

COMMUNICATION SOFTWARE FOR TERMINAL EMULATOR; DESIGN AND IMPLEMENTATION

A THESIS

BY

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Statement

This dissertation is submitted in partial fulfillment for the degree of Master of Science in Computer & Systems Engineering, to Ain Shams University.

The work included in this was carried out by the author at the laboratories of the department of Computer & Systems Engineering, Ain Shams University.

No part of this thesis has ben submitted for a degree or qualification at any other University.

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TO WHOM TRYING TO MAKE SOMETHING USEFUL

ABSTRACT

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This thesis presents a proposed terminal emulator model (GenTerm). It consists of a stand alone real time application and a set of utilities implementing a practical way to transfer files between the Personal Computers and Hosts. GenTerm allows the user to make use of both the personal computers and the hosts. A set of terminals is emulated making a less expensive hardware piece more powerful than using different expensive terminals.

Developing a terminal emulator is somehow similar to writing an Operating System . Also the terminal emulator ,as a real-time program, must service two pieces of gears, the keyboard and the communication , both of them are operating in real time and neither of them is synchronized to the running task .

The ISO Virtual Terminal Asynchronous model is followed as possible. GenTerm is optimized by using interrupt to catch characters from the keyboard and receive incoming characters from the host. The interrupt service routines is very short to maximize the baud rate to be used as possible. In the design of communication and keyboard buffers , we faced the producer_consumer problem which is solved using disabling interrupts and object oriented programming .

The implemented software includes a flexible terminal emulator ,for DEC VT_series ,IBM 3101,video 900 series, and a special utility to add specifications for a new terminal . Also the software includes a practical way to upload and download files between PC's and VAX systems.

The GenTerm features was evaluated against a set of well known emulators features . Most of the GenTerm code is written in the "C++" programming language, with some assembly language routines for optimum performance .

The developed software **GenTerm** is designed and implemented on IBM PC and all its functions are tested.

Key Words : Communication - Emulator - Asynchronous - Terminal-Design

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