Operating Systems
CMPT 424

─Lab 1

Goals

Adding Shell Commands
This active learning exercise will you help you make progress on the practical aspects of developing your operating system.

Instructions

1. Open up shell.ts in your Codespace or development environment.
2. Look at the existing commands and how they are implemented.
3. Enhance the shellMan function so that your OS's man function works better than Alan's. This is a nice way to get familiar with the code.
4. Add new commands as specified in your Issues and *i*Project 1. Demonstrate programming best practices or Alan will get bitchy. You won't like him when he's bitchy.
5. Test everything.
6. Test again.
7. Keep testing. Seriously.
8. Read chapters 2.2 and 21.8.2 in the 8th edition of our text.

Questions

Make a commitment to serious computer science and write up your answers in LaTeX. Commit both the .tex source and the compiled .pdf with answers to GitHub.

1. What are the advantages and disadvantages of using the same system call interface for manipulating both files and devices?
2. Would it be possible for the user to develop a new command interpreter using the system call interface provide by the operating system? How?

Resources

- http://www.typescriptlang.org
- https://www.jetbrains.com/help/webstorm/typescript-support.html
- https://www.sitepen.com/blog/2013/12/31/definitive-guide-to-typescript/
- https://www.sharelatex.com/read/njjbdtynktsc

Grading

Your work on this lab will contribute to your grade for *i*Project 1.

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.