

Operating Systems Concepts

(CMSC 125 Project)

Phase 1:

Prepare the User Interface (UI) for the Honey OS project. This is where the users interact with the Honey OS by voice. Your project will be developed in phases and eventually become the Honey OS.

Requirements:

1. Provide a welcome screen with the name Honey OS in it, the name of the creators, etc. Display it for a minute or less before the Honey OS user interface is displayed.
2. Provide the necessary functionalities for the following basic OS operations:
 - a. Opening a new file - provides a blank space for the user to start encoding something into the file
 - b. Opening an existing file - displays the contents of the file being opened
 - c. Saving a file (with automatic extension added when saving the file for the first time) - this button will be grayed out after saving the file and will be enabled as soon as the source code is modified
 - d. Saving as a new file (with automatic extension added) – used when saving an existing file as a new file with a filename, which is different from the current filename
 - e. Closing a file (with alert for an unsaved file)

Note: You may use your initial IDE of CMSC 124 for testing purposes. But instead of clicking the buttons to execute the basic OS operations, use voice to open, save, or close a file.

- f. Other buttons like Cut and Paste and the Undo and Redo buttons may be added
3. Buttons shall display icons with text. The written text is the one to be uttered when commanding the OS to execute the needed operation.
4. Gray out the buttons that are not useful under certain situations. For example, the “Save” button is disabled, if there is no file that needs to be saved. Another example, when your UI is opened for the first time, only the button for opening a new file and the button for opening an existing file are active.
5. The word “please” at the end of the voiced instruction serves as the ENTER key or the same as double-clicking a button when opening a file using a mouse.

Points:

60% correctness (group) – according to the specifications

20% aesthetics (group) – layout and design

10% creativity (group) – introduced something new and useful

10% honest peer-evaluation (individual) – rate of member’s contributions