

Lab 2 - Manipulating The Canvas

Sam Alcosser
Samuel.Alcosser1@Marist.edu

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1 Answers to Questions

1. How is your console like the ancient TTY subsystem in Unix?
 - The console we are creating is much like the tty subsystem of linux as they both operate with their job control in much the same way. At any given time, an interrupt can go into the system, and it will eventually take control of the system. Also, the way that the actual buffer is handled is similar. In the TTY system, the buffer is actually different from what is actually on the screen, contrary to the end user's first thought. This same difference between the buffer and the actual printed text on the screen is mimicked by our TSOS forks which we are developing. Also, much like the TTY system, our operating systems can also have multiple programs running "at once". This is done by having a constant clock which can be implemented to start subcommands and subprocesses as others are running.