

## Lab 2

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### 1 QUESTION 1

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

My console is similar to the ancient TTY subsystem in Unix as they both support a lot of the basic line editing features such as the backspace key. This was not a feature of the UART driver at the time, so TTY was an early implementation of line editing by including an additional driver that contains how to handle special keyboard inputs for editing text. Next, the display of what the user types is also a feature of both TTY and my console as they both keep track of a buffer that corresponds to what is being displayed on screen. Lastly, TTY introduced how to manage the running of multiple programs at a given time, which is a feature that will be added to my console in future labs and projects.