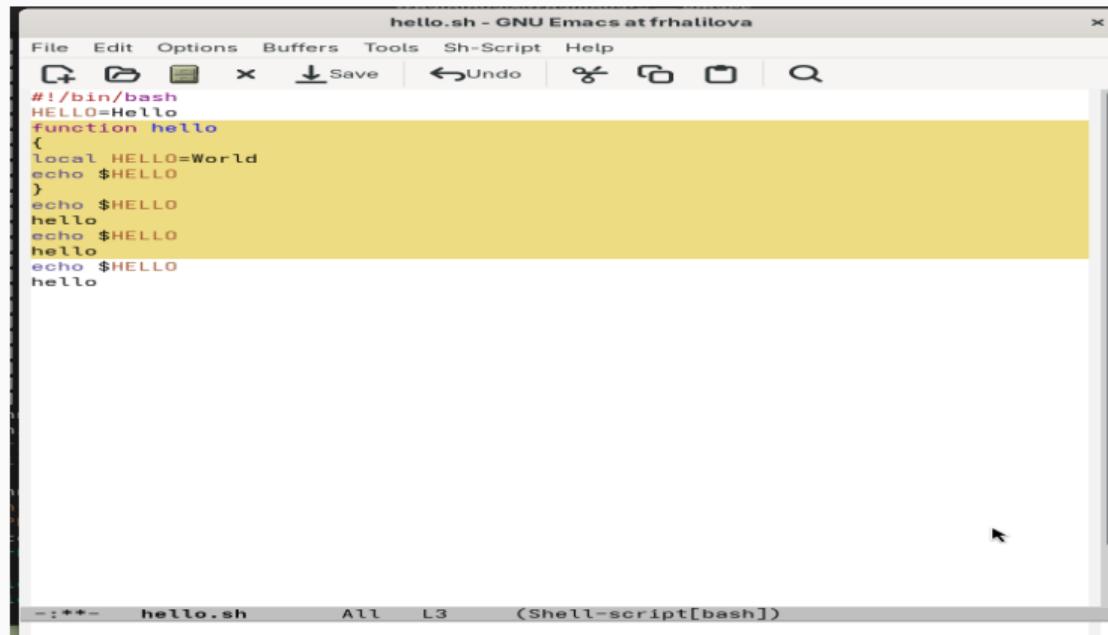
The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for file operations like Open, Save, Undo, and Cut/Copy/Paste. The main buffer area contains the following shell script:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
```

The status bar at the bottom shows "- :\*\*- hello.sh All L12 (Shell-script[bash])" and "Mark set". A cursor is visible in the script area.

Рисунок 3: Операция вставка

## 2.4 Выполнение работы



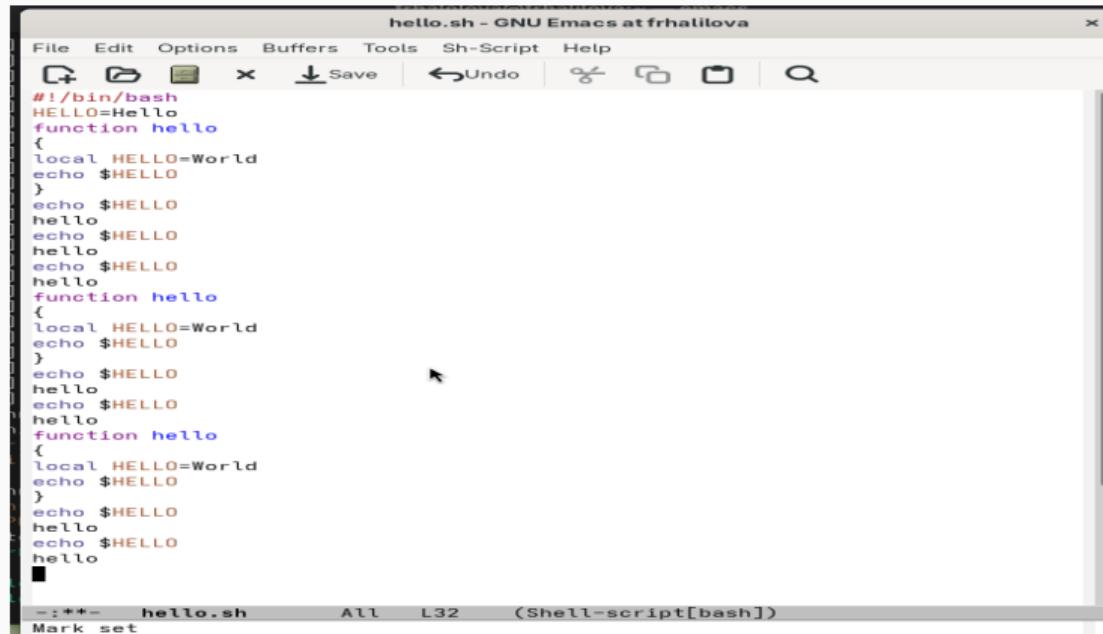
The screenshot shows a window titled "hello.sh - GNU Emacs atfrhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for Save, Undo, Cut, Copy, Paste, and Search. The main buffer area displays the following shell script:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
```

The entire code block is highlighted with a yellow background. The status bar at the bottom shows "- :\*\*- hello.sh All L3 (Shell-script[bash])".

Рисунок 4: Выделение блока

## 2.5 Выполнение работы



The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for Save, Undo, Cut, Copy, Paste, and Find. The main buffer area displays the following shell script:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
```

The cursor is positioned after the final "hello" command. The status bar at the bottom shows "- :\*\*- hello.sh All L32 (Shell-script[bash])" and "Mark set".

Рисунок 5: Копирование блока

## 2.6 Выполнение работы

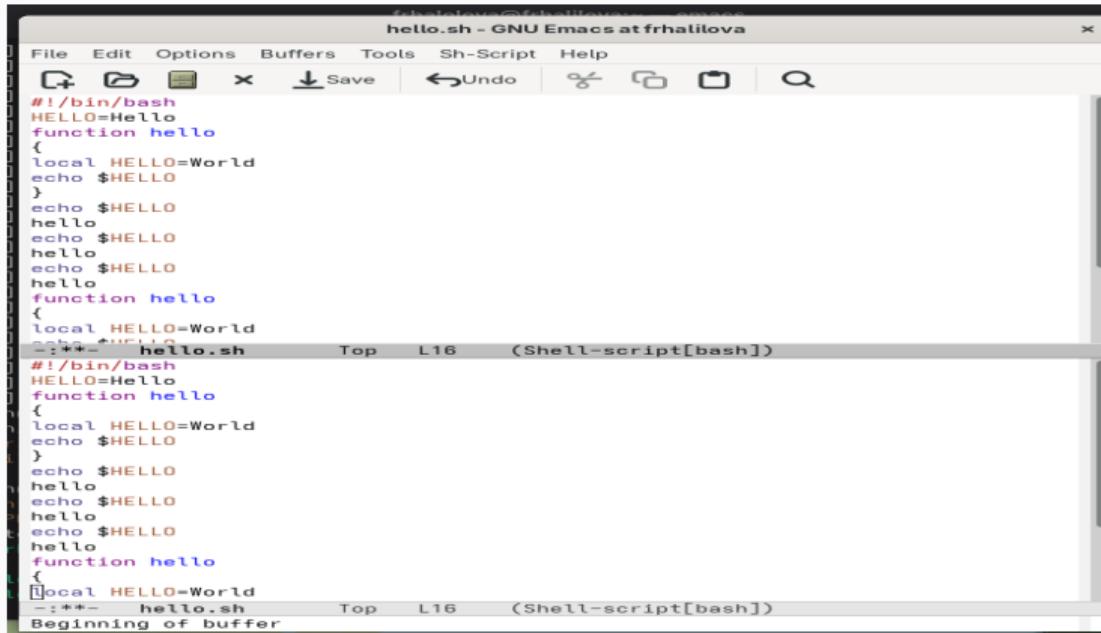
The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for Save, Undo, and others. The main buffer displays a shell script:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
```

The cursor is positioned between the first and second "hello" function definitions. The status bar at the bottom shows "-:\*\*\*- hello.sh All L23 (Shell-script[bash])".

Рисунок 6: Удаление блока

## 2.7 Выполнение работы



The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The window has a menu bar with File, Edit, Options, Buffers, Tools, Sh-Script, and Help. Below the menu is a toolbar with icons for Save, Undo, Cut, Copy, Paste, and Search. The main area contains two vertically stacked buffers. The top buffer is titled "hello.sh" and contains the following shell script code:

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
}
```

The bottom buffer is also titled "hello.sh" and shows the same code, indicating it is the current buffer. Both buffers have status lines below them: "Top L16 (Shell-script[bash])". At the very bottom of the screen, the message "Beginning of buffer" is displayed.

Рисунок 7: Горизонтальное разделение

## 2.8 Выполнение работы

The screenshot shows a window titled "hello.sh - GNU Emacs at frhalilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, and Help. The toolbar contains icons for Save, Undo, and others. The main buffer displays a shell script named "hello.sh" with syntax highlighting for variables (\$HELLO) and functions (hello). The script defines a function "hello" that prints "Hello" and "World" when called. Below the script, the Emacs status line shows the buffer name "hello.sh", its size "L16", and type "(Shell-script[bash])". The message area at the bottom is titled "\*Messages\*" and shows the output of running the script in a terminal, including the loading of site-start.el and the execution of the script itself.

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
:*** hello.sh      Top   L16   (Shell-script[bash])
Loading /usr/share/emacs/site-lisp/site-start.d/desktop-entry-mode-init.el (source)...done
For information about GNU Emacs and the GNU system, type C-h C-a.
Setting up indent for shell type bash
Indentation variables are now local.
Indentation setup for shell type bash
Beginning of buffer [4 times]
Mark set [5 times]
Undo
Beginning of buffer [10 times]
[]

U:/*-*  *Messages*  All  L16  (Messages)
```

Рисунок 8: Переключение буфера

## 2.9 Выполнение работы

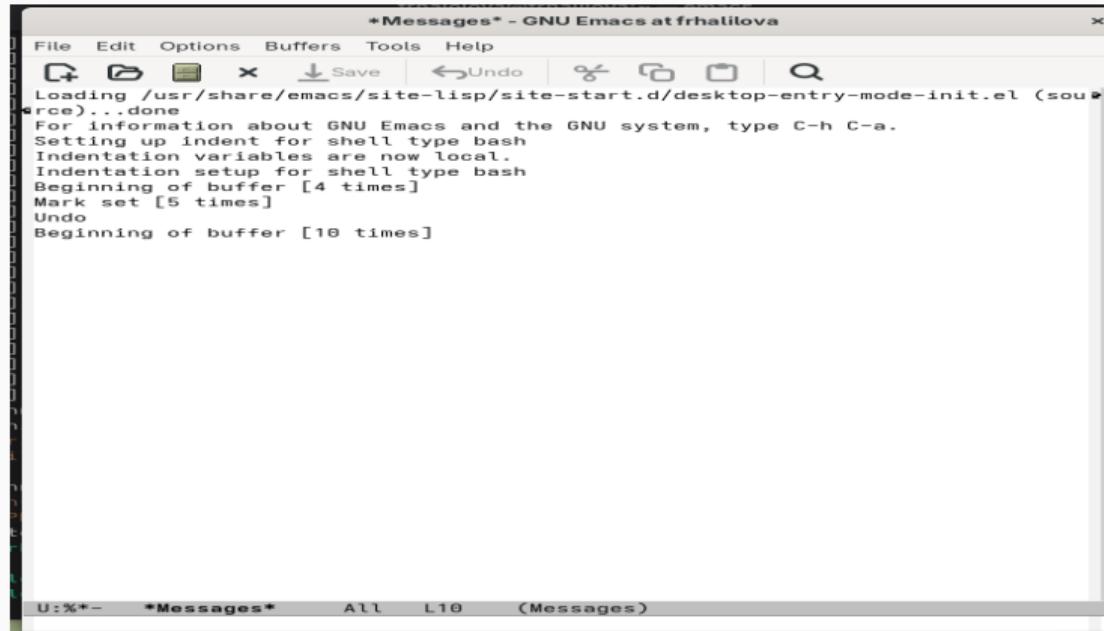


Рисунок 9: Закроем буфер

## 2.10 Выполнение работы

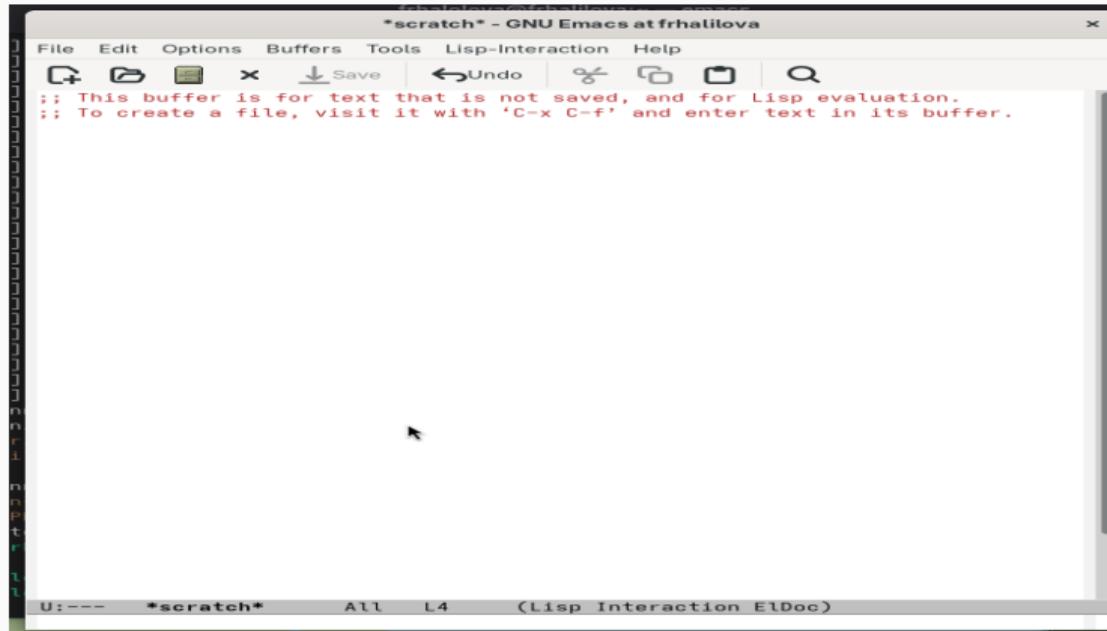


Рисунок 10: Переключение буфера

## 2.11 Выполнение работы

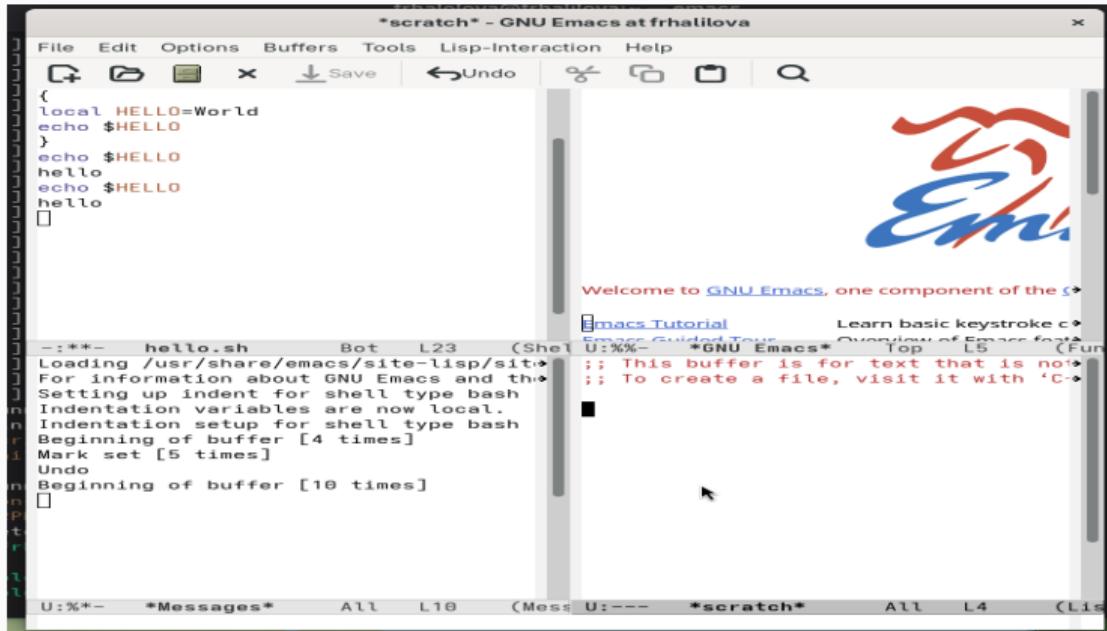


Рисунок 11: Четыре буфера

## 2.12 Выполнение работы

The screenshot shows a window titled "hello.sh - GNU Emacs at frhatilova". The menu bar includes File, Edit, Options, Buffers, Tools, Sh-Script, Isearch, and Help. Below the menu is a toolbar with buttons for Repeat Forward, Abort, Finish, Undo, Replace, and Show Hits. The main buffer contains a shell script named "hello.sh" with syntax highlighting for variables (\$HELLO) and functions (hello). The script defines a variable \$HELLO and a function hello that prints it. The cursor is positioned at the end of the first "echo" command. The status bar at the bottom shows the file name "hello.sh", mode "All", line count "L23", and buffer information "(Shell-script[bash] Isearch)". A message "Failing I-search: hel" is displayed in the status bar.

```
#!/bin/bash
HELLO=Hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
echo $HELLO
hello
function hello
{
local HELLO=World
echo $HELLO
}
echo $HELLO
hello
echo $HELLO
hello
```

Рисунок 12: Режим поиска

### **3. Выводы по проделанной работе**

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### 3.1 Вывод

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В данной работе мы познакомились с еще одним редактором операционной системой Linux. Получили практические навыки работы с редактором Emacs.