

# Ncurses - for interactive terminal

[Ncurses](#), is a C-based low-level library for TUI (textual user interface), so you can make interactive terminal programs. The opinions I've read seems to be that because it's so low level, it's easier to shoot yourself in the foot when working with it if you are working with advanced programs. For easy programs it's fine. For c++ it seems [FtxUI](#) is the one to prefer if you want more advanced interactivity, also less lower-level.

Here are some of the methods I used for the simple program I wrote with ncurses.

- `initscr()` : Initializes ncurses and sets up the terminal for ncurses control.
- `clear()` : Marks the screen for clearing on the next refresh.
- `noecho()` : Stops input characters from being echoed to the screen (useful for non-character input).
- `cbreak()` : Allows immediate input handling without needing to press Enter.
- `curs_set(0)` : Hides the terminal cursor to make the interface cleaner.
- `keypad(stdscr, TRUE)` : Enables reading special keys like arrow keys in an intuitive way.
- `attron(A_REVERSE)` : Turns on reverse video (highlighting).
- `mvprintw(i, 0, options[i].c_str())` : Moves the cursor to the `i` th row and prints the menu option.
- `attroff(A_REVERSE)` : Turns off reverse video (highlighting).