

CS 111 Design Problem

Laboratory 1 – Tab Completion

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Introduction

For our design problem, we decided to explore how to further emulate the *bash* shell. We will observe that behavior of tab completion in order to define a plan for extending our own *ospsh* shell. The feature we will be observing tab completion.

We will also explore the functionality of the GNU readline library. According to the description, this library can be used to display a prompt and receive the entered string from the user. In addition, the library provides emacs style bindings to the user. This allows the user to use shortcuts such as ctrl + e to get to the end of a line and ctrl + u to delete a line.

Tab Completion

One of the most widely used features of *bash* is tab completion. This feature allows the user to press the tab key to automatically display and complete a list of commands that match the current inputted string. For example, a user would start typing in “ssh” if they wanted to execute the command “ssh-keygen”. After initially typing this in, the user would then be able to type the tab key. On the line below the current line, a list of matched commands are printed out. For this example, “ssh”, “ssh-agent”, and “ssh-keygen” are all commands that would be printed out.

This also allows the user to finish

Binary Search Tree

Explain what a binary search tree is.

Why did we use it for our implementation?

Talk about big O.

Design / Implementation Details

Adding Readline

Related Functions:

```
char *readline (const char *prompt);  
char *fgets (char *str, int num, FILE *stream);
```

Implementation:

The first thing we need to do to implement tab completion is to introduce the *readline* function into our existing main. Currently, the function *fgets* is being used to retrieve input from the keyboard. In addition, the way *readline* works is different compared to how *fgets* works. The *readline* function allocates memory for a string and returns it while *fgets* takes the pointer to an existing buffer as well as its size and writes into it.

To implement this, we need to create a `char *` variable. We can then set this variable to the return value of *readline*. If the return value is equal to NULL, then we should exit because then EOF was

returned. Otherwise, we should use the return value and put it through the existing operations. Also, it is important to free the string at the end of the iteration.

Storing commands

Related Struct:

```
typedef struct pathcommand pathcommand_t;
//Define a node for our BST
struct pathcommand {
    char *cmd;
    pathcommand_t *left;
    pathcommand_t *right;
};
```

Related Functions:

```
pathcommand_t *pathcommand_alloc(void);
void pathcommand_free(pathcommand_t *pathcmd);
void add_pathcommand(char *cmd);
void print_tree(void);
```

Implementation:

Our approach here is to populate a list of all the commands when our program starts. Our algorithm will be to search

Finding commands

Related Struct:

```
struct dirent { // d_name is the only important member of this struct
    char d_name[255 + 1]; /* name must be no longer than this */
};
```

Related Functions:

```
DIR *opendir(const char *dirname);
struct dirent *readdir(DIR *dirp);
int closedir(DIR *dirp);
void initialize_path_tree(void);
```

Implementation:

Integrating with readline

Related Functions:

```
char *readline (const char *prompt);
char *fgets (char *str, int num, FILE *stream);
```

Implementation:

The first thing we need to do to implement tab completion is to introduce the readline function into our

Results

Conclusion