

Operating Systems

CMPT 424

-Lab 2

Goals	Manipulating the Canvas This approximately one-hour active learning exercise will help you make progress on the practical aspects of developing your operating system.
Instructions	<ol style="list-style-type: none">1. Open up index.html in your development environment.2. Look at the following code: <pre><div id="divConsole" style="margin:4px; width:500px; height:500px; float:left;"> <canvas id="display" width="500px" height="500px" tabindex="3"> </canvas> </div></pre> <p>That's the canvas. You will also want to look at <code>canvastext.ts</code> to see how the characters are drawn and <code>deviceDriverKeyboard.ts</code> to understand key press processing. Read through that code before moving on.</p> <ol style="list-style-type: none">3. Add the new features as specified in your Issues and <i>iProject 1</i>. Demonstrate programming best practices or Alan will get bitchy.4. Test everything.5. Test again.6. Keep testing. Still seriously.7. Read chapters 23.9, 23.11, 23.12, and 23.13 in our text.
Questions	<ol style="list-style-type: none">1. How is your console like the Unix /MacOS TTY facility described in https://developer.apple.com/library/mac/documentation/Darwin/Reference/ManPages/man4/tty.4.html ?
Resources	<ul style="list-style-type: none">• 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
Grading	Your work on this lab will contribute to your grade for <i>iProject 1</i> .
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.