

Lab Two

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1 PROBLEM ONE

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

The console that I am working with in this project has a lot of similarities to the TTY subsystem. One instance of this that I have already come across is line editing. Like the TTY subsystem, this project's console provides some basic editing functionality such as using the backspace key to remove letters, or the up-arrow to reprint the previous command on the line. Another example is session management and the state of the machine. The console and the TTY subsystem are both passive, in the sense they wait for input and are not running things unprompted things in the background. Currently, the console only registers a key press and therefore is only active when a key is press. That would mean it is not active and by extension, passive like the TTY subsystem. A third point is the use of a buffer. Both the console and the TTY subsystem have a kernel buffer space that can store inputs and commands. In this project, I have accessed and used the buffer to determine what keys are pressed and how to then proceed.