

User Interfaces

EECE6029

Yizong Cheng

2/19/2016

Keyboard Software

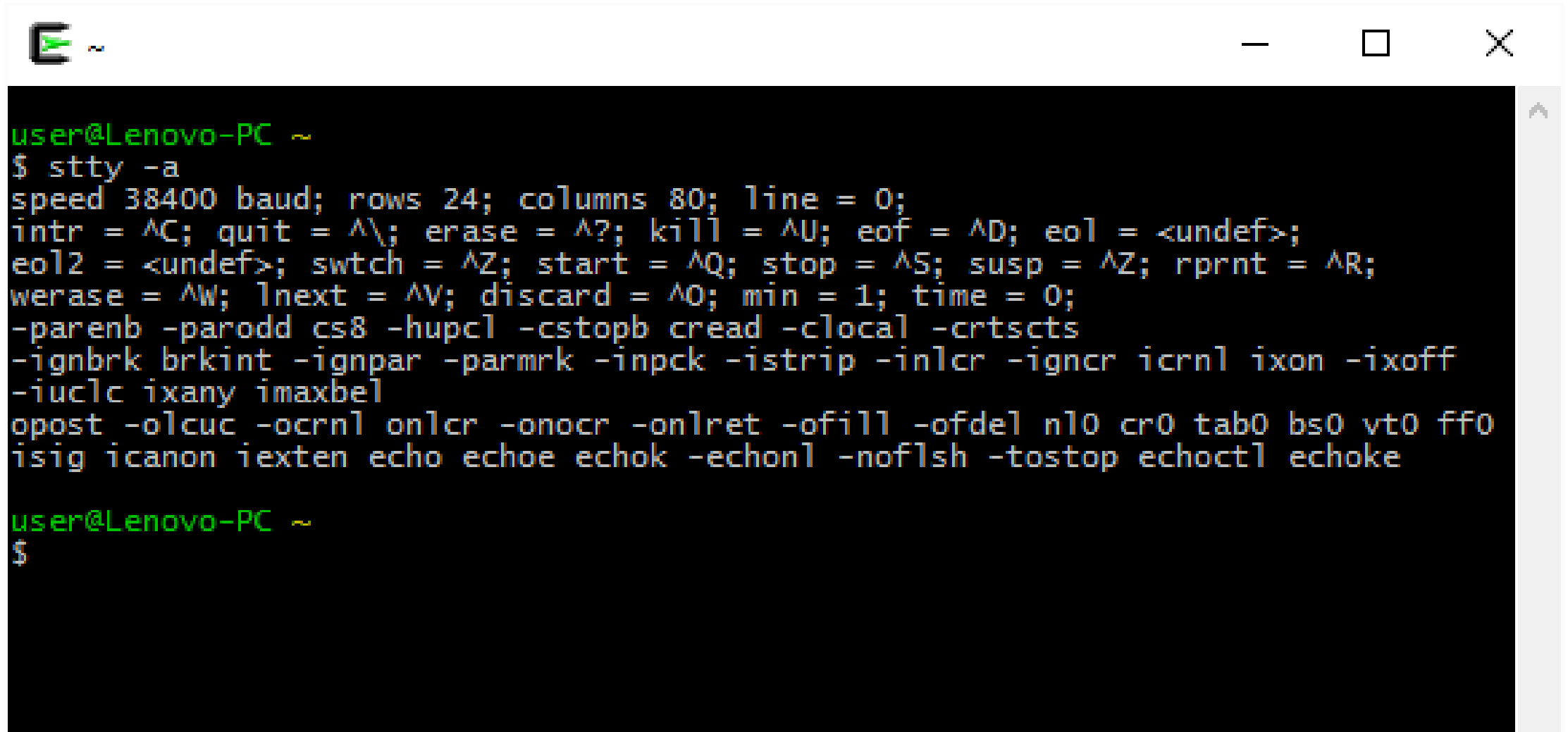
- Most keyboards have fewer than 128 keys and 7 bits encode one as the scan code.
- An interrupt is generated and when a key is pressed or released.
- The I/O register contains the scan code plus one bit for press/release.
- It's up to the keyboard software/driver to convert these combinations into characters in ASCII or signals.
- raw mode or cooked mode
- canonical mode (line based) or noncanonical mode.

Special Characters in Canonical Mode

| Character | POSIX name | Comment |
|-----------|------------|------------------------------------|
| CTRL-H | ERASE | Backspace one character |
| CTRL-U | KILL | Erase entire line being typed |
| CTRL-V | LNEXT | Interpret next character literally |
| CTRL-S | STOP | Stop output |
| CTRL-Q | START | Start output |
| DEL | INTR | Interrupt process (SIGINT) |
| CTRL-\ | QUIT | Force core dump (SIGQUIT) |
| CTRL-D | EOF | End of file |
| CTRL-M | CR | Carriage return (unchangeable) |
| CTRL-J | NL | Line feed (unchangeable) |

Figure 5-31. Characters that are handled specially in canonical mode.

The stty Command



```
user@Lenovo-PC ~  
$ stty -a  
speed 38400 baud; rows 24; columns 80; line = 0;  
intr = ^C; quit = ^\; erase = ^?; kill = ^U; eof = ^D; eol = <undef>;  
eol2 = <undef>; switch = ^Z; start = ^Q; stop = ^S; susp = ^Z; rprnt = ^R;  
werase = ^W; lnext = ^V; discard = ^O; min = 1; time = 0;  
-parenb -parodd cs8 -hupcl -cstopb cread -clocal -crtscts  
-ignbrk brkint -ignpar -parmrk -inpck -istrip -inlcr -igncr icrnl ixon -ixoff  
-iuclic ixany imaxbel  
opost -olcuc -ocrnl onlcr -onocr -onlret -ofill -ofdel nl0 cr0 tab0 bs0 vt0 ff0  
isig icanon iexten echo echoe echok -echonl -noflsh -tostop echoctl echoke  
user@Lenovo-PC ~  
$
```

stty -a

- speed 38400 baud; rows 24; columns 80; line = 0;
- intr = ^C; quit = ^\; erase = ^?; kill = ^U; eof = ^D; eol = <undef>;
- eol2 = <undef>; swtch = ^Z; start = ^Q; stop = ^S; susp = ^Z; rprnt = ^R;
- werase = ^W; lnext = ^V; discard = ^O; min = 1; time = 0;
- -parenb -parodd cs8 -hupcl -cstopb cread -clocal -crtscts
- -ignbrk brkint -ignpar -parmrk -inpck -istrip -inlcr -igncr icrnl ixon -ixoff
- -iuclic ixany imaxbel
- opost -olcuc -ocrnl onlcr -onocr -onlret -ofill -ofdel nl0 cr0 tab0 bs0 vt0 ff0
- isig icanon iexten echo echoe echok -echonl -noflsh -tostop echoctl echoke

```
#include <termios.h>
```

```
int tcgetattr(int filedes, struct termios *termptr);
```

```
int tcsetattr(int filedes, int opt, const struct termios *termptr);
```

Both return: 0 if OK, -1 on error

```
struct termios {  
    tcflag_t    c_iflag;    /* input flags */  
    tcflag_t    c_oflag;    /* output flags */  
  
    tcflag_t    c_cflag;    /* control flags */  
    tcflag_t    c_lflag;    /* local flags */  
    cc_t        c_cc[NCCS]; /* control characters */  
};
```

c_iflag: Input Flags

| Field | Flag | Description | POSIX.1 | SVR4 4.3+BSD extension |
|---------|---------|---|---------|------------------------|
| c_iflag | BRKINT | generate SIGINT on BREAK | • | |
| | ICRNL | map CR to NL on input | • | |
| | IGNBRK | ignore BREAK condition | • | |
| | IGNCR | ignore CR | • | |
| | IGNPAR | ignore characters with parity errors | • | |
| | IMAXBEL | ring bell on input queue full | | • • |
| | INLCR | map NL to CR on input | • | |
| | INPCK | enable input parity checking | • | |
| | ISTRIP | strip eighth bit off input characters | • | |
| | IUCLC | map uppercase to lowercase on input | | • • |
| | IXANY | enable any characters to restart output | | • • |
| | IXOFF | enable start/stop input flow control | • | |
| | IXON | enable start/stop output flow control | • | |
| | PARMRK | mark parity errors | • | |

c_oflag: Output Flags

| | PARMRK | mark parity errors | | |
|---------|--------|--------------------------------------|---|-----|
| c_oflag | BSDLY | backspace delay mask | | • |
| | CRDLY | CR delay mask | | • |
| | FFDLY | form feed delay mask | | • |
| | NLDLY | NL delay mask | | • |
| | OCRNL | map CR to NL on output | | • |
| | OFDEL | fill is DEL, else NUL | | • |
| | OFILL | use fill character for delay | | • |
| | OLCUC | map lowercase to uppercase on output | | • |
| | ONLCR | map NL to CR-NL (ala CRMOD) | | • • |
| | ONLRET | NL performs CR function | | • |
| | ONOCR | no CR output at column 0 | | • |
| | ONOEOT | discard EOTs (^D) on output | | • |
| | OPOST | perform output processing | • | |
| | OXTABS | expand tabs to spaces | | • |
| | TABDLY | horizontal tab delay mask | | • |
| | VTDLY | vertical tab delay mask | | • |

c_cflag: Control Flags

| | | | | |
|---------|------------|---------------------------------|---|---|
| | VTDLY | vertical tab delay mask | | |
| c_cflag | CCTS_OFLOW | CTS flow control of output | | • |
| | CIGNORE | ignore control flags | | • |
| | CLOCAL | ignore modem status lines | • | |
| | CREAD | enable receiver | • | |
| | CRTS_IFLOW | RTS flow control of input | | • |
| | CSIZE | character size mask | • | |
| | CSTOPB | send two stop bits, else one | • | |
| | HUPCL | hangup on last close | • | |
| | MDMBUF | flow control output via Carrier | | • |
| | PARENB | parity enable | • | |
| | PARODD | odd parity, else even | • | |

c_lflag: Local Flags

| | | | | |
|---------|------------|---------------------------------------|---|-----|
| | PARODD | odd parity, else even | • | |
| c_lflag | ALTWERASE | use alternate WERASE algorithm | | • |
| | ECHO | enable echo | • | |
| | ECHOCTL | echo control chars as ^ (Char) | | • • |
| | ECHOE | visually erase chars | • | |
| | ECHOK | echo kill | • | |
| | ECHOKE | visual erase for kill | | • • |
| | ECHONL | echo NL | • | |
| | ECHOPRT | visual erase mode for hardcopy | | • • |
| | FLUSHO | output being flushed | | • • |
| | ICANON | canonical input | • | |
| | IEXTEN | enable extended input char processing | • | |
| | ISIG | enable terminal-generated signals | • | |
| | NOFLSH | disable flush after interrupt or quit | • | |
| | NOKERNINFO | no kernel output from STATUS | | • |
| | PENDIN | retype pending input | | • • |
| | TOSTOP | send SIGTTOU for background output | • | |
| | XCASE | canonical upper/lower presentation | | • |

c_cc: Control Characters

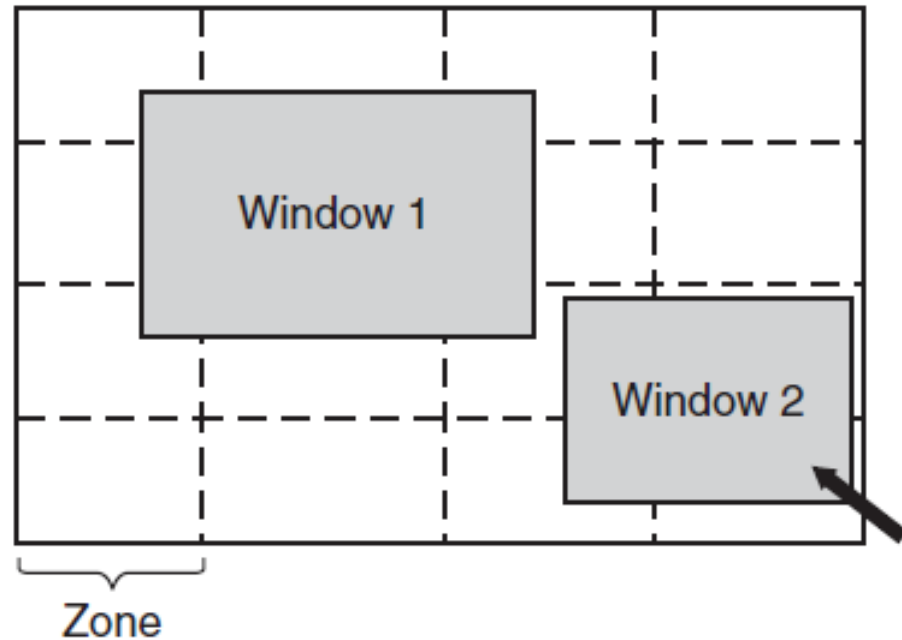
| Character | Description | c_cc subscript | Enabled by field flag | Typical value | POSIX.1 | SVR4 4.3+BSD extension |
|-----------|---------------------------|----------------|-----------------------|---------------|---------|------------------------|
| CR | carriage return | (can't change) | c_lflag ICANON | \r | • | |
| DISCARD | discard output | VDISCARD | c_lflag IEXTEN | ^O | | • • |
| DSUSP | delayed suspend (SIGTSTP) | VDSUSP | c_lflag ISIG | ^Y | | • • |
| EOF | end-of-file | VEOF | c_lflag ICANON | ^D | • | |
| EOL | end-of-line | VEOL | c_lflag ICANON | | • | |
| EOL2 | alternate end-of-line | VEOL2 | c_lflag ICANON | | | • • |
| ERASE | backspace one character | VERASE | c_lflag ICANON | ^H | • | |
| INTR | interrupt signal (SIGINT) | VINTR | c_lflag ISIG | ^?, ^C | • | |
| KILL | erase line | VKILL | c_lflag ICANON | ^U | • | |
| LNEXT | literal next | VLNEXT | c_lflag IEXTEN | ^V | | • • |
| NL | linefeed | (can't change) | c_lflag ICANON | \n | • | |
| QUIT | quit signal (SIGQUIT) | VQUIT | c_lflag ISIG | ^\ | • | |
| REPRINT | reprint all input | VREPRINT | c_lflag ICANON | ^R | | • • |
| START | resume output | VSTART | c_iflag IXON/IXOFF | ^S | • | |
| STATUS | status request | VSTATUS | c_lflag ICANON | ^T | | • |
| STOP | stop output | VSTOP | c_iflag IXON/IXOFF | ^Q | • | |
| SUSP | suspend signal (SIGTSTP) | VSUSP | c_lflag ISIG | ^Z | • | |
| WERASE | backspace one word | VWERASE | c_lflag ICANON | ^W | | • • |

Power Consumption

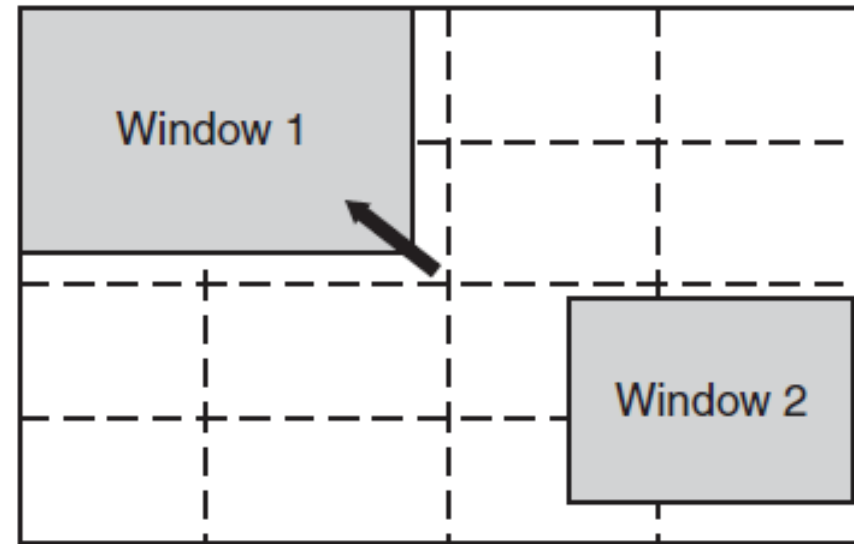
| Device | Li et al. (1994) | Lorch and Smith (1998) |
|-----------|------------------|------------------------|
| Display | 68% | 39% |
| CPU | 12% | 18% |
| Hard disk | 20% | 12% |
| Modem | | 6% |
| Sound | | 2% |
| Memory | 0.5% | 1% |
| Other | | 22% |

Figure 5-40. Power consumption of various parts of a notebook computer.

Zoning Illumination



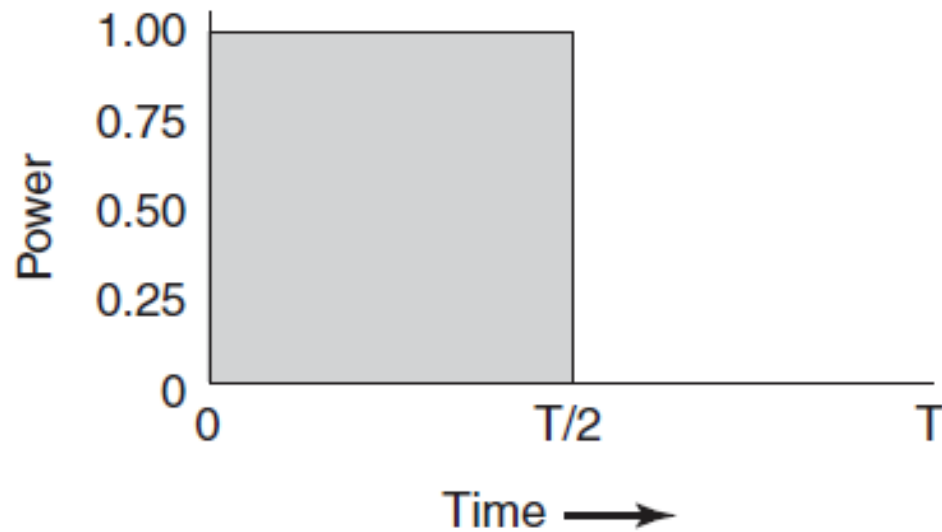
(a)



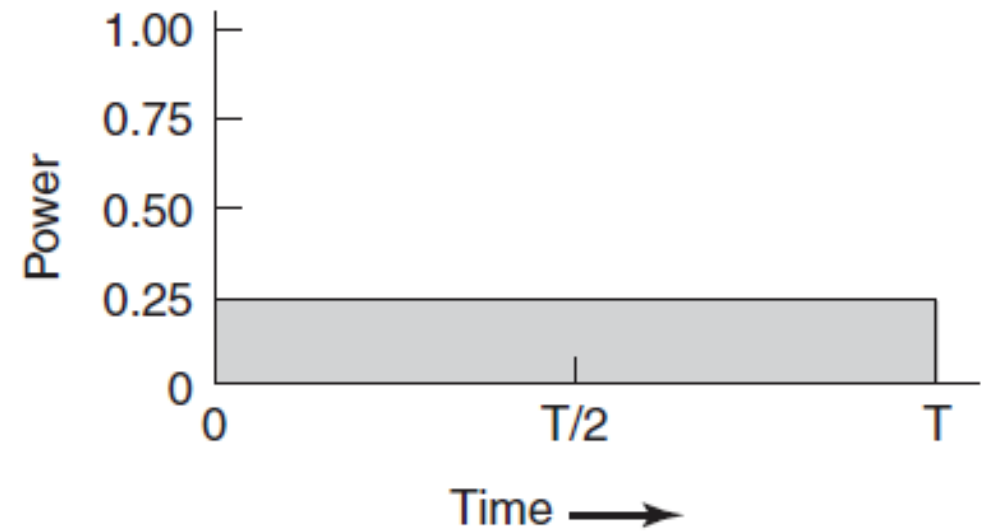
(b)

Figure 5-41. The use of zones for backlighting the display. (a) When window 2 is selected, it is not moved. (b) When window 1 is selected, it moves to reduce the number of zones illuminated.

CPU Power Consumption



(a)



(b)

Figure 5-42. (a) Running at full clock speed. (b) Cutting voltage by two cuts clock speed by two and power consumption by four.