

Lab Two

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1 PROBLEM ONE

1.1 HOW IS GHIDOROS LIKE UNIX?

My project's console is similar to Unix TTY subsystem in a few ways. My console has a buffer and line editing using backspace and clearLine commands. TTY has many things my console currently does not have (but will by the end of this semester). TTY can run several programs at once. It has interruptible sleep and uninterruptible sleep. Many of their processes are the same, as is line editing for both consoles. In both systems, many other devices cause interrupts, such as keyboard presses and mouse clicks. Eventually GhidorOS will have kill and Ctrl + C commands implemented as interrupts. Both GhidorOS and TTY have their similarities.

2 PROBLEM TWO

2.1 HOW IS IT LIKE LATEX?

My console and LaTeX have a few similarities. Once again, both can utilize backspace, and both accept special characters and output them. LaTeX can accept/validate hexadecimal input, which my console can do as well.