Operating Systems
CMPT 424

Lab 001

Goals

Manipulating the Canvas
This active learning exercise will you help you make progress on the practical aspects of developing your operating system.

Instructions

1. Open up index.html in your favorite TypeScript development environment.
2. Look at the following code:

```
<div id="divConsole" style="margin:4px; width:500px; height:500px; float:left;">
  <canvas id="display"
       width="500px"
       height="500px"
       tabindex="3">
  </canvas>
</div>
```

That's the canvas. You will also want to look at canvastext.ts to see how the characters are drawn and deviceDriverKeyboard.ts to understand key press processing. Read through that code before moving on.

3. Add the new features as specified in your Issues and *i*Project 1. Demonstrate programming best practices or Alan will get bitchy.
4. Test everything.
5. Test again.
6. Keep testing. Still.
7. Read chapters 23.9, 23.11, 23.12, and 23.13 in the 8th edition of our text.

Questions

1. How is your console like the ancient TTY subsystem in Unix as described in https://www.linusakesson.net/programming/tty/ ?

Resources

- https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API/Tutorial
- https://developer.apple.com/library/safari/documentation/AudioVideo/Conceptual/HTML-canvas-guide/Introduction/Introduction.html
- http://unixpapa.com/js/key.html

Submitting

Commit your work to your **private** GitHub account in an appropriately-named folder. Make sure to tag your commit messages with the issue number they address.