

# iProject 1 – Questions

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## 1 Lab 1 Questions

### 1.1 Question 1

Uniformity is a big advantage by having one system which manages the calls for files and devices. This will simplify the programming implementation and allows for developers to only have to use one set of APIs. The biggest disadvantage would be the limited functionality between devices using a common call system. Not all devices may be able to conform to a single system call system.

### 1.2 Question 2

Yes, you would need to familiarize yourself with the system call interface, create a shell and design the functionality of it, build a user interface, and finalize the testing of the interpreter.

## 2 Lab 2 Questions

The biggest similarities in terms of user interface and design are the implementation of buffers and the one directional scrolling in the console.