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# ADA-BASED MULTITASKING TERMINAL I/O

BY JOHN C. CHALKLEY      MICHAEL W. MASTERS  
COMBAT SYSTEMS DEPARTMENT

FEBRUARY 1992



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## FOREWORD

This report describes a set of reusable Ada packages designed by NSWCCD to perform flexible terminal I/O functions in an Ada multitasking application programming environment. Many terminal I/O services offered by Ada compiler vendors (e.g., the TEXT\_IO package required by the Ada Language Reference Manual) do not provide adequate concurrency primitives to support use in multitasking programs. In particular, they are process synchronous rather than task synchronous/process asynchronous, causing all program activity to block during waits for keyboard input. Thus, they cannot be used effectively in real-time systems.

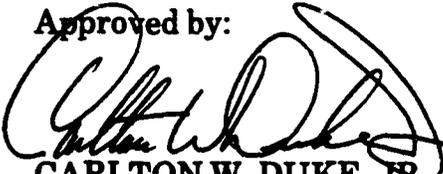
This software, called "ANSI Terminal Services," provides nonblocking terminal I/O and full concurrency protection for multitasking operations, including use of multiple terminals from a single application program. ANSI Terminal Services is designed to be used with a wide range of compilers, operating systems, and terminal hardware configurations, with a minimum of modification. Currently supported operating systems are DEC VAX VMS and SUN OS 4.1 (BSD 4.3 UNIX). Development of an MS-DOS version would be straightforward. Terminal hardware customization is supplied in the form of user-defined files that permit use with a wide variety of terminals. There is virtually no compiler-unique dependency in the design.

The development of ANSI Terminal Services was initially funded by a NAVSWC AEGIS Engineering Initiatives Study, which investigated using Ada for future AEGIS baselines. Since its initial development, it continues to be used in a variety of applications, including in the NAVSWC AEGIS CDS Distributed Architecture Experiment (CDAE), in the joint DARPA/AEGIS High-Performance Distributed Computing Project (HiPer-D), and in an analyst's testbed that is being used for development of new TOMAHAWK Track Control Group (TCG) mathematical algorithms. This report is intended to provide full documentation in order to foster further use of the software.

The authors acknowledge the considerable contribution of Catherine Ray, who developed early versions of several components of ANSI Terminal Services, including a line editor and certain keyboard input features. The authors also acknowledge the contribution of Harry Leung, who developed the low-level interface to SUN OS 4.1.

This report has been reviewed by Richard Stutler, Head, Combat System Technologies Branch, and R. Neal Cain, Head, Engineering and Technology Division.

Approved by:



CARLTON W. DUKE, JR., Head  
Combat Systems Department

**ABSTRACT**

This report describes "ANSI Terminal Services," a reusable Ada-based layered approach to providing protected asynchronous terminal I/O in a multitasking environment. The traditional single-threaded, sequential programming model is inadequate for Ada multitask programs, particularly for real-time applications. An application is likely to contain several tasks needing to perform output concurrently. Any shared resources contained in the I/O software must, therefore, be protected through some form of mutual exclusion. Also, an application will likely need to support input operations concurrently with outputs. This requirement is especially important since Ada implementations on most current operating systems are process synchronous, rather than task synchronous/process asynchronous. As a result, they cause the entire user process to block on an input request. Thus, other program tasks that may be performing critical functions are suspended until user input is complete. Such a result is clearly inappropriate in a real-time environment. ANSI Terminal Services solves these problems and provides both a standard programmer interface and the necessary multitasking concurrency control.

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## CHAPTER 1

### INTRODUCTION

Terminal I/O in a multithreaded programming environment, such as that supported by the task feature of the Ada programming language, engenders special considerations. The traditional single-threaded, sequential programming model (i.e., program-wide execution suspension or blocking to wait for keyboard input and screen scrolling of output) is inadequate for Ada multitask programs, particularly for real-time applications.

Typically, multitasking programs differ in a variety of ways. First, within the application program there are likely to be several, perhaps many tasks that need to do output concurrently. Any shared resources contained in the I/O software must, therefore, be protected through some form of mutual exclusion. At a minimum, cursor state is a shared resource in such situations.

Second, the application program will likely need to support input operations concurrently with outputs. This requirement is especially important since Ada implementations on most current operating systems (e.g., VMS, UNIX, and MS-DOS) are process synchronous rather than task synchronous/process asynchronous. As a result, they cause the entire user process to block while the application waits for input from the program user. Thus, other program tasks that may be performing absolutely critical functions are suspended until user input is complete.

Third, real-time multitasking terminal use normally involves display screens that map different program outputs to fixed locations or regions (panels) of the screen. Thus, the values of critical status parameters may be displayed and updated upon change in one or more screen panels: time of day, elapsed time, and other critical parameters may be updated periodically in other panels; the user may be prompted for text input in another panel; and a menu providing a number of program control options, selectable via function or control keys, may be displayed in another panel.

Figure 1-1 illustrates this situation. The user should be able to perform normal editing functions concurrently with program-driven output to other panels. However, upon input of a menu function key, the terminal handling software should also be able to abandon user input at the text prompt and immediately initiate the

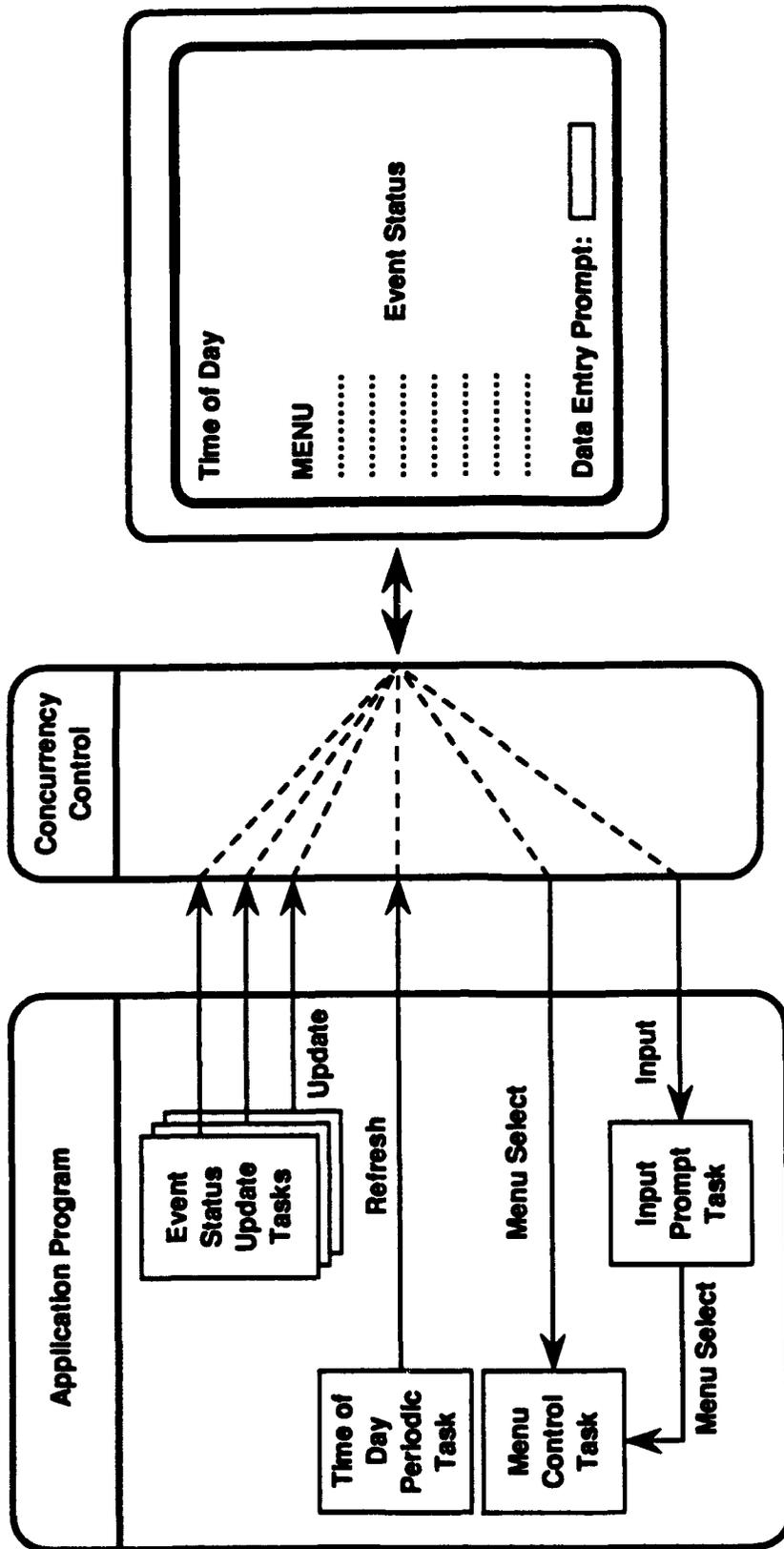


FIGURE 1-1. MULTITASK DISPLAY PROGRAM

requested menu selection. In such applications, the screen as a whole must not be allowed to scroll, although scrolling within some panels may be desired.

1.1 DESIGN CONCEPT

Some developers have provided useful reusable software packages that support flexible terminal I/O, while ignoring the mechanisms needed to insure nonblocking input and proper protection of shared resources in a multitasking programming environment. In effect, these solutions leave the most difficult part of the problem to the application developer, that of insuring that their products work properly in the presence of multiple user tasks. The software described in this report approaches the problem differently. It begins with the assumption that it is to be used in a multitasking environment and, from the beginning, builds in the necessary mechanisms for concurrency.

This approach has resulted in a layered set of terminal I/O Ada packages, where input and output operations are built up step-by-step from low-level, system-dependent I/O services, through successive abstractions, to a high-level user interface that provides designed-in concurrency. This approach is shown in Table 1-1.

TABLE 1-1. LAYERED APPROACH TO MULTITASKING TERMINAL I/O

Ada Multitasking Application
ANSI Terminal Services Programmer Interface
ANSI Terminal Services Concurrency Control
Intermediate I/O Services <ul style="list-style-type: none"> <li>• Location-specified screen output</li> <li>• Cursor control via ANSI escape sequences</li> <li>• Line editing of text entry</li> <li>• Basic abstracted keyboard input</li> <li>• Bindings to low-level I/O</li> </ul>
Operating System Specific Nonblocking I/O

Note that the highest layer, called "ANSI Terminal Services" throughout this report, provides both a standard programmer interface and the necessary multitasking concurrency control. Lower, nonconcurrent levels are effectively hidden, but can be used directly, if needed, by a knowledgeable designer. The bottom layer, nonblocking I/O services, is operating system specific. One of the key features

of the layered design is localization and minimization of these dependencies in order to support portability and reuse to the maximum extent possible.

## 1.2 TOP-LEVEL REQUIREMENTS

The multitasking operating environment described above, combined with goals of portability and reusability, lead to a number of top-level requirements for the terminal I/O capability illustrated in Table 1-1. These requirements primarily address functional capabilities, but the need for portable and reusable software has an additional impact on design. Each requirement is first listed below, then further elaborated in the paragraphs that follow. Chapter 2 and Appendix A provide a complete and definitive specification of program interface and functional capabilities, including:

- Portable, reusable Ada design with minimum dependencies on terminal hardware, operating system services, and compiler-specific features
- Built-in mutual exclusion and nonblocking I/O support, including timed input operations, for Ada multitasking applications
- Support for *fixed screen* input and output using standard ANSI *escape sequences*, including color when available
- Keyboard independence, including a mechanism to dynamically bind edit keys, function keys, etc., at runtime
- Standard keyboard input features, including line editing, timed input, and immediate input termination on detection of function and control keys
- Use of multiple terminals from the same program
- Use of terminal ports for direct intercomputer I/O

### 1.2.1 Portable Ada Design

The goal of portability and reusability is, strictly speaking, not one of functionality, but rather of design. This goal is achieved primarily through the proper choice of layering. The layered approach was introduced in the previous section. Table 1-2 lists hardware and operating system dependencies, together with the recommended mechanism for porting to alternate implementations.

TABLE 1-2. DEPENDENCIES AND RECOMMENDED PORTING MECHANISM

DEPENDENCY	LOCATION	PORTING REQUIREMENT
Keyboard escape sequence values	Keyboard input package	User-definable dynamic key mappings read from user-specified file.
Operating system I/O services	Asynchronous I/O package	Rewrite of package body to use OS-specific nonblocking I/O services.
Cursor control escape sequences	Cursor services package	Rewrite of escape sequence data declarations in package body.
Limit values	Constants package	Limit values input from user-specified file during elaboration.
Task priorities	ANSI Terminal Services package	Package recompilation (Ada task priorities must be static).

### 1.2.2 Multitasking, Nonblocking I/O

In addition to providing a functional capability, support for multitasking during I/O operations impacts design as well. In particular, it implies the presence of some form of mutual exclusion to protect shared resources during input and output operations. Specifically, the location and color attributes of the cursor must be protected during I/O by multiple application tasks. Without this protection, it is impossible to insure the integrity of screen output and of keyboard input. As will be shown in Chapter 3, this protection is provided by two Ada tasks: a screen control task and a keyboard control task. These two tasks interact during input operation, because the screen task is used to echo printable *keystrokes* upon input via the keyboard.

Nonblocking I/O support is operating system dependent. This may be accomplished in three ways. The first is through some form of interrupt mechanism, such as software traps or signals. This method might more accurately be called asynchronous I/O. Some operating system vendors provide Ada bindings to such services, in which case this approach is to be preferred. For example, Digital Equipment Corporation (DEC) provides Ada packages (STARLET, TASKING\_SERVICES, CONDITION\_HANDLING), which permit use of VMS operating system asynchronous system traps (AST).

The second method involves polling the input channel to determine if any *keystrokes* have been entered. Any available input is processed. If no input is

available, a delay is executed, followed by another *polling* operation. This method has two disadvantages. First, the *polling* operation consumes CPU time if there is no data available; and second, a *keystroke* arriving just after execution of the delay operation will not be detected and processed until after the delay expires, thus introducing a small latency. Choice of a suitable polling interval is critical to performance.

Ada implementers on UNIX systems have been less inclined to supply organic asynchronous input support, leaving application developers the problem of building their own SIGNAL-handling routines. The current release of ANSI Terminal Services for SUN OS is a polling implementation.

The third method for achieving nonblocking I/O is through use of an operating system that supports multiple threads of execution within the user's process. In such operating systems, waiting for input in one thread will not block program execution in any other thread. The MACH operating system and its derivative, OSF-1, are examples. The POSIX operating system interface standard specifies a similar capability, called "p-threads," although POSIX/p-thread-compliant operating systems are only now beginning to appear in the commercial arena.

### 1.2.3 ANSI Standard Fixed Screen Color Output

There is an ANSI standard for *escape sequences* used to control terminal cursor location and attributes; e.g., line-wrap mode (*on* or *off*), blink setting, reverse video, bold text, and color. Virtually all terminals use this standard, although not all terminals support color. ANSI Terminal Services makes use of these ANSI *escape sequences*. Nonstandard terminals are not supported. In particular, to achieve *fixed screen* output stability, line-wrap mode is automatically set to *off* to prevent wrap or scrolling.

### 1.2.4 Keyboard Independence

Although ANSI *escape sequences* provide a widely accepted standard for screen output, no such standardization exists for keyboards. Virtually every computer and terminal vendor provides unique products, either in keys present on the keyboard or in *escape sequences* generated by individual *keystrokes* or both. The printable and control keys, of course, generate standard ASCII key codes in the range of zero to 127. But edit keys and function keys follow no such standard, either as to key name or *escape sequence* generated.

Providing a mechanism to permit dynamic binding of *keystroke* to *escape sequences* is crucial to the portability of software across terminal hardware. The terminal I/O services described in this report support dynamic binding by means of a

user-specified file containing the mapping of edit and function keys to *escape sequences*.

### 1.2.5 Standard Keyboard Input Operations

A number of standard input operations are desirable. These include the ability to perform line editing using standard edit keys; the ability to read all *keystrokes* supported by the keyboard, including function keys; and the ability to perform timed input. In the last case, the input operation should terminate either on completion of the requested input or expiration of the specified time interval, with suitable indication of which termination mode was experienced. Finally, in the case of both timed- and line-edit operations, immediate termination of input must be performed on the detection of function and control keys.

### 1.2.6 Use of Multiple Terminals

In many applications, it is useful to be able to control many terminals from the same program. Most operating systems provide services to assign multiple terminal ports to the same user process. In some cases, this operation must be accompanied by system privileges beyond those granted to a normal user process. Further, it is also useful that access to each port be bound at runtime to programmer-referenceable data structures so that terminal identity can be tested for, passed as a subprogram calling parameter, and assigned as a component of other data structures (e.g., as a component of an array). ANSI Terminal Services provides this mechanism by means of an Ada private type that is allocated at runtime when the operating system port assignment service is called.

### 1.2.7 Direct Intercomputer I/O

Terminal ports may be used to perform intercomputer I/O in addition to normal screen output and keyboard input operations. In this case, the use of cursor control on output, and *escape sequence* parsing on input are bypassed. Otherwise, the mutual exclusion mechanisms supplied to support multitasking programming are still present. Note that since no cursor control is applied, if this mode of I/O is used in conjunction with a terminal, and if the output string includes a carriage return, a traditional scrolling screen display can be accomplished.

## 1.3 REPORT ORGANIZATION

The remainder of this report is divided into five additional chapters. Chapter 2 provides a detailed specification of ANSI Terminal Services capabilities. It is the programmer's interface guide. It deals only with the package specification of the

highest layer of software, package ANSI\_TERMINAL\_SERVICES. Lower layers are discussed in Chapter 3. In addition to discussing the specifications of lower-level packages, this third chapter also describes the details of the implementations contained in each package body, including ANSI\_TERMINAL\_SERVICES.

Chapter 4 illustrates the use of ANSI Terminal Services in a concise example. Chapter 5 provides a limited discussion of the execution performance characteristics of this software. It should be cautioned that performance is highly system dependent. Users should rely on their own benchmark tests, where performance is an issue. Finally, Chapter 6 briefly discusses areas that may experience further development in the future.

## CHAPTER 2

### FUNCTIONAL DEFINITION

This section specifies and defines the capabilities of a set of asynchronous I/O packages written in Ada. Collectively, these packages provide a highly reusable means for protected terminal I/O in a multitasking environment. For instance, users may safely perform I/O such as line editing and screen updating within concurrent Ada tasks. Specifically, these packages include the following capabilities:

- Convenient routines for assigning ports
- A flexible means of mapping any keyboard at runtime
- I/O routines that protect critical resources shared among Ada tasks
- Means of imposing time constraints upon read requests
- Color support for adequately equipped terminals
- Control over an arbitrary number of terminals

**ANSI\_TERMINAL\_SERVICES** is the single package that provides users with the above capabilities. This chapter documents the specification of this package and is organized as follows:

- Overview of package hierarchy and capability
- Visible data types
- Private data types
- Terminal allocation and deallocation
- Output services
- Input services
- Convenience functions
- Elaborated constants
- Exception handling

#### 2.1 OVERVIEW

The function and the purpose of **ANSI\_TERMINAL\_SERVICES** and its five underlying support packages are briefly outlined in Sections 2.1.1 through 2.1.6. The application interface and the interrelationships among this set of packages are illustrated in Figure 2-1. While the functionality of **ANSI\_TERMINAL\_SERVICES** is fully described here in Chapter 2, the supporting packages are documented in Chapter 3, as referenced in Table 2-1.

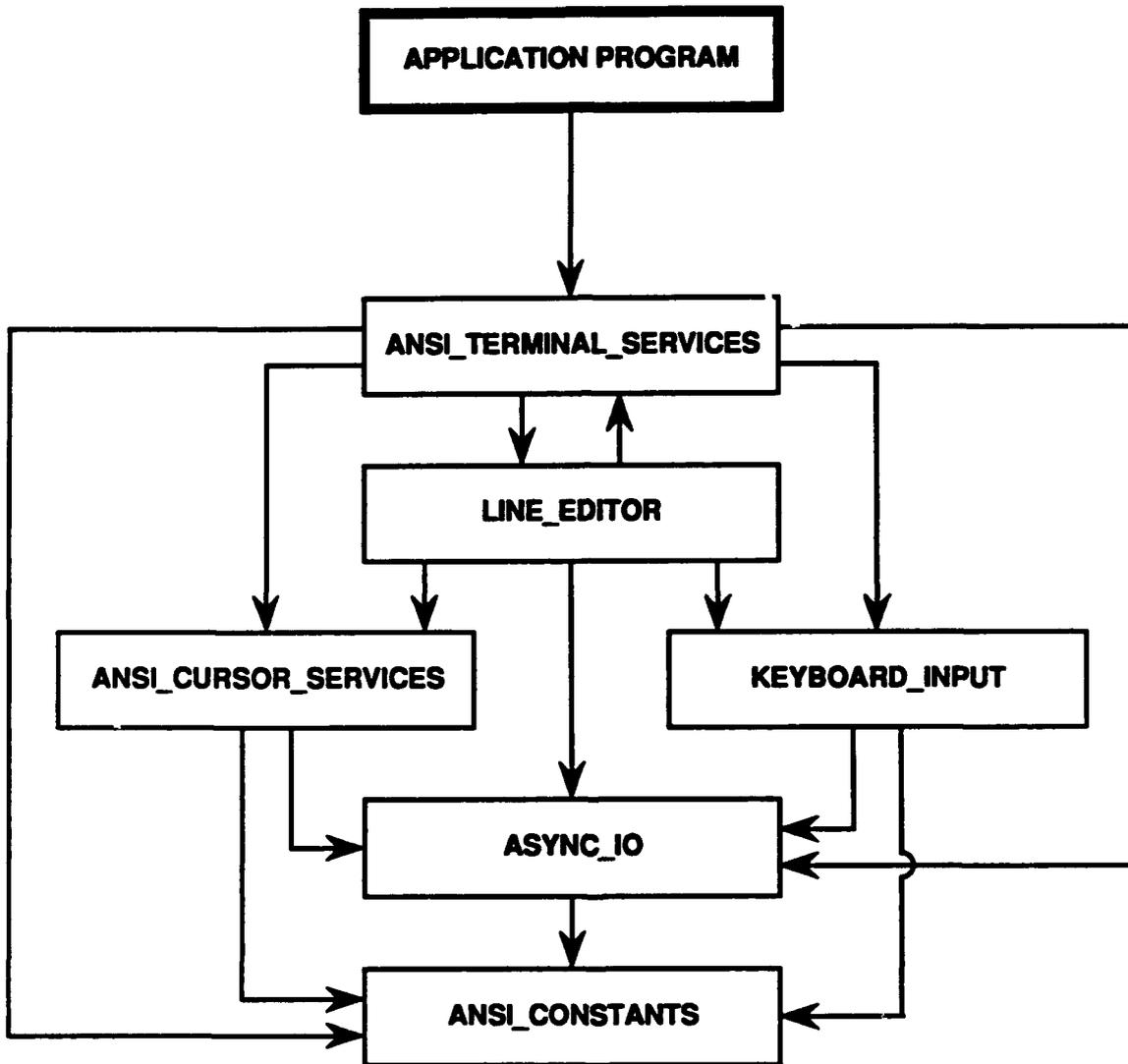


FIGURE 2-1. PACKAGE DEPENDENCY DIAGRAM

TABLE 2-1. SUPPORTING PACKAGES

PACKAGE NAME	REFERENCE
ANSI_CURSOR_SERVICES	3.2
LINE_EDITOR	3.3
KEYBOARD_INPUT	3.4
ASYNC_IO	3.5
ANSI_CONSTANTS	3.6

### 2.1.1 ANSI Terminal Services

**ANSI\_TERMINAL\_SERVICES** addresses the problems inherent to concurrent I/O and provides convenient, safe mechanisms for performing terminal I/O among multiple Ada tasks. Specifically, **ANSI\_TERMINAL\_SERVICES** defines a terminal resource manager that provides the synchronization necessary to perform I/O in a multitasking environment on 7-bit terminals. This top-level package also provides the complete interface users will need to access the functionality of all supporting packages. As described in Section 2.2, **ANSI\_TERMINAL\_SERVICES** derives all data types and interfaces with procedures declared in lower packages so that applications are dependent only upon this one package. Although the dependencies have been removed, all functionality of the lower packages has been retained.

### 2.1.2 ANSI Cursor Services

**ANSI\_CURSOR\_SERVICES** includes the constants and types needed to describe the cursor or a display. This supporting package also includes procedures that use ANSI *escape sequences* to modify cursor and screen appearance. **ANSI\_TERMINAL\_SERVICES** provides the necessary interface to this package so that applications will not be dependent upon it.

### 2.1.3 Line Editor

**LINE\_EDITOR** contains procedures to implement a simple yet flexible line editor that is not dependent upon any particular keyboard. It has the capability of presenting a default string that may be either accepted or edited by the user.

Applications may access this editor through the top-level package `ANSI_TERMINAL_SERVICES`.

#### 2.1.4 Keyboard Input

`KEYBOARD_INPUT` defines an abstraction of a keyboard, which may then be mapped to any physical keyboard. This binding is done at runtime via a keyboard mapping file (See Appendices B and C). Dependent packages (`LINE_EDITOR` and `ANSI_TERMINAL_SERVICES`) operate upon `KEYBOARD_INPUT`'s abstracted keys without concern for the underlying ASCII representation. In this manner, `KEYBOARD_INPUT` makes this entire set of Ada packages reusable. Because of this design, the act of porting an application to another terminal should only involve changing the keyboard bindings, rather than recompiling source code. As before, applications may access `KEYBOARD_INPUT`'s functionality indirectly through `ANSI_TERMINAL_SERVICES`.

#### 2.1.5 Async IO

`ASYNC_IO` is the lowest-level I/O package in this collection. Although the package specification is applicable to almost any set of underlying operating system terminal I/O services, the body of `ASYNC_IO` contains I/O routines which are largely system dependent. One version of this package supports DEC's VAX/VMS system calls, for example, while another supports UNIX. In either case, the functionality is equivalent; `ASYNC_IO` initializes I/O channels and performs I/O services needed by other packages in this collection. As with `ANSI_CURSOR_SERVICES`, `LINE_EDITOR`, and `KEYBOARD_INPUT`, this package should not be visible to an application because its functionality is encapsulated within `ANSI_TERMINAL_SERVICES`.

#### 2.1.6 ANSI Constants

`ANSI_CONSTANTS` initializes critical constants at runtime. During package elaboration, this package opens the `ANSI.DAT` file and reads several integer values. The higher packages, in turn, initialize their constants with the values from the file. This allows users to customize `ANSI_TERMINAL_SERVICES` to their needs without the need to recompile any source code. The constants initialized in this manner are tabulated in Section 2.8. Appendix D describes the simple format of the constants file, and Appendix E shows the contents of the default file.

## 2.2 VISIBLE DATA TYPES

When performing terminal I/O in a multitasking environment, an application needs data types providing the following capabilities:

- Port assignment and identification
- Keyboard *layout* specification
- Cursor placement
- Cursor attribute assignment
- Formatted text specification

ANSI\_TERMINAL\_SERVICES provides the data types described in Sections 2.2.1 through 2.2.16 to meet the above needs. All of these types actually originate in packages other than ANSI\_TERMINAL\_SERVICES. In an effort to decrease an application's reliance upon multiple packages, all important data types from the supporting packages are derived or redeclared in ANSI\_TERMINAL\_SERVICES. With this simplified interface, a user needs only to make ANSI\_TERMINAL\_SERVICES visible to the application without including any supporting packages. Instead of *WITHing* the KEYBOARD\_INPUT package to gain access to a certain type, for instance, a user references the corresponding derived type in ANSI\_TERMINAL\_SERVICES.

Unfortunately, Ada does not provide a convenient means of deriving record types so that their individual components are also derived. If a record type from ANSI\_CURSOR\_SERVICES is derived in ANSI\_TERMINAL\_SERVICES, for example, the components of the new type will be of a type from the lower package. In order to provide an interface with these records that is consistent with that of the derived types described above, ANSI\_TERMINAL\_SERVICES redeclares important record types from its supporting packages. These new types are identical in structure and name to the original records. All explicit type conversions needed to implement these new types are localized within ANSI\_TERMINAL\_SERVICES and should be of no concern to the user. Table 2-2 lists both the derived types and the redeclared record types, along with their originating packages.

### 2.2.1 Port Name

To identify a terminal port by name in ANSI\_TERMINAL\_SERVICES, users should use the PORT\_NAME type. This type is simply a string containing a port name that is valid for the present terminal (e.g., TXA1:, ttya). The string is constrained in length by the constant MAX\_PORT\_NAME\_SIZE. If the default length (15) is inappropriate, users may modify its value in the constants file (see Section 2.8).

TABLE 2-2. TYPES DERIVED OR REDECLARED IN ANSI\_TERMINAL\_SERVICES

TYPE	ORIGINATING PACKAGE	ANSI_TERMINAL_SERVICES		REFERENCE
		DERIVED	REDECLARED	
PORT_NAME	ASYNC_IO	✓		2.2.1
PORT_DATA	ASYNC_IO	✓		2.2.2
ALL_KEYS	KEYBOARD_INPUT	✓		2.2.3
ASCII_KEYS	KEYBOARD_INPUT	✓		2.2.3
CTRL_KEYS	KEYBOARD_INPUT	✓		2.2.3
PRINTABLE_KEYS	KEYBOARD_INPUT	✓		2.2.3
UC_LETTERS	KEYBOARD_INPUT	✓		2.2.3
LC_LETTERS	KEYBOARD_INPUT	✓		2.2.3
NUMBER_KEYS	KEYBOARD_INPUT	✓		2.2.3
MAPPED_KEYS	KEYBOARD_INPUT	✓		2.2.3
EDIT_KEYS	KEYBOARD_INPUT	✓		2.2.3
FUNCTION_KEYS	KEYBOARD_INPUT	✓		2.2.3
MAP_LIST	KEYBOARD_INPUT	✓		2.2.4
LINE	ANSI_CURSOR_SERVICES	✓		2.2.5
COLUMN	ANSI_CURSOR_SERVICES	✓		2.2.6
COLUMN_INCREMENT	ANSI_CURSOR_SERVICES	✓		2.2.8
SCREEN_COLORS	ANSI_CURSOR_SERVICES	✓		2.2.9
INTENSITY_SETTING	ANSI_CURSOR_SERVICES	✓		2.2.10
BLINK_SETTING	ANSI_CURSOR_SERVICES	✓		2.2.11
V_STRING	ANSI_CURSOR_SERVICES	✓		2.2.14
LAYOUT_INDEX	ANSI_CURSOR_SERVICES	✓		2.2.16
POSITION	ANSI_CURSOR_SERVICES		✓	2.2.7
TEXT_COLOR	ANSI_CURSOR_SERVICES		✓	2.2.12
ATTRIBUTE	ANSI_CURSOR_SERVICES		✓	2.2.13
TEXT_REC	ANSI_CURSOR_SERVICES		✓	2.2.15
LAYOUT	ANSI_CURSOR_SERVICES		✓	2.2.16

2.2.2 Port Description

To aid in the assignment of a terminal port, ANSI\_TERMINAL\_SERVICES provides the PORT\_DATA record type (see Table 2-3). This type is an encapsulation of the requested port name and an assigned index into an internal channel array of a system-dependent data type. When initializing a terminal, applications simply supply a value of type PORT\_NAME (2.2.1). The supporting package ASYNC\_IO subsequently provides access to this port and assigns a value to PORT\_DATA's channel index component. This index is of the private subtype CHANNEL\_TYPE (3.5.1) and includes integers in the range 1 to 16. If more than 16 channel indexes are required for an application, the constant MAX\_CHANNELS may be customized by altering the constants file (see Section 2.8). Normally, of course, applications should have no concern with the assigned channel or its index. These constructs are internal to ANSI\_TERMINAL\_SERVICES and ASYNC\_IO and are set when the user names a requested port.

TABLE 2-3. PORT IDENTIFICATION RECORD (TYPE PORT\_DATA)

COMPONENT	TYPE	LEGAL VALUES	ASSIGNMENT	REFERENCE
Port_ID	PORT_NAME	string (1..MAX_PORT_NAME_SIZE)	By application	2.2.1
Channel	CHANNEL_TYPE	1..MAX_CHANNELS	By ASYNC_IO	3.5.1

2.2.3 Logical Keys

Since ANSI\_TERMINAL\_SERVICES was designed to be highly reusable, it considers the fact that all keyboards are not identical. Some have ten function keys, while others have twenty, or none at all. Similarly, some keyboards allow separate meta-key combinations such as **Shift-F1** or **Control-F1**. Another common disparity involves keys related to editing functions. Some keyboards have keys labeled **Insert** and **Erase Line**, while others do not. ANSI\_TERMINAL\_SERVICES addresses this problem with a collection of *logical keys*.

A *keystroke* or *logical key* should be considered an abstraction of the keyboard and can represent one or more ASCII characters. For example, if a user presses a key corresponding to a printable ASCII character, then the *keystroke* is simply a representation of that individual character. However, the user may press a function or edit key that generates a series of ASCII characters prefixed by an escape character (ASCII 27). This entire sequence of characters (usually three to five

characters in length) is commonly called an *escape sequence* and also corresponds to a single *logical key*.

Type ALL\_KEYS is originally declared in KEYBOARD\_INPUT and is derived in ANSI\_TERMINAL\_SERVICES. It is merely an enumerated type listing 242 possible *logical keys*. The contents of ALL\_KEYS are listed below in their proper enumerated order:

(ASCII Control Characters:)

NUL,				
CTRL_A,	CTRL_B,	CTRL_C,	CTRL_D,	CTRL_E,
CTRL_F,	CTRL_G,	CTRL_H,	CTRL_I,	CTRL_J,
CTRL_K,	CTRL_L,	CTRL_M,	CTRL_N,	CTRL_O,
CTRL_P,	CTRL_Q,	CTRL_R,	CTRL_S,	CTRL_T,
CTRL_U,	CTRL_V,	CTRL_W,	CTRL_X,	CTRL_Y,
CTRL_Z,	ESC,	FS,	GS,	RS,
US,				

(ASCII Printable Characters:)

SPC,	EXCLAM,	QUOTATION,	SHARP,		
DOLLAR,	PERCENT,	AMPERSAND,	SINGLE_QUOTE,		
L_PAREN,	R_PAREN,	ASTERISK,	PLUS,		
COMMA,	MINUS,	PERIOD,	SLASH,		
ZERO,	ONE,	TWO,	THREE,	FOUR,	
FIVE,	SIX,	SEVEN,	EIGHT,	NINE,	
COLON,	SEMICOLON,	LESS_THAN,	EQUAL,		
GREATER_THAN,	QUERY,	AT_SIGN,			
UC_A,	UC_B,	UC_C,	UC_D,	UC_E,	UC_F
UC_H,	UC_I,	UC_J,	UC_K,	UC_L,	UC_M,
UC_O,	UC_P,	UC_Q,	UC_R,	UC_S,	UC_T,
UC_V,	UC_W,	UC_X,	UC_Y,	UC_Z,	UC_U,
L_BRACKET,	BACK_SLASH,	R_BRACKET,			
CIRCUMFLEX,	UNDERLINE,	GRAVE,			
LC_A,	LC_B,	LC_C,	LC_D,	LC_E,	LC_F
LC_H,	LC_I,	LC_J,	LC_K,	LC_L,	LC_M,
LC_O,	LC_P,	LC_Q,	LC_R,	LC_S,	LC_T,
LC_V,	LC_W,	LC_X,	LC_Y,	LC_Z,	LC_U,
L_BRACE,	BAR,	R_BRACE,	TILDE,	DEL,	

(Edit keys:)

DELETE,	INSERT,	HOME,	ENDD,
ERASE_LINE,	BACKSPACE,	LEFT_ARROW,	RIGHT_ARROW,
TAB,	TAB_REVERSE,	PAGE_DOWN,	PAGE_UP,
UP_ARROW,	DOWN_ARROW,		

(Function keys:)

FK1, FK2, FK3, FK4, FK5, FK6, FK7, FK8, FK9, FK10,  
 FK11, FK12, FK13, FK14, FK15, FK16, FK17, FK18, FK19, FK20,  
 FK21, FK22, FK23, FK24, FK25, FK26, FK27, FK28, FK29, FK30,  
 FK31, FK32, FK33, FK34, FK35, FK36, FK37, FK38, FK39, FK40,  
 FK41, FK42, FK43, FK44, FK45, FK46, FK47, FK48, FK49, FK50,  
 FK51, FK52, FK53, FK54, FK55, FK56, FK57, FK58, FK59, FK60,  
 FK61, FK62, FK63, FK64, FK65, FK66, FK67, FK68, FK69, FK70,  
 FK71, FK72, FK73, FK74, FK75, FK76, FK77, FK78, FK79, FK80,  
 FK81, FK82, FK83, FK84, FK85, FK86, FK87, FK88, FK89, FK90,  
 FK91, FK92, FK93, FK94, FK95, FK96, FK97, FK98, FK99, FK100

Most of these *logical keys* correspond directly to the ASCII character set supported by all keyboards. For example, ALL\_KEYS includes entries such as AMPERSAND, L\_BRACKET, LC\_A, and UC\_A to match the ASCII characters &, [, a, and A, respectively. It should be noted from the list above that the ordering of the elements within type ALL\_KEYS is not arbitrary. Those *logical keys*, corresponding to the 128 ASCII characters, are positioned such that they parallel the ordering exhibited by the ASCII character set. For example, *logical key* UC\_A occupies position 65 in type ALL\_KEYS, and the ASCII character A corresponds to position 65 in the character set.

In addition to the 128 ASCII *logical keys*, ALL\_KEYS includes 14 edit *keystrokes* (DELETE .. DOWN\_ARROW) common to most keyboards. Since such edit keys are not standardized, the physical keys may generate different *escape sequences* on different keyboards. Their corresponding *logical keys*, however, may be mapped to whatever *escape sequence* the actual keys generate (see Section 2.2.4). Of course, there may not even be a corresponding physical key. In this case, the *keystroke* could be mapped to any physical key, such as a function key, that generates an *escape sequence*. If a keyboard has no Home key, for example, the *logical key* HOME could easily be mapped to the key labeled F1. Alternatively, the edit *logical key* could be mapped to a control character if no corresponding physical key exists. For example, HOME could be mapped to Control-H if a keyboard has no key labeled Home. Users will notice that the three *logical keys* TAB, BACKSPACE, and DELETE normally are equivalent to ASCII 9, 8, and 127, respectively. By default, these *keystrokes* will be mapped in this manner. If needed, these mappings can easily be changed to fit any user's preferences or any keyboard *layout* (see Section 2.2.4).

For greater flexibility, ALL\_KEYS also includes 100 extra *logical function keys*, which can be bound to any *escape sequence*. These extra *keystrokes* (FK1, FK2, ..., FK100) are commonly associated with function keys, meta-combinations (e.g., Shift-F2), and edit keys that have no direct equivalent within ALL\_KEYS. Given these 100 extra *logical keys*, type ALL\_KEYS should cover virtually all possible *keypresses* a keyboard supports.

KEYBOARD\_INPUT partitions type ALL\_KEYS by declaring the nine subtypes of Table 2-4. These subtypes group the *logical keys* functionally. For example, type UC\_LETTERS consists of the *logical keys* corresponding to the uppercase letters. As shown in Figure 2-2, these new types also exhibit a natural hierarchy. The *logical key* SIX, for instance, is a member of the NUMBER\_KEYS type. Therefore, it also falls within the PRINTABLE\_KEYS range and, in turn, the ASCII\_KEYS range. Like ALL\_KEYS, these nine subtypes are also derived in ANSI\_TERMINAL\_SERVICES.

TABLE 2-4. ALL\_KEYS SUBTYPES

SUBTYPE NAME	RANGE	KEYS
ASCII_KEYS	NUL .. DEL	128
CTRL_KEYS	NUL .. US	32
PRINTABLE_KEYS	SPC .. TILDE	95
UC_LETTERS	UC_A .. UC_Z	26
LC_LETTERS	LC_A .. LC_Z	26
NUMBER_KEYS	ZERO .. NINE	10
MAPPED_KEYS	DELETE .. FK100	114
EDIT_KEYS	DELETE .. DOWN_ARROW	14
FUNCTION_KEYS	FK1 .. FK100	100

#### 2.2.4 Keyboard Bindings

Given any keyboard and KEYBOARD\_INPUT's list of *logical keys*, a means must exist to link the two. Some *logical keys*, of course, are bound automatically because they correspond to members of the ASCII character set. After all, users should not need to map a printable ASCII character, because the standard dictates

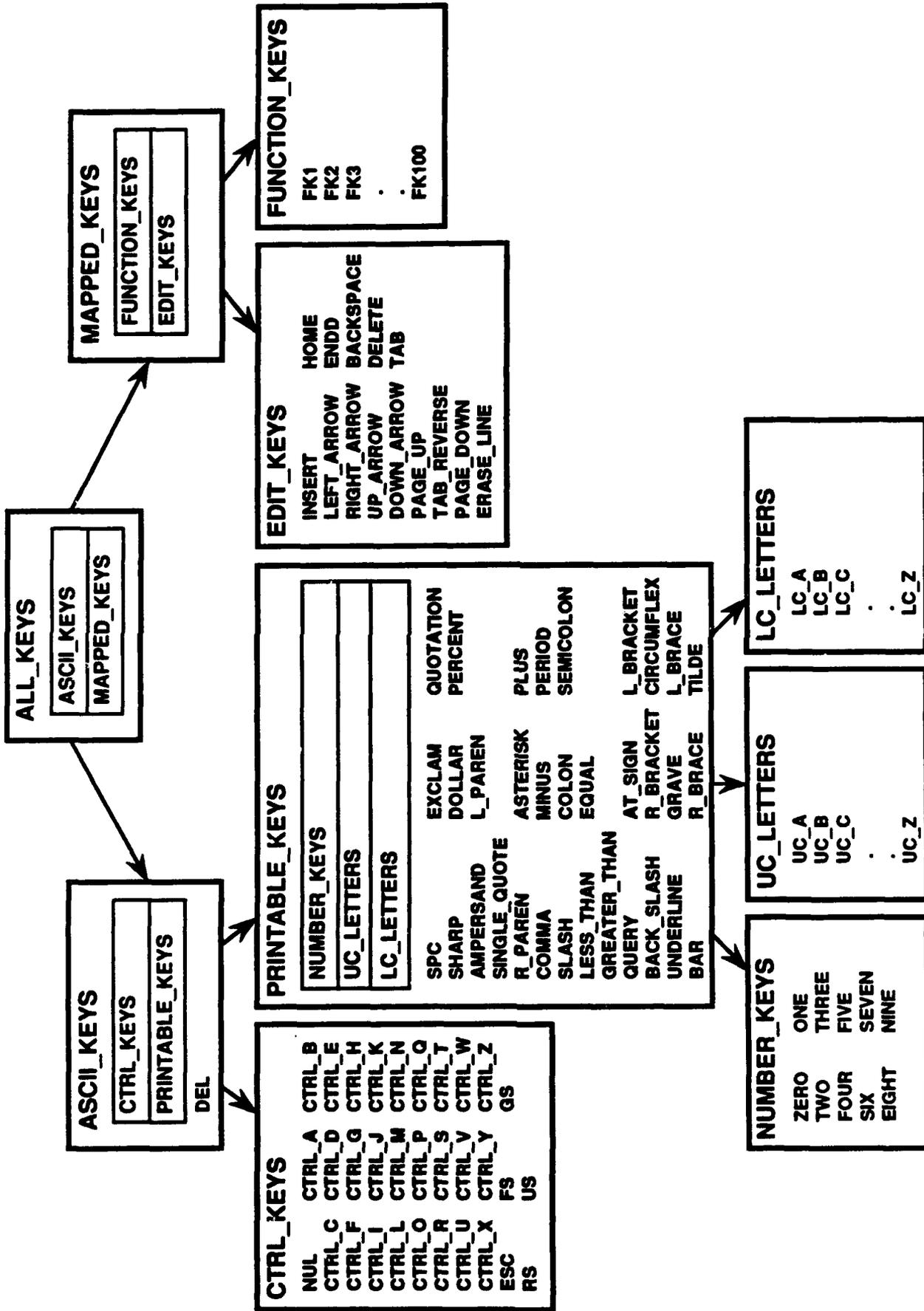


FIGURE 2-2. LOGICAL KEY HIERARCHY

commonality across keyboards. Pressing the spacebar, for instance, will generate an ASCII 32, regardless of a keyboard's *layout*. Therefore, *logical keys* corresponding to the 128 ASCII characters are automatically mapped to individual characters simply by their position within the enumerated type ALL\_KEYS.

Non-ASCII *keystrokes*, however, conform to no standard and therefore must be explicitly mapped to their associated *escape sequence*. Of the 242 elements of ALL\_KEYS, those of the MAPPED\_KEYS subtype (2.2.3) must be bound in this manner. This range of *logical keys* includes those associated with editing keys and function keys. When one of these keys (e.g., an arrow key) is pressed, an *escape sequence* results, which often varies both in content and size among different systems.

Since ALL\_KEYS was designed to accommodate any keyboard, it also allows physical keys with no *logical key* equivalent to be mapped to the function *logical keys* (FK1 - FK100). The *escape sequence* generated by a Help key, for example, could easily be mapped to FK1. Mappings also apply to the opposite case. That is, ALL\_KEYS contains edit keys that some keyboards do not support. If this is the case, the functionality associated with the edit *logical key* could be mapped to an ASCII control character. In this manner, a keyboard with no Home key could associate the *keystroke* HOME with the Control-H character.

ANSI\_TERMINAL\_SERVICES records all of these necessary bindings with the MAP\_LIST type. This type is an array of strings of type ESCAPE\_SEQUENCE (3.4.1) indexed on the *logical keys* of the MAPPED\_KEYS subtype (2.2.3). Depending on the *logical key* being mapped, the corresponding strings may be *escape sequences* or individual ASCII control characters. The function *logical keys* (FK1 -FK100), for example, may be mapped only to *escape sequences*. The other mappable *logical keys*, however, may be bound to *escape sequences*, control characters, or the ASCII DEL character. For instance, users may want to map TAB to Control-I (ASCII 9) and RIGHT\_ARROW to <ESC>[C. Regardless of the *logical key*, the length of the strings being mapped is constrained by the MAX\_ESC\_LEN constant. The default length is five, but the constant may be set by the user in the constants file (see Section 2.8), thereby eliminating the need for recompilation.

Variables of the MAP\_LIST type are assigned values at runtime by accessing a keyboard mapping file. When a terminal is being initialized by ANSI\_TERMINAL\_SERVICES, the specified mapping file is read, and the individual keyboard is conveniently mapped to the functionality associated with the *logical keys*. The application writer merely sets up a mapping file, as described in Appendix B, and passes its filename as a parameter to CREATE\_TERMINAL (2.4.1). (Appendix C lists a sample mapping file.) If a mappable *logical key* is not explicitly mapped in this file, its corresponding array element usually is assigned a string of blanks (ASCII 32). Since the mappings for the *logical keys* listed in Table 2-5 are common for many keyboards, however, they are explicitly initialized by KEYBOARD\_INPUT as shown. Of course, users may overwrite any inappropriate defaults by specifying the correct mapping in the file.

TABLE 2-5. DEFAULT LOGICAL KEY MAPPINGS

LOGICAL KEY	DEFAULT MAPPING
TAB	Control-I (ASCII 9)
BACKSPACE	Control-H (ASCII 8)
DELETE	DEL (ASCII 127)
UP_ARROW	<ESC>[A
DOWN_ARROW	<ESC>[B
RIGHT_ARROW	<ESC>[C
LEFT_ARROW	<ESC>[D

By abstracting the keyboard as a flexible collection of *logical keys*, we have decoupled the functionality of a *keypress* from its actual representation. As a result, applications of ANSI\_TERMINAL\_SERVICES will be much more reusable. If these applications are consistently designed around the *logical keys*, rather than on the actual generated characters, then the application may be ported to different terminals without changing any code. Only the mapping file associated with the new keyboard will require modifications.

### 2.2.5 Screen Line Number

The LINE type from ANSI\_TERMINAL\_SERVICES is a subtype of the integers and is used to specify a line or row number for the display. A screen's lines are numbered beginning with one for the top line and continuing consecutively to the bottom line. The type is given a default range of 1 through 25. If the upperbound is too restrictive or too large, the MAX\_LINE constant may be modified in the constants file (see Section 2.8).

### 2.2.6 Screen Column Number

Type COLUMN is derived in ANSI\_TERMINAL\_SERVICES to allow users to refer to individual columns on a display. These columns are numbered such that the left-most column is referred to as column one, and the right-most column corresponds to the MAX\_COLUMN constant. The type assumes the default range of between 1

and 80. If this upper bound is inappropriate for the display in use, the `MAX_COLUMN` constant may be changed in the constants file (see Section 2.8).

**2.2.7 Cursor Screen Position**

`ANSI_TERMINAL_SERVICES` provides the `POSITION` type to conveniently specify individual screen coordinates. This type is often used when repositioning the cursor, or when placing a string of text somewhere on the screen. This positioning is absolute in reference to the upper left-hand corner of the display. As shown in Table 2-6, `POSITION` is simply an encapsulation of the `LINE` (2.2.5) and `COLUMN` (2.2.6) types described above.

TABLE 2-6. CURSOR POSITION RECORD (TYPE POSITION)

COMPONENT	TYPE	VALUE RANGE	DEFAULT	REFERENCE
Row	LINE	1 .. MAX_RANGE	1	2.2.5
Column	COLUMN	1 .. MAX_COLUMN	1	2.2.6

**2.2.8 Screen Column Offset**

`COLUMN_INCREMENT` allows for a convenient way to specify a cursor's intended position within the current line. Unlike the positioning provided by `COLUMN` (2.2.6) or `POSITION` (2.2.7), that of `COLUMN_INCREMENT` is relative to the present cursor position. Because of this, advancing a cursor left or right within a line often involves a value of type `COLUMN_INCREMENT`. Another difference is that `COLUMN_INCREMENT`'s range of values includes negative numbers, while `COLUMN` and `POSITION` values are always greater than zero. The negative range, of course, allows the cursor to move left towards column one. This type defines an integer range with a default of -80 to 80. To change this range (and consequentially the range of type `COLUMN`), users can modify the `MAX_COLUMN` constant in the constants file (see Section 2.8).

**2.2.9 Supported Screen Colors**

In support of color terminals, `ANSI_TERMINAL_SERVICES` allows users to specify the color of all screen I/O. These color settings may be changed repeatedly and at any time using the `SCREEN_COLORS` type. This enumerated type is

originally declared in `ANSI_CURSOR_SERVICES` and consists of the following eight color values:

- `BLACK`
- `RED`
- `GREEN`
- `YELLOW`
- `BLUE`
- `MAGENTA`
- `CYAN`
- `WHITE`

#### 2.2.10 Text Intensity Settings

Many terminals (including those with monochrome displays) allow text to be written to the screen using varying brightness levels. When displaying text on the screen with `ANSI_TERMINAL_SERVICES`, the brightness of the resulting characters can be specified using the derived enumerated type `INTENSITY_SETTING`. This type comprises the following two enumerals:

- `DIM` and
- `BOLD`

#### 2.2.11 Text Blink Settings

To highlight important text, many terminals allow displayed characters to blink. Therefore, `ANSI_TERMINAL_SERVICES` provides the `BLINK_SETTING` enumerated type derived from the package `ANSI_CURSOR_SERVICES`. When writing text to the screen, applications may select a `BLINK_SETTING` of:

- `BLINK` or
- `NO_BLINK`

#### 2.2.12 Cursor Appearance

When performing screen I/O, it is usually desirable to be able to vary the appearance of the resulting text. For instance, the foreground and background colors of text should be easily specified within a program. In addition to color settings, a cursor's appearance also includes its intensity or brightness level and its blink setting. The type `TEXT_COLOR` incorporates each of these settings into a single, convenient type. `TEXT_COLOR` is a record whose components are of types `SCREEN_COLORS` (2.2.9), `INTENSITY_SETTING` (2.2.10), and `BLINK_SETTING` (2.2.11), as described above (see Table 2-7).

TABLE 2-7. TEXT COLOR RECORD (TYPE TEXT\_COLOR)

COMPONENT	TYPE	LEGAL VALUES	DEFAULT	REFERENCE
Background	SCREEN_COLORS	Black, Red, Green, Yellow, Blue, Magenta, Cyan, White	Black	2.2.9
Foreground	SCREEN_COLORS	Black, Red, Green, Yellow, Blue, Magenta, Cyan, White	White	2.2.9
Intensity	INTENSITY_SETTING	Dim, Bold	Dim	2.2.10
Blinking	BLINK_SETTING	Blink, No_Blink	No_Blink	2.2.11

2.2.13 Cursor Attributes

To fully describe the attributes of a cursor or its associated text, users must specify both screen location and appearance. When writing a string to a display, for instance, ANSI\_TERMINAL\_SERVICES must know where to place the text and how to set its color, intensity, and blink settings. ANSI\_TERMINAL\_SERVICES provides the ATTRIBUTE data type to encapsulate these parameters. As shown in Table 2-8, ATTRIBUTE's two components are of the types POSITION (2.2.7) and TEXT\_COLOR (2.2.12), as described above.

TABLE 2-8. CURSOR ATTRIBUTE RECORD (TYPE ATTRIBUTE)

COMPONENT	TYPE	REFERENCE
Pos	POSITION	2.2.7
Color	TEXT_COLOR	2.2.12

2.2.14 Variable Length String

The type **V\_STRING** is a discriminated record originally declared in package **ANSI\_CURSOR\_SERVICES** (see Table 2-9). Its discriminant is an integer of the **STRING\_SIZE** range (3.2.1.1), which constrains the record's string component. This *variable-length string* allows users to assign *formatted strings* (i.e., text and its attributes) without regard to their individual lengths (see Section 2.2.15). The maximum size of the string is determined by the **MAX\_COLUMN** constant and is assigned at runtime by the **ANSI\_CONSTANTS** package (see Section 2.8).

TABLE 2-9. VARIABLE LENGTH STRING RECORD (TYPE V\_STRING)

COMPONENT	TYPE	REFERENCE
Len (Discriminant)	STRING_SIZE	3.2.1.1
Str	STRING (1 .. LEN)	N/A

2.2.15 Formatted String

Type **TEXT\_REC** is a record that groups a *variable-length string* of type **V\_STRING** (2.2.14) with its **ATTRIBUTE** (2.2.13) values (see Table 2-10). This record is used for output services and allows the user to conveniently specify text and its intended screen position and appearance.

TABLE 2-10. FORMATTED TEXT RECORD (TYPE TEXT\_REC)

COMPONENT	TYPE	REFERENCE
Text	V_STRING	2.2.14
Att	ATTRIBUTE	2.2.13

### 2.2.16 String Layout Array

The LAYOUT type is an array of TEXT\_RECs (2.2.15) and is intended to make writing multiple strings more convenient for the user. When several lines of text need to be displayed at one time, the user may use this array of *formatted strings* to group the write requests. Rather than issuing a write request for each line in a block of text, for instance, the user could initialize a LAYOUT array to hold the entire block. A single write request would then handle all the text at once. As illustrated later in Chapter 5 (Performance Characteristics), this approach is significantly more efficient.

The LAYOUT array is indexed by the LAYOUT\_INDEX integer range. LAYOUT\_INDEX constrains the array and, therefore, restricts the number of individual *formatted strings* that may be written with a single write request. This index range is determined at runtime when the ANSI\_CONSTANTS package reads a value for the MAX\_STRINGS\_IN\_LAYOUT constant (see Section 2.8).

## 2.3 PRIVATE DATA TYPES

In addition to deriving or redeclaring types from lower packages, ANSI\_TERMINAL\_SERVICES also declares several private types of its own. These types provide the following capabilities required for a multitasking environment:

- Dynamic terminal attributes,
- Synchronization mechanisms for concurrent I/O requests, and
- An abstracted and protected terminal.

### 2.3.1 Dynamic Keyboard Bindings

The type KEY\_MAP\_ACCESS is private to ANSI\_TERMINAL\_SERVICES and is simply a pointer to an instance of the MAP\_LIST (2.2.4) type. This access type allows a keyboard mapping list to be created dynamically. Since ANSI\_TERMINAL\_SERVICES is designed to support several terminals simultaneously, each terminal can allocate a variable of type KEY\_MAP\_ACCESS and obtain its own keyboard mapping list. Each terminal, then, has its own possibly unique keyboard bindings.

### 2.3.2 Dynamic Cursor Descriptor

ANSI\_TERMINAL\_SERVICES also defines the private CURSOR\_ACCESS type. This type provides a pointer to an ATTRIBUTE (2.2.13) record. With CURSOR\_ACCESS, a cursor descriptor may be allocated dynamically to record a cursor's attributes (e.g., position, appearance, etc.). Since ANSI\_TERMINAL\_

**SERVICES** supports an arbitrary number of terminals, it may dynamically allocate a cursor descriptor for each one.

### 2.3.3 Dynamic Screen Protection Task

**ANSI\_TERMINAL\_SERVICES** declares the private **SCREEN\_CONTROL** task type to protect shared resources when output services are requested in a multitasking environment. Tasks rendezvous with a **SCREEN\_CONTROL** server task in order to write to a screen, access the cursor attributes, or write to a port. However, **ANSI\_TERMINAL\_SERVICES** hides this tasking implementation from its applications. Instead, it defines several interface procedures in the nested package **SCREEN** (2.5). These procedures are identical in name and function to the entry points. (See Section 3.1.1 for a full discussion of this private monitor task.) By calling these procedures, users are guaranteed that an application's output requests will be handled in a safe, synchronized manner.

Since each terminal will need protection for its own resources when output services are requested, **ANSI\_TERMINAL\_SERVICES** also defines a type that allows an arbitrary number of these tasks to be created at runtime. **SCREEN\_ACCESS** is private to **ANSI\_TERMINAL\_SERVICES** and is merely a pointer to the **SCREEN\_CONTROL** task type described above. It is used internally to dynamically create a server task that provides protected output services to a terminal. Also, this dynamic type gives the keyboard task (2.3.4, below) access to the echoing services of its screen counterpart.

### 2.3.4 Dynamic Keyboard Protection Task

**ANSI\_TERMINAL\_SERVICES** defines the private **KEYBD\_CONTROL** task type in order to control access to a keyboard's services. In effect, this is a monitor task through which other tasks access the shared cursor and port. For example, it contains entry points for line editing and reading from a port. (See Section 3.1.2 for a full discussion of this private task type.) Users of **ANSI\_TERMINAL\_SERVICES**, however, will not (and may not) rendezvous with the controlling task by calling its entry points directly. Instead, applications use the procedural interfaces defined in the nested **KEYBD** package described later (2.6). These convenient procedures correspond directly with the entry points of the **KEYBD\_CONTROL** task type and ensure that all input service requests are accepted individually.

Since **ANSI\_TERMINAL\_SERVICES** was designed to support several terminals simultaneously, a monitor task is needed to synchronize access to each terminal's shared resources. **ANSI\_TERMINAL\_SERVICES** defines the **KEYBD\_ACCESS** type to allow a keyboard protection task to be allocated dynamically as needed. This private type is simply a pointer to the **KEYBD\_CONTROL** task type described above.

### 2.3.5 Terminal Manager

Inherent to using a terminal in a multitasking environment is the need to provide protection for its resources, namely the cursor and assigned port. `ANSI_TERMINAL_SERVICES` provides this protection with the private type `TERMINAL`. `TERMINAL` encapsulates the following:

- Terminal port identification
- Keyboard bindings associated with the terminal
- Terminal screen dimensions
- Current cursor attributes such as position and color
- Mutually exclusive access to input and output services

Since `ANSI_TERMINAL_SERVICES` was designed to support access to an arbitrary number of terminals from within a single application, most of `TERMINAL`'s components are dynamically allocated. For instance, the cursor setting component is of type `CURSOR_ACCESS` (2.3.2). This is simply a pointer to an instance of an `ATTRIBUTE` record (2.2.13). Similarly, the keyboard map component is dynamic in nature. The components related to protecting the I/O are also access types (`SCREEN_ACCESS` (2.3.3) and `KEYBD_ACCESS` (2.3.4)). These are actually pointers to Ada tasks that provide I/O services in a manner that assures mutual exclusion in a multitasking environment. These underlying tasks synchronize I/O requests and prevent simultaneous access of the cursor or port by competing Ada tasks. The `TERMINAL` type effectively groups the shared data and monitoring tasks into a single record. The complete specification for type `TERMINAL` is shown in Table 2-11.

To properly use this type, applications will need a variable of type `TERMINAL` for each terminal being used. Each of these terminal resource managers is independent of the others and will provide the services listed above for exactly one terminal. That is, each individual terminal manager will have its own port identification, keyboard bindings, row and column constraints, protection mechanisms, and critical region for holding the cursor's attributes. The routines `ANSI_TERMINAL_SERVICES` provides to create and destroy such a manager are described in Section 2.4. As mentioned above, `ANSI_TERMINAL_SERVICES` also simplifies an application's interaction with the protection mechanisms by providing procedural interfaces to the protective tasks. These interface procedures comprise the nested packages `SCREEN` (2.5) and `KEYBD` (2.6), which are described later in this report.

TABLE 2-11. TERMINAL RESOURCE MANAGER RECORD (TYPE TERMINAL)

COMPONENT	TYPE	REFERENCE	ACCESSED TYPE	REFERENCE
Port	PORT_DATA	2.2.2	N/A	N/A
Num_Lines	LINE	2.2.5	N/A	N/A
Num_Cols	COLUMN	2.2.6	N/A	N/A
Key_Map	KEY_MAP_ACCESS	2.3.1	MAP_LIST	2.2.4
Cursor	CURSOR_ACCESS	2.3.2	ATTRIBUTE	2.2.13
Screen	SCREEN_ACCESS	2.3.3	SCREEN_CONTROL	2.3.3
Keybd	KEYBD_ACCESS	2.3.4	KEYBD_CONTROL	2.3.4

## 2.4 TERMINAL ALLOCATION AND DEALLOCATION

**ANSI\_TERMINAL\_SERVICES** allows applications to access an arbitrary number of terminals simultaneously. Each terminal, of course, requires a terminal resource manager to ensure the mutual exclusion necessary in a multitasking environment. Because of this, **ANSI\_TERMINAL\_SERVICES** provides the means for an application to dynamically create and subsequently deallocate terminal managers, as needed.

### 2.4.1 Terminal Initialization

**ANSI\_TERMINAL\_SERVICES** provides a convenient means of dynamically creating any number of terminal controllers. The **CREATE\_TERMINAL** function localizes all necessary allocations and task instantiations. For example, **CREATE\_TERMINAL** associates a keyboard mapping to the new terminal, assigns a port, records the screen's dimensions, and provides a protected abstraction of the terminal's cursor. Also at this time, the dynamic components of a **TERMINAL** (2.3.5) are allocated and assigned. This initialized **TERMINAL** variable is then returned to the caller. At this point, the caller has access to a terminal manager, providing safe I/O among multiple tasks. Before any screen I/O routines are called, however, the caller must initialize the shared cursor resource by calling the **SET\_CURSOR** procedure described in Section 2.5.6.

## 2.4.2 Terminal Shutdown

When a terminal controller is no longer needed, a call to SHUTDOWN\_TERMINAL will remove the protection mechanisms set up for the terminal and deallocate the data types that provide this protection. This action terminates the TERMINAL (2.3.5) variable's task components, allowing graceful termination of an application program.

## 2.5 OUTPUT SERVICES

As discussed earlier, several difficulties arise when performing I/O in a multitasking environment. When writing to a port, care must be taken so that the output is not interleaved with that of concurrent I/O requests. Similarly, the cursor becomes a shared resource and must not be carelessly accessed when writing to the screen. The terminal resource manager defined by ANSI\_TERMINAL\_SERVICES incorporates routines and protection mechanisms designed to meet these and other needs. Specifically, ANSI\_TERMINAL\_SERVICES provides the following output services:

- Setting the cursor's positional and visual attributes
- Reading the cursor's current attributes
- Clearing areas of a display
- Writing asynchronously to a display
- Echoing user input
- Writing asynchronously to a port

The SCREEN package is nested within ANSI\_TERMINAL\_SERVICES and features the procedures of Table 2-12 to handle these output needs. Several of SCREEN's procedures (i.e., SET\_CURSOR, SET\_POSITION, and SET\_COLOR) modify the cursor's positional and visual attributes. The cursor resource must be initialized in this manner prior to any screen I/O. These cursor routines are also useful for initializing the cursor for a subsequent read operation, because the input routines from the nested KEYBD package operate upon the current cursor attributes (see Section 2.6). In contrast, screen writes via the PUT procedure (2.5.10) do not use the current cursor settings. Rather, PUT requires cursor attributes as parameters. These settings are in effect only for the duration of the individual write operation. As the write completes, ANSI\_TERMINAL\_SERVICES resets the cursor to its state before the write call. This temporary cursor setting, therefore, has no effect upon subsequent writes.

### 2.5.1 Moving a Cursor via Absolute Screen Coordinates

The SET\_POSITION procedure moves the terminal's cursor to the specified location on the screen. This new location is in terms of absolute screen coordinates in

TABLE 2-12. SUBROUTINES OF THE SCREEN SUBPACKAGE

PROCEDURE	REFERENCE
SET_POSITION	2.5.1
SET_COLUMN	2.5.2
GET_POSITION	2.5.3
SET_COLOR	2.5.4
GET_COLOR	2.5.5
SET_CURSOR	2.5.6

PROCEDURE	REFERENCE
GET_CURSOR	2.5.7
CLEAR_TO_END_OF_LINE	2.5.8
CLEAR_SCREEN	2.5.9
PUT	2.5.10
PUT_STR	2.5.11
PUT_PORT	2.5.12

relation to the upper left-hand corner of the display. Once set, the cursor's position remains fixed until another call explicitly repositions the cursor, or until a response to an interactive input service causes the cursor to move. SET\_POSITION may be called any number of times to reposition the cursor as needed. Normally, this is done before each call to any of the input routines from the KEYBD package (2.6) because the input routines operate upon the current cursor attributes.

**2.5.2 Moving a Cursor via Relative Column Increments**

The SET\_COLUMN procedure is included primarily to be used by the supporting LINE\_EDITOR package (3.3) and allows the cursor to be repositioned within the current line in terms of a relative offset. For instance, a column offset of five will move the cursor to the right five spaces, whereas an offset of negative five will reposition the cursor to the left. The offset, of course, is relative to the cursor's current column number. The new position will remain in effect until another call is made to a SET procedure or until an input response moves the cursor.

**2.5.3 Reading a Cursor's Screen Position**

To read the current cursor position, ANSI\_TERMINAL\_SERVICES provides the GET\_POSITION routine. The coordinates returned from this function are absolute screen coordinates of type POSITION (2.2.7).

#### 2.5.4 Setting a Cursor's Appearance

SET\_COLOR simply sets the cursor's appearance. That is, it resets the background and foreground colors, and the intensity and blink settings. This procedure may be called any number of times to reset the cursor as needed, and the settings remain in effect until the next call to SET\_COLOR or SET\_CURSOR (2.5.6). As described earlier, these cursor settings apply only to subsequent reads, because screen write requests require the cursor's write attributes to be specified as a parameter.

#### 2.5.5 Reading a Cursor's Appearance

To read the current appearance settings assigned to a terminal's cursor, an application should call the GET\_COLOR function. The returned ATTRIBUTE (2.2.13) record denotes the cursor's foreground and background colors, and the intensity and blink settings.

#### 2.5.6 Setting a Cursor's Collective Attributes

When a user needs to reposition the cursor and change its appearance attributes, the SET\_POSITION (2.5.1) and SET\_COLOR (2.5.4) procedures may be called consecutively. Since this is undoubtedly a common operation, however, ANSI\_TERMINAL\_SERVICES provides the SET\_CURSOR procedure to collectively set a cursor's positional and color attributes. SET\_CURSOR can be called at any time to reposition and modify the terminal's cursor for future read operations. Also, SET\_CURSOR should be called once before any screen I/O occurs, in order to properly initialize the shared cursor resource.

#### 2.5.7 Reading a Cursor's Collective Attributes

The GET\_CURSOR procedure replaces the need for consecutive calls to GET\_POSITION (2.5.3) and GET\_COLOR (2.5.5). A call to the function GET\_CURSOR returns both the current position and appearance attributes of the terminal's cursor.

#### 2.5.8 Clearing a Line of Text

CLEAR\_TO\_END\_OF\_LINE erases any text on the current line that is located to the right of the cursor. After this call, the cursor's position will remain unchanged.

### 2.5.9 Clearing a Screen

To erase an entire display at once, ANSI\_TERMINAL\_SERVICES provides the CLEAR\_SCREEN procedure. In addition to clearing the display, this procedure also updates the shared cursor resource and positions the cursor in the upper left-hand corner of the screen, location (1, 1).

### 2.5.10 Writing to a Screen

ANSI\_TERMINAL\_SERVICES provides the overloaded PUT routine to allow multiple tasks to safely write to the same screen even in the presence of a reader task. This procedure is overloaded and displays either a single character, a string, or an array of strings. If several lines of text need to be written to the screen at one time, users should call the version of PUT that takes a LAYOUT (2.2.16) array of *formatted strings*. This method is both more convenient and more efficient than calling the string version of PUT to individually display each line in a block of text. In all cases, the actions necessary to ensure mutual exclusion are localized within the PUT procedure to simplify the interface with the application. The text will be displayed with the specified cursor attributes in a manner that does not adversely interfere with the cursor appearance or position associated with a concurrent read operation. Also, no other I/O request can interrupt the write or modify the cursor's attributes until the write completes. In this way, the cursor is protected, and many I/O operations can safely execute concurrently.

### 2.5.11 Echoing User Input

PUT\_STR is a procedure that is used internally within ANSI\_TERMINAL\_SERVICES and its supporting package, LINE\_EDITOR (3.3). It simply writes a string to a display and increments the cursor's column coordinate as specified. This routine, however, is not intended for users of ANSI\_TERMINAL\_SERVICES and provides no protection mechanisms when called outside of ANSI\_TERMINAL\_SERVICES or LINE\_EDITOR. In fact, users are prevented from calling the procedure because one of its parameters is a private type hidden in a lower package. When writing to a display, therefore, users should always call the overloaded PUT procedures described above (2.5.10).

### 2.5.12 Writing to a Port

To write asynchronously to an assigned port, an application should call the overloaded PUT\_PORT procedure. This routine sends a string or character directly to the port without fear of the message being jumbled with that of another I/O request. Although PUT\_PORT is safe for direct port-to-port communication, users should normally not call it to write to a screen in a multitasking environment

because it provides no protection for the cursor resource. However, it may be used by sequential applications to produce scrolling outputs (see Section 1.2.7).

## 2.6 INPUT SERVICES

The input capabilities of `ANSI_TERMINAL_SERVICES` include the following:

- Interactive user prompts
- Timing mechanisms
- Port-based communication

Perhaps the most useful service of `ANSI_TERMINAL_SERVICES` is its ability to coordinate the activities of concurrent processes performing interactive I/O on a common 7-bit terminal. For example, writer tasks can easily update displayed information while a nonblocking reader task is prompting the user for input. As introduced in the last section, input routines use the current cursor settings, while screen output routines require attribute parameters. To set the cursor for a pending read, users must use the appropriate procedure (i.e., `SET_CURSOR`) from the `SCREEN` package (2.5). Because these reads are nonblocking, other Ada tasks may continue in the background. Because these reads are protected, the actions of writer tasks will not adversely interfere with the cursor or disrupt the display.

Although these reads are guaranteed not to block other tasks, it is possible for a read to never terminate. In situations where termination is critical, users should use the timed reads offered by `ANSI_TERMINAL_SERVICES`. These timed routines terminate the read if no response is detected within the specified time interval.

Similarly, direct port-to-port communication in a multitasking environment requires protection for the ports involved. When reading from a port, for instance, care must be taken to prevent jumbled data and ensure the integrity of the transmitted data. `ANSI_TERMINAL_SERVICES` provides this protection by coordinating all access to the shared port.

The above capabilities are provided by the nested package `KEYBD`. Although `ANSI_TERMINAL_SERVICES` incorporates private tasks to ensure the protection needed for such I/O (see Section 3.1.2), applications simply call procedures from the `KEYBD` package, which subsequently interact with the entry points of an underlying hidden task. Ada rendezvous still occur, of course, but their interface has been simplified and abstracted as the protected procedures listed in Table 2-13. Each of these procedures from `KEYBD` is described below.

TABLE 2-13. PROCEDURES FROM THE KEYBD SUBPACKAGE

PROCEDURE	REFERENCE
GET_KEY	2.6.1
GET_TIMED_KEY	2.6.2
GET_LINE_EDIT	2.6.3
GET_NOECHO	2.6.4
GET_TIMED_NOECHO	2.6.5

### 2.6.1 Reading a Keystroke

ANSI\_TERMINAL\_SERVICES provides the ability to safely read a single *keystroke* without blocking other tasks. It should be noted that a *keystroke* here refers to what we have previously referred to as a *logical key* (see Section 2.2.3). That is, a *keystroke* corresponds to an individual *keypress* and is independent of the ASCII characters resulting from that *keypress*.

The GET\_KEY procedure will return the first *keystroke* encountered and will display a printable character if the programmer wishes. In case the programmer does not want the corresponding character displayed on the screen, the printing option may easily be turned *off*. For example, this latter scenario is well-suited for allowing a user to select a menu item. In either case, no carriage return is needed to complete the read; it terminates immediately after any key is pressed. If this key has not been mapped in the user's keyboard binding file, GET\_KEY will return the NUL *logical key*.

### 2.6.2 Reading a Keystroke with Time Constraints

GET\_TIMED\_KEY provides the same functionality as GET\_KEY above (2.6.1), but introduces a timing constraint. That is, it returns a representation of a single *keypress* and optionally displays a character on the screen. If no key is pressed within the specified time frame, however, the read will automatically terminate.

### 2.6.3 Line Editing

In addition to the above methods for reading individual *keystrokes*, ANSI\_TERMINAL\_SERVICES also supports line editing in a multitasking environment. This line editor is invoked by a call to the GET\_LINE\_EDIT procedure within ANSI\_TERMINAL\_SERVICES' nested package KEYBD. GET\_LINE\_EDIT offers several line editing options:

- Backspacing and deleting operations inherent to line editing
- In-line cursor movement
- Jumping to the beginning or end of the text
- Toggling between insert and overstrike mode
- Erasing a line with a single *keypress*
- Assignment of a default string to be accepted or edited
- Immediate termination upon detection of control and function keys

The above functionality is actually from the supporting package LINE\_EDITOR. Since it is accessed through ANSI\_TERMINAL\_SERVICES, however, it may be safely used in a multitasking environment. Any editing, for example, does not block background tasks, because of the synchronization and protection ANSI\_TERMINAL\_SERVICES provides. Similarly, the output of concurrent tasks cannot disrupt the line editor.

Granted, all keyboards do not necessarily have keys labeled to match the above editing operations. Since ANSI\_TERMINAL\_SERVICES was designed to be highly reusable, however, this is not a problem. An easy method exists to map the above operators to any keyboard by means of a keyboard binding list (2.2.4), which is read from a file at runtime. As previously described, this file effectively binds any keyboard to the *logical keys* described previously (2.2.3). If a given keyboard does not have an Erase Line key, for example, no functionality is lost; the line erase operation could simply be mapped to an unused function key. In this manner, every editing operation listed in Table 2-14 is available for any keyboard with a sufficient number of assignable keys.

The string passed to the line editor is important in the following ways:

- Its length determines the size of the input field
- Its contents are displayed as the default input
- Upon return, it holds the contents of a user's response

If the string **Default** is passed to the line editor, for example, the user's response would be limited to seven characters, as dictated by the length of the parameter string. Regardless of whether the user accepts or edits the default, the input session ends when the user presses a key mapped to a control *logical key* (NUL .. US), a function *logical key* (FK1 .. FK100), or certain edit keys as listed in Table 2-14. In addition, this terminating *keystroke* is returned to the application along with the

TABLE 2-14. LINE EDITOR OPERATIONS

LOGICAL KEY	ACTION
INSERT	Toggle between insert and overstrike mode
LEFT_ARROW	Move cursor left one position
RIGHT_ARROW	Move cursor right one position
HOME	Move cursor to beginning of input field
ENDD	Move cursor to end of input field
DELETE	Delete the character at the cursor, and shift characters to the right of the cursor
BACKSPACE	Delete the character left of the cursor, move the cursor left one position, and shift characters to the right of the cursor
ERASE_LINE	Erase the current input string, and move the cursor to the beginning of the input field
UP_ARROW DOWN_ARROW PAGE_UP PAGE_DOWN TAB TAB_REVERSE NUL .. US FK1 .. FK100	Terminate the line editor, and return the current string and terminating character

input sting. This is done in case an application needs to respond differently depending upon how the user ended the line editing session. For example, a concurrent Ada task could display a warning message on the screen as the user is using the line editor (see Figure 2-3). With a single *keypress*, the user could terminate the line editor and respond to the warning accordingly.

#### 2.6.4 Reading Directly from a Port

The overloaded GET\_NOECHO procedure in ANSI\_TERMINAL\_SERVICES provides a means of receiving a string or a single character from an assigned port. It includes the necessary protection mechanisms to prevent a read from receiving jumbled data. This procedure is overloaded so that it can return either a single ASCII character or a string of characters. Regardless of the parameter type, the read will

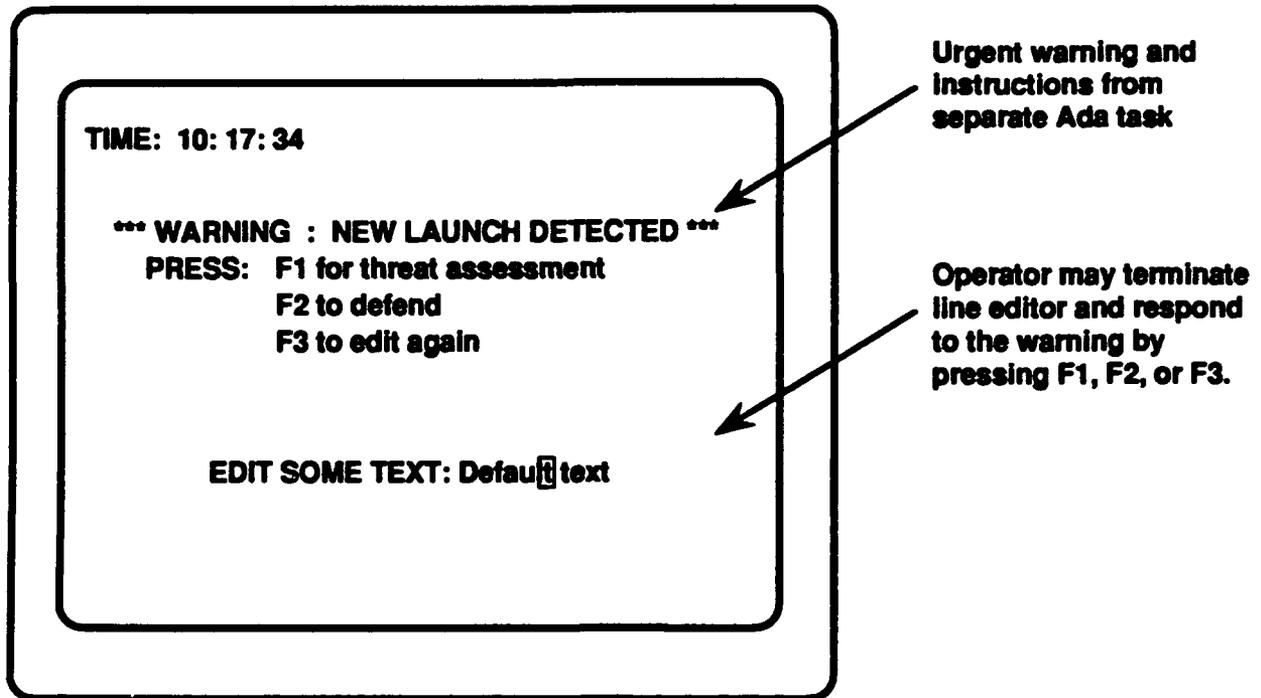


FIGURE 2-3. ONE USE OF THE LINE EDITOR TERMINATOR

terminate when either a carriage return is encountered, or the target string has been filled.

### 2.6.5 Reading Directly from a Port with Time Constraints

To avoid a nonterminating read request, users may elect to use the overloaded `GET_TIMED_NOECHO` procedure. The procedure offers the same functionality described above for `GET_NOECHO` (2.6.4) and adds a timing constraint. If a read requested via `GET_TIMED_NOECHO` does not terminate within the specified time, the read will automatically terminate and will return the data read before the timeout occurred. `GET_TIMED_NOECHO` is overloaded to handle input of either a single character or a string.

2.7 CONVENIENCE FUNCTIONS

ANSI\_TERMINAL\_SERVICES provides a number of functions designed to simplify its interface with application programs. Collectively, these routines provide the following services:

- Access to terminal data (e.g., port name, keyboard bindings, etc.)
- Converting between Ada strings and *variable-length strings*

2.7.1 Terminal Manager Data

Applications and ANSI\_TERMINAL\_SERVICES' lower packages often need to read components of the terminal manager record. This TERMINAL type (2.3.5), however, is private to ANSI\_TERMINAL\_SERVICES and is not directly accessible. To address this need, ANSI\_TERMINAL\_SERVICES provides the convenience functions of Table 2-15. Each returns a single component of the specified TERMINAL record.

TABLE 2-15. FUNCTIONS TO RETURN PRIVATE TERMINAL DATA

FUNCTION NAME	RETURNED TYPE	REFERENCE
THIS_TERM_PORT	PORT_DATA	2.2.1
THIS_TERM_MAP_LIST	MAP_LIST	2.2.4
THIS_TERM_NUM_LINES	LINE	2.2.5
THIS_TERM_NUM_COLS	COLUMN	2.2.6

2.7.2 Variable Length String Conversions

ANSI\_TERMINAL\_SERVICES provides two functions to aid in the assignment and conversion of *variable-length strings*. TO\_V\_STRING takes an Ada string of arbitrary length and converts it to a *variable-length string* of type V\_STRING (2.2.14). In contrast, TO\_STRING converts its V\_STRING argument to a standard Ada string.

## 2.8 ELABORATED CONSTANTS

**ANSI\_TERMINAL\_SERVICES** and its supporting packages declare several constants commonly used to constrain data types such as strings and integer ranges. The values assigned to these constants, however, are not hard-coded. Instead, they are assigned values read from a file (**ANSI.DAT**) by the **ANSI\_CONSTANTS** package. Because the file is read at package elaboration time, users may customize these settings without the need to recompile any source code. Appendix D describes the simple format of the constants file, and Appendix E shows the contents of the default file. Table 2-16 lists the constants initialized at runtime and the types they constrain. This table also relates whether a constant is visible to applications (i.e., declared in the specification of **ANSI\_TERMINAL\_SERVICES**) or merely used internally.

TABLE 2-16. IMPORTANT CONSTANTS INITIALIZED AT RUNTIME

CONSTANT NAME	DEFAULT VALUE	VISIBLE	CONSTRAINED TYPE	REFERENCE
<b>MAX_PORT_NAME_SIZE</b>	15	Yes	<b>PORT_NAME</b>	2.2.1
<b>MAX_CHANNELS</b>	16	No	<b>CHANNEL_TYPE</b>	3.5.1
<b>MAX_ESC_LEN</b>	5	No	<b>ESCAPE_SEQUENCE</b>	3.4.1
<b>MAX_LINE</b>	25	Yes	<b>LINE</b>	2.2.5
<b>MAX_COLUMN</b>	80	Yes	<b>COLUMN</b>	2.2.6
<b>MAX_LONG_STRING_SIZE</b>	1024	No	<b>LONG_STRING_SIZE</b>	3.2.1.2
<b>MAX_STRINGS_IN_LAYOUT</b>	30	Yes	<b>LAYOUT_INDEX</b>	2.2.16

## 2.9 EXCEPTION HANDLING

**ANSI\_TERMINAL\_SERVICES** declares a single exception (**IO\_ERROR**) that is raised whenever a problem occurs within the package or its supporting packages. **IO\_ERROR** is also raised if the user requests an impossible I/O service or if the configuration files (i.e., constants, keyboard mapping, etc.) are invalid. For example, **IO\_ERROR** will be propagated to the caller if an attempt is made to reposition the cursor at position (1, 80) after creating a terminal with dimensions 24 x 40. Similarly, **CREATE\_TERMINAL** will raise **IO\_ERROR** if the keyboard bindings file does not follow the proper format, or if **ASYNCH\_IO** cannot open a channel, given the specified port name.

## CHAPTER 3

### DESIGN DESCRIPTION

Whereas the previous chapter described the specification of ANSI\_TERMINAL\_SERVICES and the complete programmer interface, Chapter 3 expands upon ANSI\_TERMINAL\_SERVICES' concurrency control and its five supporting packages. These topics are organized as follows:

- ANSI\_TERMINAL\_SERVICES
- ANSI\_CURSOR\_SERVICES
- LINE\_EDITOR
- KEYBOARD\_INPUT
- ASYNC\_IO
- ANSI\_CONSTANTS

#### 3.1 ANSI\_TERMINAL\_SERVICES

As described in Chapter 2, ANSI\_TERMINAL\_SERVICES offers I/O services that are protected in a multitasking environment. Applications of ANSI\_TERMINAL\_SERVICES may easily incorporate multiple writer tasks that concurrently update a display even in the presence of a reader task. Although abstracted to the user as protected procedure calls to the SCREEN (2.5) and KEYBD (2.6) packages, these protection mechanisms are actually implemented via Ada task types. These monitor tasks, SCREEN\_CONTROL (3.1.1) and KEYBD\_CONTROL (3.1.2), are described here in Section 3.1.

The keyboard task essentially owns the cursor and is preempted by write requests that temporarily gain mutually exclusive access to the shared resource. That is, the input routines use the current cursor attributes, while all output services must *borrow* the right to access the cursor. Otherwise, writers may permanently change the cursor's appearance or send output to an area of the display where other tasks are concurrently performing I/O. Also, a writer must restore the cursor to its original state before control of the critical region is relinquished. This is required because the write may have preempted a concurrent read operation, and effectively *borrowed* the cursor and its present attributes. Since the write does not use the current cursor settings, the attributes must be specified as a parameter of the write request. These temporary attributes apply only to the write operation and are overwritten on completion of the write, as the cursor is restored to its original state.

In addition to servicing user output requests, the output control task must also address the needs of echoing user input. The concurrency control afforded by `ANSI_TERMINAL_SERVICES` and the interactions between the implementing tasks are illustrated in Figure 3-1.

Associated with each physical terminal controlled by an application program is a `TERMINAL` record (2.3.5). As described previously, this record contains terminal parameters, pointers to shared data regions, and addresses of the keyboard and screen tasks. As a terminal is created, relevant parameters and pointers are copied into each task body. For instance, the keyboard task records the address of the associated screen monitor task, so that it may safely echo user input. Both tasks, of course, require access to the shared cursor record. Since `ANSI_TERMINAL_SERVICES` supports an arbitrary number of terminals, each must have its own monitoring tasks and shared data regions. Fortunately, the abstracted terminal manager hides the tasking implementation and dynamic shared cursor. As illustrated in Figure 3-2, an application program merely declares a `TERMINAL` variable (e.g., `T1`, `T2`, etc.) for each terminal it accesses.

### 3.1.1 Private Screen Monitor Task

`ANSI_TERMINAL_SERVICES` declares the private `SCREEN_CONTROL` task type to protect shared resources when output services are requested in a multitasking environment. Its entry points correspond to common output services required by both the user and the keyboard monitor task. The `KEYBD_CONTROL` task (3.1.2), for example, is dependent upon `SCREEN_CONTROL` to safely echo user input. Similarly, user tasks rendezvous with the screen monitor in order to write to a screen, set the cursor attributes, or write to a port. However, `ANSI_TERMINAL_SERVICES` hides this tasking implementation from its applications. Instead, it defines several interface procedures in the nested package `SCREEN` (2.5). These procedures are identical in name and function to the entry points. For example, the `SET_POSITION` procedure (2.5.1) merely calls the `SET_POSITION` entry point (3.1.1.4) of the `SCREEN_CONTROL` task. By calling these procedures, users are guaranteed that an application's output requests will be handled in a safe, synchronized manner. The screen monitor task is documented below in the following sequence:

- Task design
- Local state data
- Local subroutine
- Task entry points

**3.1.1.1 Task Design.** `SCREEN_CONTROL` is a server task consisting of a startup entry and an endless loop with a selective wait. The selective wait includes a shutdown entry and twelve entries (one overloaded) devoted to output services (see Section 3.1.1.4). These output services include screen updates (e.g., asynchronous

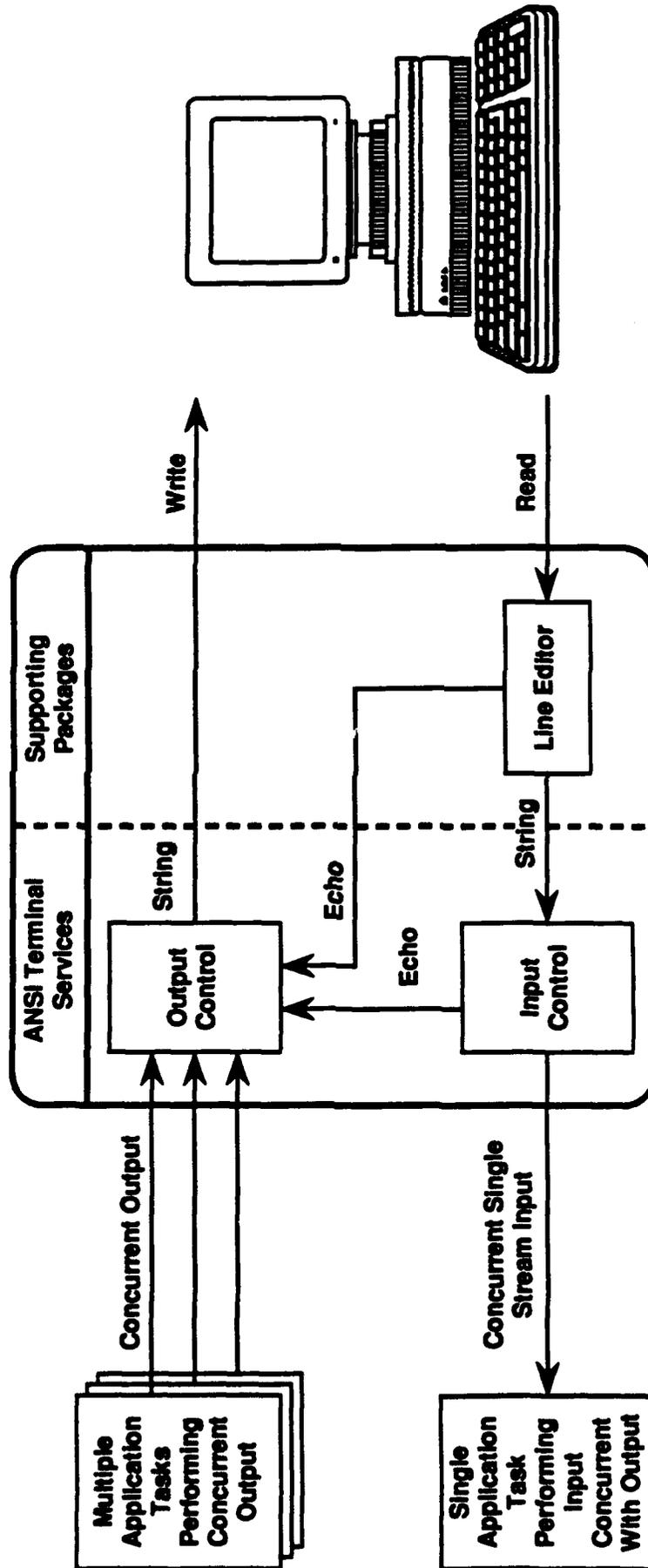


FIGURE 3-1. ANSI\_TERMINAL\_SERVICES CONCURRENCY CONTROL

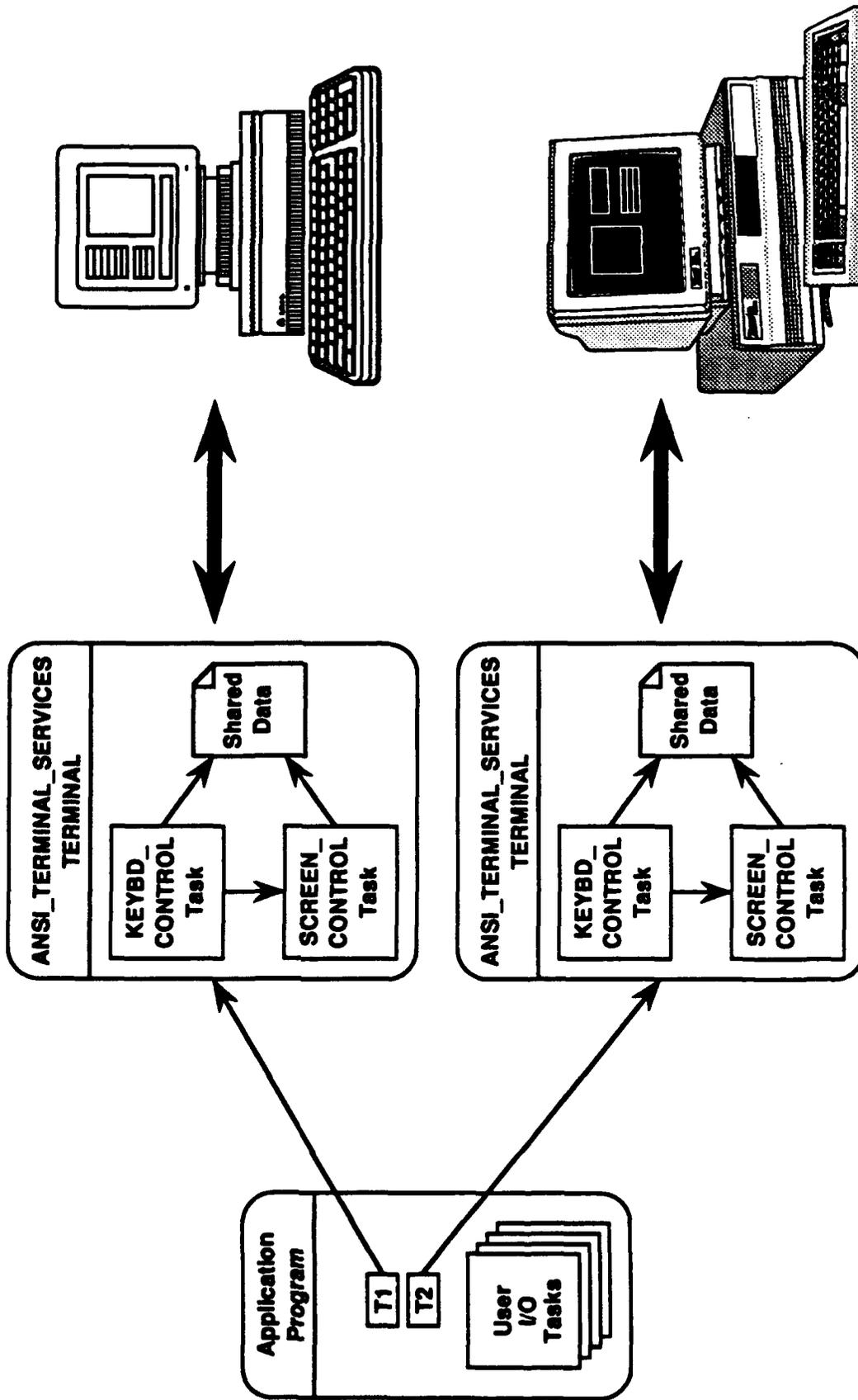


FIGURE 3-2. ABSTRACTED TERMINAL RESOURCE MANAGERS

writes, screen clearing, etc.) and cursor access (e.g., reading the cursor's screen position). A program design language (PDL) for this task is included in Figure 3-3. This figure also illustrates SCREEN\_CONTROL's interaction with the keyboard monitor task and the line editor support package. That is, KEYBD\_CONTROL (3.1.2) and LINE\_EDITOR (3.3) must repeatedly use this task in order to safely echo user input.

As shown in the PDL, the SCREEN\_CONTROL task type contains no exception handler; rather, its entries return an error flag indicating any problem encountered with an output service. The reason behind this involves a compiler-specific pragma (PASSIVE) described in Section 6.3. Briefly, this pragma is supported by the VERDIX Ada Development System (VADS) version 6.0 compiler and optimizes *passive tasks* such as SCREEN\_CONTROL. To be eligible for this optimization, however, the task must contain no exception handler. SCREEN\_CONTROL, therefore, sends error indicator flags back to its SCREEN (2.5) interface procedures, which in turn may raise an IO\_ERROR exception.

This task type takes the system default for its Ada task priority. In the specification for ANSI\_TERMINAL\_SERVICES, the SCREEN\_PRIORITY constant is commented out of the source code because of the system-dependent nature of Ada task priority values. Unlike other constants from ANSI\_TERMINAL\_SERVICES, this constant may not be assigned at runtime, because Ada's priority pragma requires a static expression. If the system default priority is not appropriate, users must, therefore, modify the specification for ANSI\_TERMINAL\_SERVICES by setting the constant value and removing the appropriate comment symbols.

**3.1.1.2 Local State Data.** SCREEN\_CONTROL declares several variables needed by its entries. The most important of these record terminal parameters and provide access to the shared cursor resource. Other variables are useful during error checking and type conversions. The following list summarizes the variables local to the SCREEN\_CONTROL task:

- **THIS\_TERM:** This TERMINAL (2.3.5) variable is needed to give the screen task access to the attributes of the terminal it controls. For instance, it records the dimensions of the terminal as established by the user. Also, components of this record hold the terminal's port data and the address of the terminal's shared cursor resource.
- **LENGTH:** This POSITIVE variable records the length of the string argument to a write entry.
- **REMAINING\_SPACE:** This INTEGER variable records the number of columns between the specified write coordinates and the rightmost screen column, as established by the user (see Section 2.3.5). If this value is less than the length of the argument string, the text will be truncated before the write.

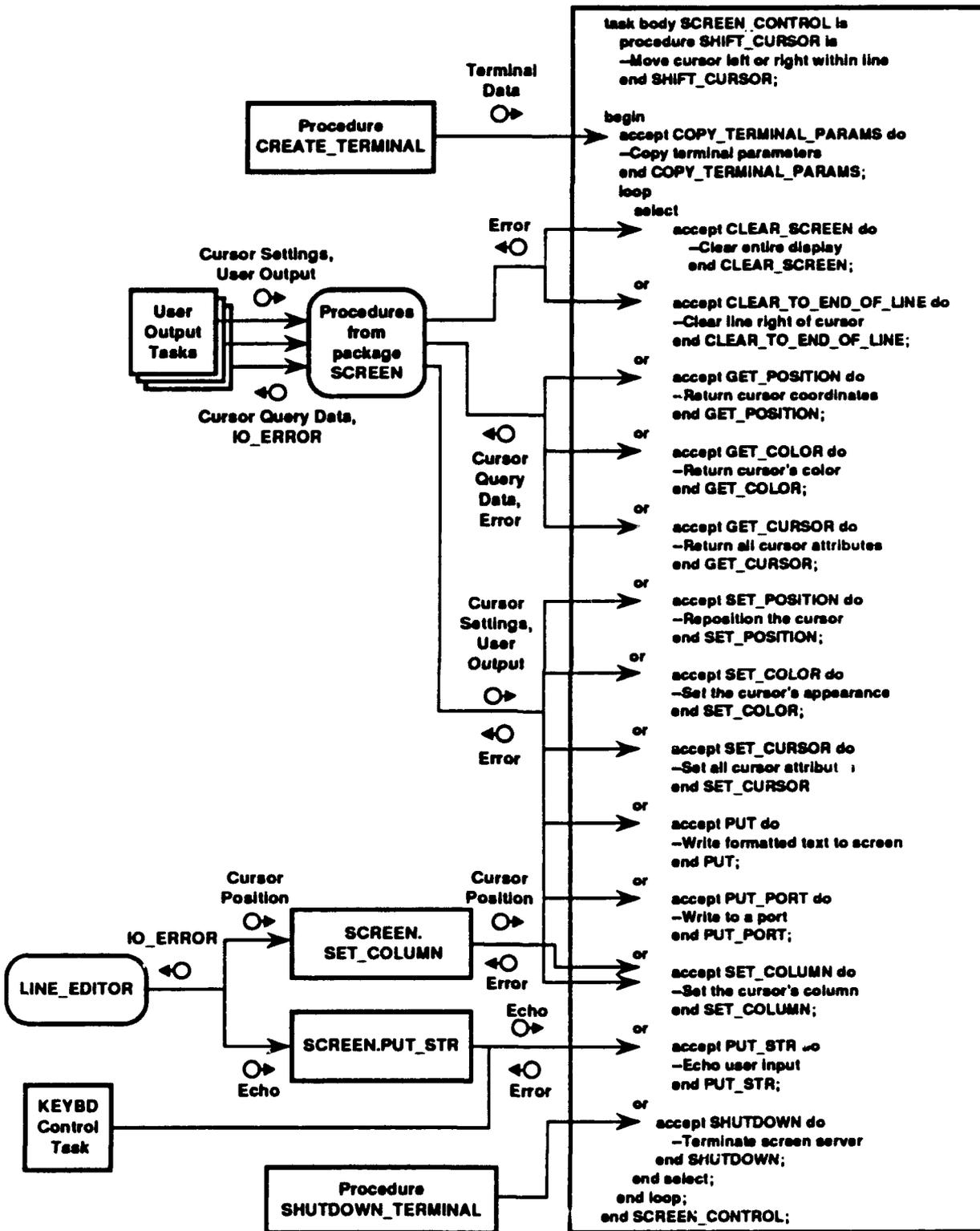


FIGURE 3-3. SCREEN CONTROL TASK

- **TEMP\_LAYOUT:** This variable is an array of formatted text of type LAYOUT (2.2.16). It is used within the PUT (3.1.1.4) entry to convert between the derived LAYOUT type from ANSI\_TERMINAL\_SERVICES and the original type in ANSI\_CURSOR\_SERVICES. In order to accommodate any LAYOUT argument, TEMP\_LAYOUT is constrained by the MAX\_STRINGS\_IN\_LAYOUT constant (2.8).
- **TEMP\_PUT\_STRING:** This variable is a long *variable-length string* of ANSI\_CURSOR\_SERVICES' LONG\_V\_STRING data type (3.2.1.3). It comprises an arbitrary number of strings separated by the ANSI *control sequences* necessary to format each individual string. Because this string is used within the PUT protected screen output entry (3.1.1.4), it will also be appended with the *control sequences* needed to restore the cursor to its original state before the write. When the string is written, the given text will be displayed with the given attributes and will impose no side effects upon the shared cursor resource.

**3.1.1.3 Local Subroutine.** The SHIFT\_CURSOR procedure is nested within the SCREEN\_CONTROL task type. Given a value of type COLUMN\_INCREMENT (2.2.8), this procedure updates the shared cursor resource and writes the *escape sequences* needed to reposition the cursor on the display. Because COLUMN\_INCREMENT values may be positive or negative, this procedure may be used to shift the cursor right or left, respectively.

**3.1.1.4 Task Entry Points.** As discussed above (3.1.1), the entry points of this private task type are accessible to users only via the interface procedures of the SCREEN package. Because these interface routines involve record data types redeclared within ANSI\_TERMINAL\_SERVICES, the task entries must also perform necessary type conversions before calling routines from the lower-level packages (see Section 2.2). These task entries are described below:

- **COPY\_TERMINAL\_PARAMS:** This startup entry copies in terminal parameters, so that the SCREEN\_CONTROL task has access to the shared cursor resource and the terminal settings (e.g., screen dimensions).
- **CLEAR\_SCREEN:** This entry calls ANSI\_CURSOR\_SERVICES' CLEAR\_SCREEN procedure (3.2.2) to erase a display and reposition the cursor in the upper left-hand corner of the screen.
- **CLEAR\_TO\_END\_OF\_LINE:** This entry calls the CLEAR\_TO\_END\_OF\_LINE procedure (3.2.2) from ANSI\_CURSOR\_SERVICES. As a result, the text to the right of the present cursor position is erased.
- **SET\_COLOR:** This entry accesses the shared cursor data and updates its visual attribute settings (i.e., color, intensity, and blink settings). The *control sequences* needed to implement these new cursor settings are then

written to the display by calling ANSI\_CURSOR\_SERVICES' SET\_TEXT\_COLOR procedure (3.2.2).

- GET\_COLOR: This entry copies the cursor's current visual attributes into the given TEXT\_COLOR (2.2.12) record.
- SET\_POSITION: This entry updates the screen coordinates of the shared cursor record and writes the *escape sequences* necessary to physically reposition the cursor on the screen. This repositioning is accomplished by a call to ANSI\_CURSOR\_SERVICES' SET\_CURSOR\_POSITION procedure (3.2.2).
- SET\_COLUMN: This entry adjusts the cursor resource's column setting and writes the appropriate *control sequences* to reposition the cursor on the screen. For example, the LINE\_EDITOR support package calls this entry point (via the SCREEN.SET\_COLUMN interface procedure (2.5.2)) to shift the cursor within the input field. Like SET\_POSITION above, this repositioning is done by ANSI\_CURSOR\_SERVICES' SET\_CURSOR\_POSITION procedure (3.2.2). Also, error checking exists to ensure that the cursor is not adjusted beyond the established last column.
- GET\_POSITION: This entry accesses the current coordinates of the shared cursor resource and copies them into the given POSITION (2.2.7) record.
- SET\_CURSOR: This entry updates the shared cursor's collective attributes (i.e., position and appearance) based upon the specified ATTRIBUTE (2.2.13) values. The SET\_ATTRIBUTE procedure (3.2.2) of ANSI\_CURSOR\_SERVICES is then called in order to write the *control sequences* required to display the new cursor settings.
- GET\_CURSOR: This entry copies all current cursor attributes into the given ATTRIBUTE (2.2.13) record.
- PUT\_PORT: This entry calls ASYNC\_IO's PUT\_ASYNC procedure (3.5.2.2) to write the specified string to the terminal's assigned port. Because no display is involved, the cursor resource is not updated.
- PUT\_STR: This entry writes a string to a display via ASYNC\_IO's PUT\_ASYNC procedure (3.5.2.2) and updates the cursor position according to the specified column increment argument. This repositioning of the cursor is performed in a call to the SET\_CURSOR\_POSITION procedure (3.2.2) of ANSI\_CURSOR\_SERVICES. This write uses the current cursor settings and, therefore, is unsafe for user output tasks. Instead, this entry point is called only to echo user input within the associated KEYBD\_CONTROL task. The LINE\_EDITOR package also accesses this entry point

indirectly by calling the PUT\_STR interface procedure (2.5.11) from the SCREEN package.

- **PUT:** This overloaded entry writes the specified formatted text to the screen, while protecting the cursor attributes. Once the text has been written, the proper *control sequences* ensure that the cursor is restored to its rendezvous state. All output strings are checked and possibly truncated to prevent writing beyond the screen's established right border. One version of PUT handles a single string/attribute pair, while the second PUT writes an entire LAYOUT (2.2.16) array of *formatted strings*. For efficiency reasons, both are processed similarly and involve a call to ANSI\_CURSOR\_SERVICES' ASSEMBLE\_LONG\_STRING (3.2.2.2) procedure. This routine constructs a single string of the specified text, embedded with *control sequences* that provide the proper formatting. Since the *control sequences* necessary to restore the cursor to its original state are also appended to this string, a single call to ASYNC\_IO's PUT\_ASYNC procedure (3.5.2.2) safely writes the formatted text.
- **SHUTDOWN:** This entry terminates the screen control monitor task.

### 3.1.2 Private Keyboard Monitor Task

The KEYBD\_CONTROL task type includes entries corresponding both in function and name to the input service procedures described previously in Section 2.6. Users of ANSI\_TERMINAL\_SERVICES, however, will not (and may not) rendezvous with this private controlling task by calling its entry points directly. As Figure 3-4 illustrates, applications instead route input service requests through the procedural interfaces defined in ANSI\_TERMINAL\_SERVICES' nested KEYBD package. When the GET\_KEY procedure (2.6.1) is called, for instance, it in turn, calls the GET\_KEY entry point (3.1.2.4) from KEYBD\_CONTROL. The keyboard monitor task is described here as follows:

- Task design
- Local state variables
- Local subroutine
- Task entries

**3.1.2.1 Task Design.** The KEYBD\_CONTROL task type is a server task comprised of an initialization entry and an infinite loop that contains a selective wait. This selective wait includes a shutdown entry and several others that handle input service requests individually by synchronizing calls to input routines from the supporting packages. Figure 3-4 includes a PDL for this task. Additionally, this figure shows the necessary interaction between this task and the terminal's associated screen monitor task. This dependency exists because of the need to intermittently echo user input. If a user inserts a character while line editing, for

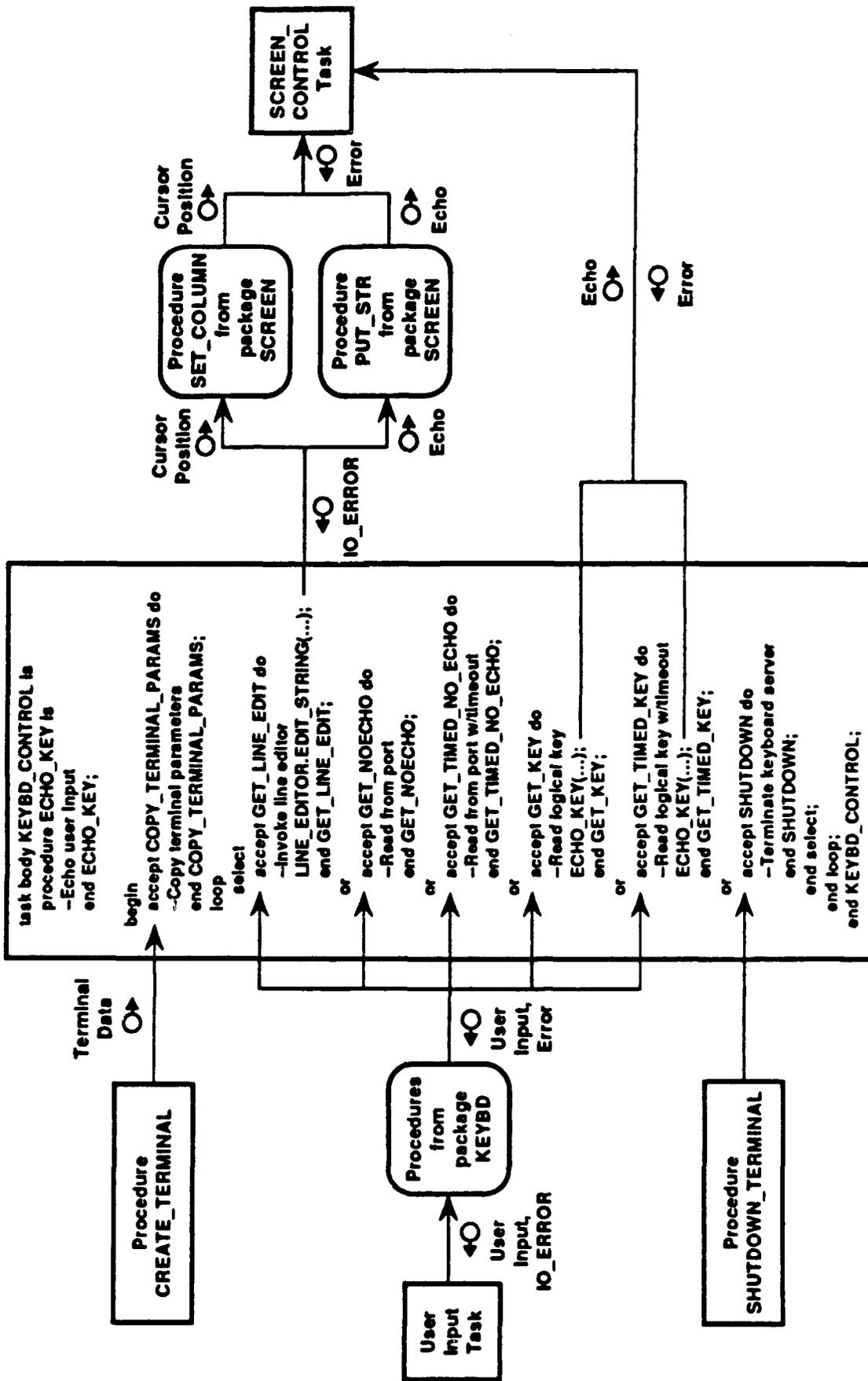


FIGURE 3-4. KEYBOARD CONTROL TASK

instance, the screen contents must be updated safely via a call to `SCREEN_CONTROL`'s `PUT_STR` entry (3.1.1.4).

As with `SCREEN_CONTROL` previously, the `KEYBD_CONTROL` task type takes advantage of VADS 6.0's *passive task* optimization and must, therefore, use error flags rather than exception handlers. If any problems occur with an input service request, the error flag causes an exception (`IO_ERROR`) to be raised in the `KEYBD` package (2.6) and subsequently propagated to the caller. For a full discussion of this *passive task* optimization, see Section 6.3.

As with `SCREEN_CONTROL` above, this type takes its Ada task priority from the system default (see Section 3.1.1.1). To change this, users must change the `KEYBD_PRIORITY` constant in `ANSI_TERMINAL_SERVICES` and remove the appropriate comment symbols.

**3.1.2.2 Local State Data.** The `KEYBD_CONTROL` task declares several local variables required by its input services. Most importantly, one of these variables provides the keyboard task with access to terminal parameters, shared resources, and `SCREEN_CONTROL`'s echo routines. The local state data is summarized below:

- **THIS\_TERM:** This variable is of type `TERMINAL` (2.3.5) and is needed to copy in the attributes of the associated terminal. For example, `THIS_TERM` records the terminal's port data needed for subsequent input services. In addition, this record includes several dynamic components, allowing the keyboard control task to access the shared cursor resource, the user-defined keyboard bindings, and the `SCREEN_CONTROL` (3.1.1) entry point needed to echo user input.
- **KEYSTROKE:** This variable is of type `ALL_KEYS` (2.2.3) and records the *logical key* returned from a *keystroke* read.

**3.1.2.3 Local Subroutine.** Nested within the `KEYBD_CONTROL` task type is the `ECHO_KEY` procedure. Given a *logical key*, this procedure converts it to a printable character (if possible), displays the character at the current cursor position with the current cursor visual attributes, and shifts the cursor right one position. Like all output requests in a multitasking environment, this single-character write must be properly synchronized to avoid side effects with concurrent I/O operations. That is, the output request must be routed through the terminal's associated screen protection task described earlier in Section 3.1.1. The `ECHO_KEY` procedure, therefore, echoes the character by calling the `PUT_STR` entry point (3.1.1.4) of the `SCREEN_CONTROL` task.

**3.1.2.4 Task Entry Points.** In addition to calling I/O routines provided by the support packages, each `KEYBD_CONTROL` entry implements all necessary type conversions so that users may access the functionality of lower packages using only the visible derived types of `ANSI_TERMINAL_SERVICES` (see Section 2.2). As

described earlier (3.1.2), the entry points of this private task type are accessible to applications only through the identically named interface procedures of the KEYBD package. The task entries are listed and described below:

- **COPY\_TERMINAL\_PARAMS:** This startup entry copies the terminal parameters into the **TERMINAL** variable local to the **KEYBD\_CONTROL** task. This gives the keyboard control task access to the shared cursor resource, terminal settings (e.g., keyboard bindings), and the screen monitor task needed to safely echo input.
- **GET\_LINE\_EDIT:** This entry invokes the line editing service described in Section 2.6.3 by calling **LINE\_EDITOR**'s **EDIT\_STRING** procedure (3.3.2). The edit string is displayed at the current cursor position. Before the invocation, **KEYBD\_CONTROL** ensures that the requested edit string does not pass the right border of the screen. If the parameter string is too long, it is truncated so that only that portion visible on the screen is passed to the **EDIT\_STRING** procedure.
- **GET\_NOECHO:** This entry reads a string of arbitrary length directly from a port by calling **ASYNC\_IO**'s **GET\_ASYNC\_NOECHO** (3.5.2.3). The read terminates when either the string is filled, or a carriage return is encountered. In either case, the number of characters successfully read is returned to the caller along with the input string.
- **GET\_TIMED\_NOECHO:** This entry is identical in functionality to the **GET\_NOECHO** entry described above, with the addition of timing constraints. This timed read is provided by a call to **GET\_ASYNC\_TIMED\_NOECHO** (3.5.2.4) from the **ASYNC\_IO** package. If no input is detected within the given time interval, this procedure sets the timeout flag and terminates the read operation.
- **GET\_KEY:** This entry reads a single *keypress* event by calling **KEYBOARD\_INPUT**'s overloaded **GET\_KEY** procedure (3.4.2.2). This procedure traps and parses *escape sequences* and returns the single *logical key* bound to the pressed key. Additionally, this entry includes an echo flag. If the flag is set, the *logical key* resulting from the read is passed to the **ECHO\_KEY** procedure (3.1.2.3) local to the keyboard task.
- **GET\_TIMED\_KEY:** This entry provides the same services as **GET\_KEY** above, but places a timing constraint on the read. If no *keypress* event is detected within the given time interval, the read terminates, and the timeout flag is set. This timed read is performed by the timed version of **KEYBOARD\_INPUT**'s overloaded **GET\_KEY** procedure (3.4.2.2).
- **SHUTDOWN:** This entry terminates the keyboard control monitor task.

## 3.2 ANSI\_CURSOR\_SERVICES

ANSI\_CURSOR\_SERVICES is responsible for writing ANSI *escape sequences* to a display in order to manipulate the cursor and control the screen's appearance. As mentioned in Section 1.2.3, these standard *escape sequences* are hard-coded and must be changed for nonstandard terminals. Most terminals, of course, adhere to the ANSI guidelines and recognize the *control sequences* used to modify the cursor's position and color. The remainder of this section is organized as follows:

- Visible data types
- Visible subroutines
- Local subroutines
- Constants

### 3.2.1 Visible Data Types

ANSI\_CURSOR\_SERVICES declares many data types related to cursor specification (i.e., screen position, color, etc.). Most of these types are derived or redeclared in ANSI\_TERMINAL\_SERVICES and were, therefore, described previously in Section 2.2 (see Table 2-2 from Section 2.2). Those types not interfaced in ANSI\_TERMINAL\_SERVICES are discussed here in Sections 3.2.1.1 through 3.2.1.4.

**3.2.1.1 Variable-Length String Size.** Type STRING\_SIZE is an integer range that constrains the *variable-length string* type (V\_STRING) described earlier in Section 2.2.14. STRING\_SIZE defines a range between one and the constant MAX\_COLUMN. A *variable-length string* is, therefore, confined to a maximum length equal to the user-defined maximum screen width. As discussed in Section 2.8, the MAX\_COLUMN constant may be modified by the application writer without recompilation.

Some Ada compilers (e.g., Verdix Ada 6.0), however, require discriminated records to be constrained at compile-time. Since STRING\_SIZE constrains the discriminated record V\_STRING, and since STRING\_SIZE is itself constrained by a constant (MAX\_COLUMN) set at runtime, an upper bound has been placed upon it. This constraint is imposed by the STRING\_SIZE\_RANGE subtype and is hard-coded to a maximum length of 120. Similarly, MAX\_COLUMN is constrained by the COLUMN\_RANGE subtype and is limited to a maximum value of 120. Although these extra constraints are not required by all compilers (e.g., DEC Ada), they are employed here to increase ANSI\_TERMINAL\_SERVICES' compliance with multiple Ada environments.

**3.2.1.2 Long Variable-Length String Size.** As described earlier (2.2.16), ANSI\_TERMINAL\_SERVICES allows users to specify several *formatted strings* that are to

be written to the screen collectively. ANSI\_CURSOR\_SERVICES provides a routine (ASSEMBLE\_LONG\_STRING, 3.2.2.2) that constructs a single *variable-length string* comprising an arbitrary number of individual *formatted strings*. This new string, therefore, must be large enough to hold the text and *escape sequences* necessary for formatting. Type LONG\_STRING\_SIZE addresses this need by defining an integer range that constrains the long *variable-length string* type LONG\_V\_STRING (3.2.1.3). Its maximum size is determined by the MAX\_LONG\_STRING\_SIZE constant. As described in Section 2.8, this constant may be initialized at runtime.

As with STRING\_SIZE above (3.2.1.1), the LONG\_STRING\_SIZE range requires an upper bound in order to comply with certain compilers (e.g., VADS 6.0). That is, some compilers require that a discriminated record's constraining range to itself be constrained at compile-time rather than at runtime. The additional subtype LONG\_STRING\_SIZE\_RANGE is used here to meet this requirement. It statically constrains LONG\_STRING\_SIZE to be no longer than 1024.

**3.2.1.3 Long Variable-Length String.** Like type V\_STRING described earlier (2.2.14), type LONG\_V\_STRING is a *variable-length string* implemented as a discriminated Ada record. Variables of type LONG\_V\_STRING, however, are allowed to be considerably longer, because they are used when converting an array of *formatted strings* into a single *variable-length string*. (As described earlier (2.2.16), this conversion is made in the interest of optimization.) The discriminant of LONG\_V\_STRING determines the length of the string and is constrained by the LONG\_STRING\_SIZE integer range described above (3.2.1.2) (see Table 31).

TABLE 3-1. LONG VARIABLE-LENGTH STRING RECORD (TYPE LONG\_V\_STRING)

COMPONENT	TYPE	REFERENCE
Len (Discriminant)	LONG_STRING_SIZE	3.2.1.2
Str	STRING (1 .. Len)	N/A

**3.2.1.4 Hidden Column Increment.** The private type PUT\_STR\_INCREMENT defines an integer range (-MAX\_COLUMN .. MAX\_COLUMN) used to specify the column offset when echoing user input. The type is private, because it is intended to prevent users of ANSI\_TERMINAL\_SERVICES from calling PUT\_STR, a procedure intended to be used only internally to echo input. As discussed in Section 2.5.11, this private type allows only ANSI\_TERMINAL\_SERVICES and LINE\_EDITOR to call the unprotected PUT\_STR procedure.

### 3.2.2 Visible Subroutines

The functionality of many ANSI\_CURSOR\_SERVICES visible subroutines was previously described in Chapter 2. For example, the CLEAR\_SCREEN procedure from ANSI\_TERMINAL\_SERVICES simply calls the CLEAR\_SCREEN entry point of the screen task, which in turn calls the corresponding output procedure in ANSI\_CURSOR\_SERVICES. As shown in Table 3-2, users should refer to the earlier sections for descriptions of such output services.

TABLE 3-2. SUBROUTINES INTERFACED IN ANSI\_TERMINAL\_SERVICES

SUBROUTINE	REFERENCE	DESCRIPTION
CLEAR_SCREEN	2.5.9	Clears a display and positions the cursor in the upper left corner.
CLEAR_TO_END_OF_LINE	2.5.8	Clears text to the right of the cursor within the same line.
SET_CURSOR_POSITION	2.5.1	Repositions the cursor.
SET_TEXT_COLOR	2.5.4	Assigns the cursor's visual attributes.
SET_ATTRIBUTE	2.5.6	Sets the cursor's positional and visual attributes.
TO_V_STRING	2.7.2	Converts an ADA string to a variable length string of type V_STRING.

Visible routines not interfaced in ANSI\_TERMINAL\_SERVICES are fully documented below. These routines are often needed by ANSI\_TERMINAL\_SERVICES and provide the following capabilities:

- Disabling line wrapping
- Construction of optimized control strings
- Important type conversions

**3.2.2.1 Disabling Line Wrap Mode.** The procedure LINE\_WRAP\_OFF writes the ANSI *escape sequence* that explicitly disables line wrapping on the terminal's screen. In this way, output will be truncated at the rightmost column, so that no scrolling will occur. Otherwise, the contents of the entire screen would shift, and the positional values of the protected cursor resource would no longer accurately reflect

the contents of the actual screen. Also, an unwanted line wrap could cause a critical line of information to scroll off the top of the display.

3.2.2.2 Assembling a Screen Layout Control String. The procedure named `ASSEMBLE_LONG_STRING` constructs a long *variable-length string* from an array of formatted text (See the PDL below). That is, it groups the text from a `LAYOUT` (2.2.16) variable into a single string and embeds the *cursor control sequences* needed to implement the formatting associated with each individual string. `ASSEMBLE_LONG_STRING` is optimized so that it only embeds these *control sequences* when needed. If two successive strings are to be written with the same visual attributes, for example, the *control sequences* that set the cursor color are inserted only before the first string. Given the sluggish nature of screen I/O, it is important to reduce the number of written bytes in this manner.

`ASSEMBLE_LONG_STRING` is called by `ANSI_TERMINAL_SERVICES'` overloaded `PUT` procedures (2.5.10). The current cursor settings are therefore passed to this procedure, because the cursor must be reset to its original state upon completion of the write request. Assembling and writing a single (possibly long) string is significantly more efficient than writing the specified formatting *control sequences*, writing the text, and then writing the *control sequences* needed to restore the cursor to its original state. This method is especially efficient when several *formatted strings* are to be written at once, as with the `LAYOUT` version of `PUT`. In this way, a single write can display an arbitrary number of *formatted strings*. This optimization reduces the number of interactions with the terminal device driver and avoids the associated temporal overhead.

```

procedure ASSEMBLE_LONG_STRING
  (LAYOUT_ARRAY : in   LAYOUT;
   OUTPUT_STR   : out LONG_V_STRING) is
begin
  -- Record original cursor attributes.

  for STRING_NUM in LAYOUT_ARRAY' range loop
    -- Embed escape sequences to reposition the cursor.

    if APPEARANCE_DIFFERENT_FROM_LAST then
      -- Embed escape sequences to change the cursor appearance.
      -- Record cursor appearance attributes.
    end if;

    -- Add actual text to be displayed on the screen.

  end loop;

  -- Add escape sequences to restore the cursor to original state.

end ASSEMBLE_LONG_STRING.
```

**3.2.2.3 Converting to a Private Column Increment.** PUT\_STR\_INCREMENT (3.2.1.4) is a private type intended to prevent application writers from calling the unprotected PUT\_STR procedure used internally to echo user input. The routines from ANSI\_TERMINAL\_SERVICES and LINE\_EDITOR that need to call PUT\_STR, however, must be able to assign values to this private type. The convenience function TO\_PUT\_STR\_INCREMENT allows for this by converting a value of the visible type COLUMN\_INCREMENT (2.2.8) to the private type PUT\_STR\_INCREMENT.

**3.2.2.4 Converting from a Private Column Increment.** As described in the previous section, the ANSI\_TERMINAL\_SERVICES and LINE\_EDITOR packages must be able to perform type conversions on the private PUT\_STR\_INCREMENT type (3.2.1.4). The convenience function TO\_COLUMN\_INCREMENT is used internally to convert a PUT\_STR\_INCREMENT value to a value of the visible COLUMN\_INCREMENT type (2.2.8).

### **3.2.3 Local Subroutines**

ANSI\_CURSOR\_SERVICES includes two local subroutines that generate the ANSI *escape sequences* necessary to perform the specified cursor assignment. For example, unique cursor control *escape sequences* are defined to reposition the cursor and modify its visual attributes. As discussed in Chapter 1, ANSI\_TERMINAL\_SERVICES only supports terminals that follow this standard. The standard *escape sequences* are, therefore, hard-coded within ANSI\_CURSOR\_SERVICES.

**3.2.3.1 Cursor Relocation Control Sequence.** Given screen coordinates of type POSITION (2.2.7), the REPOSITION\_SEQUENCE function returns the standard control sequence necessary to reposition the cursor to the specified location. Because the size of this *escape sequence* will vary depending upon the specified screen location, the function returns a *variable-length string* of type V\_STRING (2.2.14).

**3.2.3.2 Cursor Appearance Control Sequence.** The COLOR\_SEQUENCE function returns the standard cursor control sequences needed to implement the cursor settings of its TEXT\_COLOR (2.2.12) argument. The function returns a *variable-length string* of type V\_STRING (2.2.14), which actually comprises several *escape sequences*. These sequences individually reset the cursor and set its color, blink, and intensity attributes.

### **3.2.4 Constants**

Section 2.8 lists the constants used by ANSI\_TERMINAL\_SERVICES and its supporting packages. As discussed, these constants are assigned at package elaboration time by reading a constants file. Within ANSI\_CURSOR\_SERVICES, the following constants are initialized in this manner:

- MAX\_LINE
- MAX\_COLUMN
- MAX\_LONG\_STRING\_SIZE
- MAX\_STRINGS\_IN\_LAYOUT

### 3.3 LINE\_EDITOR

The **LINE\_EDITOR** supporting package defines a single visible procedure to implement the line editing service described in Section 2.6.3. This editor allows a user to move and edit freely within the input string and offers several operations mapped to the edit *logical keys* (e. g., HOME, ERASE\_LINE, and INSERT). Editing of this nature requires explicit writes to update the contents of the current input field. For instance, inserting a character in the middle of an input string requires shifting text to the right of the cursor by one column. Because of this need to refresh the display with intermittent writes, and because **LINE\_EDITOR** must allow for the presence of multiple I/O tasks, this package is dependent upon the protected writes provided by **ANSI\_TERMINAL\_SERVICES'** SCREEN\_CONTROL monitor task (3.1.1). Specifically, **EDIT\_STRING** and its nested subroutines repeatedly call the **PUT\_STR** procedure (2.5.11) to properly and safely update the screen contents. This need for protected output within the input service results in the cyclic dependency between the **ANSI\_TERMINAL\_SERVICES** and **LINE\_EDITOR** packages, as illustrated earlier in the package dependency diagram (Figure 2-1). This section describes the **LINE\_EDITOR** package in the following order:

- Local data types
- Visible subroutines
- Local subroutines

#### 3.3.1 Local Data Types

**LINE\_EDITOR** defines no visible data types and only two local data types. These two types are described in the following two sections.

3.3.1.1 Insertion and Overstrike Mode Descriptor. When editing text, a *keypress* may either insert a character at the current cursor position, or overwrite the character under the cursor. **MODES**, a type local to **LINE\_EDITOR**, is a type that encapsulates this line editing option. The enumerated type comprises the following two elements:

- INSERTT
- OVERSTRIKE

(Users should note the irregular spelling of the first numeral; this is done to differentiate it from the **INSERT** *logical key* defined by the type **ALL\_KEYS** (2.2.3).)

**3.3.1.2 Edit Keystroke Terminators.** As mentioned in Section 2.5.3, the line editing service terminates when the user presses a key mapped to a control *logical key* (NUL .. US), a function *logical key* (FK1 .. FK100), or certain edit keys, as listed previously in Table 2-14. LINE\_EDITOR locally defines the EDIT\_KEY\_TERMINATORS type to group those *logical keys* that cause the line editor to terminate. A subtype of type ALL\_KEYS (2.2.3), EDIT\_KEY\_TERMINATORS consists of the six *logical keys* in the TAB .. DOWN\_ARROW range (See Table 2-14).

### 3.3.2 Visible Subroutines

EDIT\_STRING is the only visible subroutine defined in the LINE\_EDITOR package. Users invoke this line editor by calling the GET\_LINE\_EDIT procedure (2.6.3) of the KEYBD package. The functionality of GET\_STRING was previously described in Section 2.6.3. EDIT\_STRING also encompasses several nested subroutines that are fully documented in the following section (3.3.3). These subroutines generally implement the primitive operations inherent to line editing, such as removing a character or checking for a full string. The following PDL describes this procedure.

```

procedure EDIT_STRING is
begin

  -- Echo user-specified default string
  while not DONE loop
    -- Get a keystroke
    if LOGICAL_KEY_IS_TERMINATOR then
      TERMINATOR_KEY := KEY;
      DONE := true;
    elsif KEY in PRINTABLE_KEYS then
      ADD_TO_STRING( CHAR_VAL( KEY ));
    elsif KEY in EDIT_KEYS then
      case KEY is
        when LEFT_ARROW = >
          -- Move cursor left one position
        when RIGHT_ARROW = >
          -- Move cursor right one position
        when INSERT = >
          -- Toggle between INSERTT and OVERSTRIKE modes
        when DELETE = >
          -- Remove character at the cursor
        when BACKSPACE = >
          -- Remove character to the left of the cursor
        when HOME = >
          -- Move cursor to beginning of the input string
      end case;
    end if;
  end while;
end EDIT_STRING;

```

```

when ENDD = >
  -- Move cursor to the end of the input string
when ERASE_LINE = >
  -- Erase the input string
end case;
end if;
end loop;
end EDIT_STRING;

```

### 3.3.3 Local Subroutines

This package defines several local subroutines necessary to implement a line editor. These routines are nested within the GET\_STRING procedure (3.3.2) and provide the following capabilities:

- Testing for line editor termination
- Testing the status of the string (i.e., full or empty)
- Removing a character from the string
- Adding a character to the string (i.e., inserting or overstriking)
- Performing other primitive operations (e.g., erasing the input string)

**3.3.3.1 Determining if a Keystroke is a Terminator.** The Boolean function IS\_DONE\_SEQUENCE determines if a specified *logical key* should cause the line editor to terminate. A TRUE value is returned if the *keystroke* is in the range of the control or function *logical keys*. Also, the function returns true if the *keystroke* falls within the EDIT\_KEY\_TERMINATORS (3.3.1.2) range defined locally within LINE\_EDITOR.

**3.3.3.2 Determining if an Edit String is Full.** The FULL\_STRING function returns a Boolean value indicating whether the string being edited is currently full.

**3.3.3.3 Determining if an Edit String is Empty.** The EMPTY\_STRING function returns a Boolean value indicating whether the string being edited is currently empty.

**3.3.3.4 Removing a Character.** The REMOVE\_CHAR procedure deletes the character at the cursor. Characters to the right of the cursor are shifted left one position to adjust for the deletion. Since a character is being removed from the input string, a blank character (ASCII 32) is appended to the end of the string to maintain its proper length.

**3.3.3.5 Inserting a Character.** As its name implies, INSERT\_CHAR adds a character to the input string at the current cursor position and shifts the cursor right one position. Text to the right of the cursor is also shifted right one position, so that no character is overwritten.

**3.3.3.6 Overwriting a Character.** The `OVER_CHAR` procedure overwrites the character under the cursor with the specified ASCII character. None of the remaining text is altered, and the cursor is shifted right one column.

**3.3.3.7 Adding a Character.** `ADD_TO_STRING` is a simple procedure consisting of only a single Ada `CASE` statement. Depending upon the current state of the line editor's `MODES` descriptor (3.3.1.1), the specified character is passed to another procedure. If the line editor is in `INSERTT` mode, procedure `INSERT_CHAR` (3.3.3.5) is called. Otherwise, the line editor is in `OVERSTRIKE` mode, and the character is passed to the `OVER_CHAR` procedure (3.3.3.6).

**3.3.3.8 Initiating an Edit Operation.** `DO_EDIT_FUNCTION` is called when an edit *keypress* is detected by the line editor. Depending upon the particular *logical key* encountered, appropriate action (i.e., a line editor primitive) is taken. If the `INSERT` *logical key* is pressed, for instance, the editor's `MODES` descriptor (3.3.1.1) toggles between `INSERTT` and `OVERSTRIKE`. This action and the functionality associated with each remaining edit *logical key* was previously listed in Table 2-14 of Section 2.6.3.

## 3.4 KEYBOARD\_INPUT

`KEYBOARD_INPUT` is the support package responsible for declaring, mapping, and reading the *logical keys* described earlier (2.2.3, 2.2.4). These *logical keys* and their associated bindings effectively abstract the keyboard in an effort to enhance portability. By changing only the keyboard bindings file, an application that uses the *logical key* construct may be ported to another terminal without requiring costly maintenance and recompilation. The remainder of this section is outlined as follows:

- Visible data types
- Visible subroutines
- Local subroutines
- Constants

### 3.4.1 Visible Data Types

The most important data types `KEYBOARD_INPUT` defines are the `ALL_KEYS` and `MAP_LIST` types. These constructs allow users to configure an application at runtime in support of virtually any keyboard. `ALL_KEYS` (2.2.3), its subtypes (e.g., `ASCII_KEYS`, `PRINTABLE_KEYS`, etc.), and `MAP_LIST` (2.2.4) were fully documented in Chapter 2.

The only `KEYBOARD_INPUT` data type not derived in `ANSI_TERMINAL_SERVICES` is `ESCAPE_SEQUENCE`. This type is simply a string constrained by the `MAX_ESC_LEN` constant. As discussed in Section 2.8, `MAX_ESC_LEN` is set at runtime and has a default value of five. If a keyboard generates *escape sequences* longer than five characters in length, users may easily modify the `MAX_ESC_LEN` value in the constants file.

### 3.4.2 Visible Subroutines

`KEYBOARD_INPUT` provides several subroutines described in Sections 3.4.2.1 through 3.4.2.5. Collectively, these routines offer the following capabilities for 7-bit terminals:

- Binding *logical keys* to their ASCII representation
- Reading a *logical key*
- Converting *logical keys* to other representations

3.4.2.1 Reading a Keyboard Bindings File. Section 2.2.4 described the `MAP_LIST` array type. Indexed upon the mappable *logical keys*, this array is composed of strings of type `ESCAPE_SEQUENCE` (3.4.1). When a terminal is created, a keyboard mapping list is allocated and subsequently initialized by a call to `KEYBOARD_INPUT`'s `READ_KEY_MAPPINGS` procedure. Given the name of a keyboard bindings file, `READ_KEY_MAPPINGS` initializes the array of *escape sequences* to values listed in the file. Initially, several of the most common mappings are assigned defaults before this file is read (See Table 2-5). If these defaults are inappropriate, of course, the user may specify different bindings in the mapping file. Appendix B lists the format for this keyboard mapping file, and Appendix C contains an example.

3.4.2.2 Reading a Keystroke. `KEYBOARD_INPUT`'s overloaded `GET_KEY` procedures read a single *keystroke*, map the key (if necessary) and return the associated *logical key*. One version of the overloaded procedure incorporates a timing constraint; if no response is detected in the allotted time, `GET_KEY` sets a timeout flag and returns the `NUL` *logical key*. The full functionality of the overloaded `GET_KEY` procedure was previously described in Sections 2.6.1 and 2.6.2. However, one difference does exist between `KEYBOARD_INPUT`'s `GET_KEYS` and the interface procedures from `ANSI_TERMINAL_SERVICES`; echoing is not optionally performed within `KEYBOARD_INPUT`. As with all output, echoing requires protection in a multitasking environment and is performed locally within `ANSI_TERMINAL_SERVICES`. The following PDL summarizes `GET_KEY`:

```
procedure GET_KEY is
begin
```

```

if TIMED_VERSION then
  GET_SINGLE_KEYPRESS_TIMED_NOECHO;
else
  GET_SINGLE_KEYPRESS_NOECHO;
end if;

case FIRST_CHARACTER is
  when ESC = >
    if SECOND_CHARACTER = INITIALIZATION_CHARACTER then
      -- ESC key pressed
    else
      -- Find MAP_LIST entry matching this escape sequence
    end if;
  when OTHER_CONTROL_CHAR ! DEL = >
    -- Determine if edit keystroke is mapped to this character
  when others = >
    -- Printable key pressed
  end case;
end GET_KEY;

```

3.4.2.3 Converting to a Printable Character. The GET\_CHAR\_VAL function returns the single ASCII character associated with a printable *logical key*. For example, the function would return '\$' if passed the DOLLAR *keystroke*.

3.4.2.4 Converting to an ASCII Character. Given a *logical key* in the ASCII\_KEY range (2.2.3), GET\_ASCII\_VAL returns the ASCII position of the corresponding character. If given the UC\_A *logical key*, for instance, GET\_ASCII\_VAL will return the integer 65.

3.4.2.5 Converting to an Integer Equivalent. GET\_NUMBER\_VAL is a function that converts a numerical *logical key* (ZERO .. NINE) to its integer equivalent.

### 3.4.3 Local Subroutines

Nested within the READ\_KEY\_MAPPINGS procedure are subroutines described in the following two sections.

3.4.3.1 Initializing Keyboard Bindings. Before reading a keyboard bindings file, READ\_KEY\_MAPPINGS calls the INITIALIZE\_ESC\_SEQS procedure. This sets the bindings of all mappable *logical keys* to blank (ASCII 32) characters. Some edit *keystrokes* are vital for the line editor service and are therefore given default bindings common to many terminals (see Table 2-5). These defaults, however, are

easily overwritten; if the *keystroke* is bound by the user in the mapping file, the default is discarded.

**3.4.3.2 Reading an Escape Sequence Binding.** If `READ_KEY_MAPPINGS` encounters an escape character symbol ('/E') when parsing the keyboard bindings file, the `GET_ESC_SEQUENCE` procedure is called to read the subsequent *escape sequence*. While reading the sequence, checks are made to ensure that it does not violate the size constraint set by the `MAX_ESC_LEN` constant (3.4.4).

#### **3.4.4 Constants**

`KEYBOARD_INPUT` defines only the `MAX_ESC_LEN` constant. This constant constrains the `ESCAPE_SEQUENCE` string type (3.4.1) and, in turn, the elements of the `MAP_LIST` array type (2.2.4). `MAX_ESC_LEN` defines the maximum length of *escape sequences* (including the ESC character) and has a default value of five. As discussed earlier in 2.8, the constant is set at runtime and may easily be configured by the user.

### **3.5 ASYNC\_IO**

`ASYNC_IO` is the lowest level I/O support package for `ANSI_TERMINAL_SERVICES`. It performs channel assignments and asynchronous read and write operations by calling system service routines. Because it interfaces with operating system I/O routines, the body of `ASYNC_IO` is system-dependent. The specification, however, is host-independent and is documented here as follows:

- Visible data types
- Visible subroutines
- Constants

#### **3.5.1 Visible Data Types**

`ASYNC_IO` declares three visible data types related to channel assignment. `PORT_NAME` (2.2.1) and `PORT_DATA` (2.2.2) are derived in `ANSI_TERMINAL_SERVICES` and were described earlier. The remaining type, `CHANNEL_TYPE`, is a private integer range constrained by the `MAX_CHANNELS` constant (3.5.3). In order to be as portable as possible, actual system-dependent channel identifications are recorded in an array in the package body. Type `CHANNEL_TYPE` serves as an index for this array. In this way, higher-level packages (including the application program) refer to this integer index, rather than the system-dependent channel identifier. Users of `ANSI_TERMINAL_SERVICES`, however, only need to specify a port name to the `CREATE_TERMINAL` (2.4.1)

routine; the CHANNEL\_TYPE component of the associated PORT\_DATA (2.2.2) is set by ASYNC\_IO.

### 3.5.2 Visible Subroutines

ASYNC\_IO declares several system-dependent procedures that perform low-level I/O services. Although the procedure bodies are system-dependent, the specifications of these subroutines are described in Sections 3.5.2.1 through 3.5.2.6. Specifically, these ASYNC\_IO subroutines perform the following services:

- Channel initialization
- Asynchronous writes
- Asynchronous, nonblocking reads (optionally timed)
- *Escape sequence* detection and capture

As discussed in Section 1.0, ANSI\_TERMINAL\_SERVICES applications will likely perform input and output operations concurrently within several Ada tasks. Therefore, the I/O routines of this lowest package must be task synchronous/ process asynchronous to avoid having the input request block a user's entire process. Again, the implementation of this asynchrony is largely system-dependent. The version of ASYNC\_IO in support of DEC's VMS operating system, for example, incorporates asynchronous system calls interfaced in DEC's TASKING\_SERVICES package.

3.5.2.1 Initializing a Channel. INITIALIZE\_CHANNEL provides access to a requested terminal port. Given the name of a port, INITIALIZE\_CHANNEL calls the necessary system-dependent routine to assign an I/O channel. The resulting channel identifier is recorded within the package body's channel array, as discussed in 3.5.1. The index to this identifier, however, is recorded in the specified PORT\_DATA record, along with the port name, and is returned to the caller.

3.5.2.2 Writing Asynchronously. PUT\_ASYNC writes a specified string asynchronously to the given port. Because this is the only write in this collection of packages, the port assignment determines the target device. For example, this string could contain *escape sequences* destined to control a display or text being routed to another computer. In either case, PUT\_ASYNC merely passes the string out the specified port; all protection mechanisms needed for concurrent I/O are provided by higher packages.

3.5.2.3 Stream Reading Without Echo. GET\_ASYNC\_NOECHO reads a stream of characters asynchronously from a port and explicitly disables screen echoing. Because this nonblocking read performs no formatting or *escape sequence* detection, an *escape sequence* is treated as a stream of individual characters. These characters (including the introductory escape character) are included in the returned string if space allows. If the string will not hold the complete *escape sequence*, the overflow characters will remain in the system's keyboard buffer until consumed by a

subsequent read. This read operation terminates either when a carriage return is encountered or when the user-specified string has been filled. In either case, `GET_ASYNC_NOECHO` also returns the number of characters read. This count does not include the carriage return terminator.

**3.5.2.4 Timed Stream Reading Without Echo.** `GET_ASYNC_TIMED_NOECHO` performs the same services as in the preceding paragraph but adds a time constraint to the read. If no input is detected within the given time interval, `GET_ASYNC_TIMED_NOECHO` sets a timeout flag and returns the string and a counter indicating the number of characters successfully read. The timing implementation (e.g., interrupts, polling, etc.) is system dependent.

**3.5.2.5 Keypress Reading Without Echo.** `GET_ASYNC_KEYPRESS_NOECHO` reads a single *keypress* event and traps *escape sequences* when they occur. As its name implies, this nonblocking read echoes no input to the display. The string associated with this procedure should be thought of as a single character, with an overflow area intended only for an *escape sequence*. If a user presses a printable key in response to this read, for example, the returned string will contain the detected ASCII character in position one, and the overflow area will remain unused. However, a key that generates an *escape sequence* may be pressed. In this case, `GET_ASYNC_KEYPRESS_NOECHO` assigns the escape character (ASCII 27) to the first string position and fills the remainder of the string with the *escape sequence*. In either case, the read terminates immediately on any *keypress* and returns only the ASCII characters generated by this single *keypress* event.

**3.5.2.6 Timed Keypress Reading Without Echo.** Like the routine in the preceding paragraph, `GET_ASYNC_KEYPRESS_TIMED_NOECHO` reads a single *keypress* and traps *escape sequences*. This procedure also introduces a timing constraint. If no *keypress* is detected in the specified time interval, the read terminates and sets a timeout flag. The implementation of this timing mechanism (e.g., interrupts, polling, etc.) is system-dependent.

### 3.5.3 Constants

As discussed in Section 2.8, constants of `ANSI_TERMINAL_SERVICES` and its supporting packages are assigned at runtime via a constants file. Table 2-16 from that section lists these constants, their assigned value from the default constants file, and the data types they constrain. `ASYNC_IO` declares the following two constants that are initialized in this manner:

- `MAX_PORT_NAME_SIZE`
- `MAX_CHANNELS`

### 3.6 ANSI\_CONSTANTS

The ANSI\_CONSTANTS package is intended to allow users to easily customize ANSI\_TERMINAL\_SERVICES without recompiling any source code. At package elaboration time, this package reads the ANSI.DAT file and initializes its visible variables. As higher-level packages are elaborated, the constants of Table 2-16 are initialized with the values read from the constants file. (Pragma ELABORATE is used by higher-level packages to ensure that the ANSI\_CONSTANTS variables are indeed assigned values before their associated constants are initialized.) In this way, constants and data types are constrained at runtime. The default constants file is listed in Appendix E. To customize ANSI\_TERMINAL\_SERVICES, application writers merely modify this file.

The remainder of Section 3.6, ANSI\_CONSTANTS, is organized as follows:

- Visible variables
- Local constants
- Local state variables
- Elaboration code

#### 3.6.1 Visible Variables

The specification of ANSI\_CONSTANTS declares several variables from which higher-level packages initialize constants. These variables are all integers and are identical in name to the constants they subsequently define. Table 2-16 names these constants and lists their default values read from the visible variables of ANSI\_CONSTANTS.

#### 3.6.2 Local Constants

FILE\_NAME is the constant string ANSI.DAT. At package elaboration time, this file is opened and read in order to assign ANSI\_CONSTANTS' visible integer variables. The named initialization file must follow the format outlined in Appendix D.

#### 3.6.3 Local State Variables

DATA\_FILE is an Ada file descriptor of type TEXT\_IO.FILE\_TYPE and is associated with the constants initialization file. Defined in the package body, this file object is used in the elaboration code when reading the constants file.

3.6.4 Elaboration Code

When a compiled application program is run, the elaboration code of this low-level package is executed first. This sequence of statements opens the ANSI.DAT data file, reads an integer value for each of its visible variables, and closes the file.

## CHAPTER 4

### USAGE GUIDELINES

The program listing of Appendix F is a concise example of how to properly use `ANSI_TERMINAL_SERVICES`. Although it is not a very useful application, it does serve to demonstrate the capabilities and interface mechanisms of `ANSI_TERMINAL_SERVICES`. Such a small application, of course, cannot fully demonstrate each of the services described in this paper. However, it does illustrate the following:

- Creation and deallocation of a terminal manager
- Protected asynchronous writes with varying cursor appearance attributes
- Optimized multiple writes using the `LAYOUT` type
- Line and screen clearing
- Setting of cursor attributes (e.g., position, appearance, etc.)
- Line editing service and use of its terminator
- Timed read of a *logical key* (without echo)
- System-independent reference to function keys

#### 4.1 DESCRIPTION

This example illustrates a paneled screen introduced in Section 1.0. That is, the screen consists of several fixed regions into which the output from several concurrent tasks is mapped. At variable declaration time, the main procedure (`EXAMPLE`) creates a terminal manager by specifying a requested port name, the name of a keyboard binding file, and the dimensions of the associated display. In this example, the file of Appendix C is named as the mapping file. After a terminal manager is allocated, `EXAMPLE` initializes the cursor attributes, clears the associated display, and synchronizes the start of its embedded tasks. At that point, the main procedure simply goes into a busy wait until its tasks have terminated. A call to `SHUTDOWN_TERMINAL` (2.4.2) then deallocates the terminal manager and enables the program to terminate gracefully.

As illustrated in Figure 4-1, the `EXAMPLE` procedure incorporates three Ada tasks; two (`WARNING`, `TIMER`) are writer tasks, and the third (`READER`) repeatedly prompts the user for input. The `READER` task displays a prompt, repositions the cursor at the end of the prompt, and requests the line editor service. The associated string is given a default that an operator may edit or accept. When

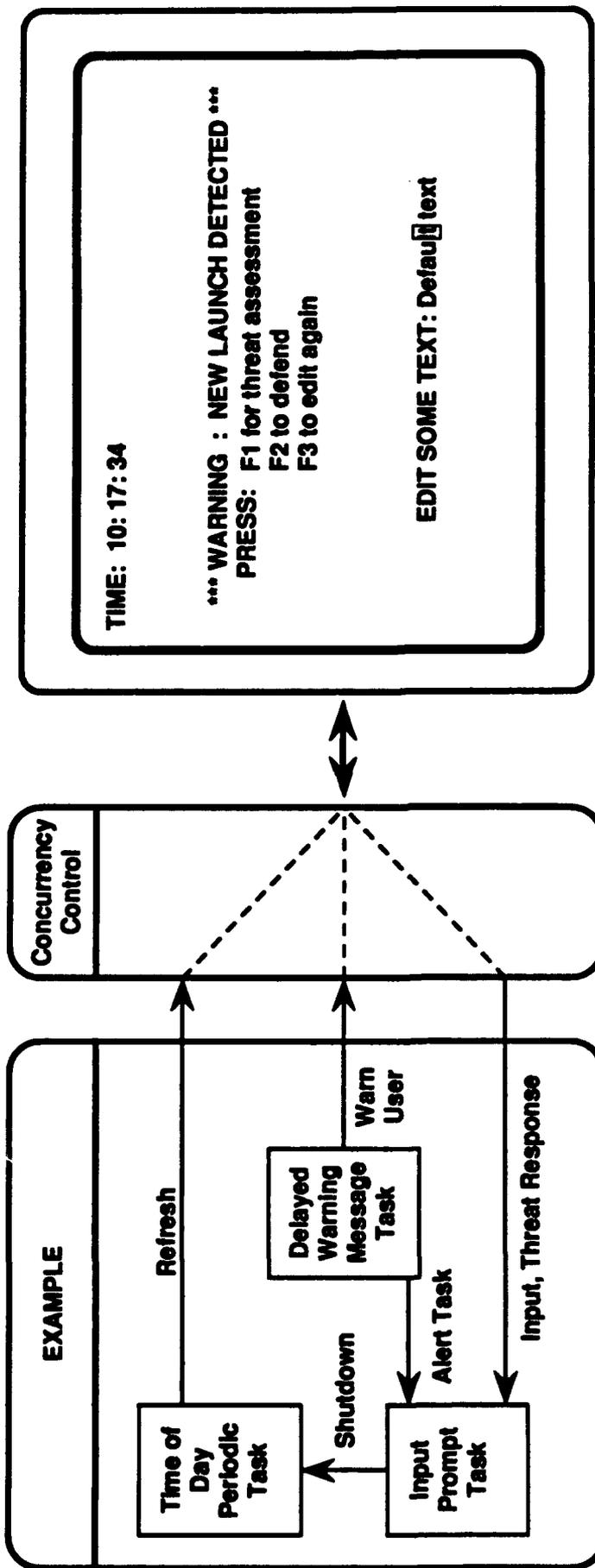


FIGURE 4-1. EXAMPLE APPLICATION

the operator is finished editing, the terminating *keystroke* is recorded in the variable **TERMINATOR**. Under normal conditions, the **READER** task will then loop and invoke the line editor again with the previous default string. (Task shutdown and the importance of this terminator will be discussed below.)

Meanwhile, the **TIMER** task methodically and concurrently updates a clock counter every second until requested by the **READER** task to stop. If no **STOP** entry call is encountered within one second, **TIMER** will increment its counters and call the **ANSI\_TERMINAL\_SERVICES'** **PUT** (2.5.10) procedure to display the results. Like the **READER** task, **TIMER** is associated with its own region of the display, into which no other tasks write.

Of **EXAMPLE's** three embedded tasks, **WARNING** is the simplest. It immediately delays for several seconds and then displays an urgent, flashing message. This message is made even more prominent by taking advantage of **ANSI\_TERMINAL\_SERVICES'** color support. Since the warning message consists of several strings with varying screen positions and attributes, the task sets a **LAYOUT** (2.2.16) array and calls the **PUT** procedure (2.5.10) to simultaneously write the strings. In this way, only a single **PUT** call is needed to write several lines to the screen. **WARNING** then informs the **READER** task of the threat by calling its **SET\_DANGER** entry. After writing the warning message and setting **READER's** **DANGER** flag, the task terminates.

The **DANGER** flag is local to the **READER** task and indicates that a warning message has been displayed by another task. This message instructs the operator to select one of three choices, which have been mapped to the *logical keys* **FK1**, **FK2**, and **FK3**. By selecting **FK3**, the operator temporarily ignores the threat and invokes the line editor again. If the operator elects to counter the threat, however, the **FK1** and **FK2** options will terminate all callable tasks and display a message signifying that the appropriate action has been taken. At this point, the main procedure exits its busy wait and calls the **SHUTDOWN\_TERMINAL** procedure (2.4.2) before terminating.

In addition to the different responses, the operator also has two methods for replying. The faster (and intended) method relies upon the line editor terminator mentioned earlier (see Section 2.6.3). If a user responds to the threat by pressing one of the response keys while editing, the current string will be accepted, and the appropriate action will be taken immediately. However, the user may choose to terminate the line editor with a carriage return or another nonresponse terminator key. The line editor accepts its string at this point, but the threat remains unhandled. To guarantee a threat response, the **READER** task then loops until the operator responds properly to the message. A timed read (**GET\_TIMED\_KEY**, (2.6.2)) is employed here, so that a bell may be sounded on each timeout.

In summary, procedure **EXAMPLE** and its Ada tasks demonstrate how **ANSI\_TERMINAL\_SERVICES** protects I/O resources in a multitasking

environment. By calling the proper routines, the actions of I/O operations produce no side effects to interfere with concurrent I/O actions. And because the interface to these protective services has been greatly simplified and localized to ANSI\_TERMINAL\_SERVICES, the desired real time, paneled display of the EXAMPLE procedure is achieved quite easily.

#### 4.2 POINT OF CONTACT

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## CHAPTER 5

### PERFORMANCE CHARACTERISTICS

Like all software, the performance of `ANSI_TERMINAL_SERVICES` varies significantly with different hardware and compiler configurations. Even on common systems, observed performance may differ with varying resource allocations, system activity, and user privileges. Given the nondeterminism of software performance, however, meaningful insights may still be gained into these packages and into the efficiency of I/O in general.

Version 2.0 of `ANSI_TERMINAL_SERVICES` was initially developed with VAX/Ada on a DEC MicroVAX II under VMS and has recently been ported to a Sun Microsystem 4/260 workstation running the VERDIX Ada (VADS 6.0) compiler. Three individual tests were conducted to compare the two configurations. As expected, the performance of the Sun showed considerable improvements over that of the slower MicroVAX in all tests. After all, the Sun is a 10 MIP RISC machine, whereas the MicroVAX II is rated at only one MIP. In addition to the configuration comparisons, the tests also explore differences in the two methods of screen output `ANSI_TERMINAL_SERVICES` provides. Results of these tests may be compared to recognize the importance of the screen output optimizations explained earlier in Section 3.2.2.2. The benchmark results are given in Table 5-1 and explained below.

TABLE 5-1. BENCHMARK RESULTS

WRITE TEST	TIME (milliseconds)	
	MICROVAX II	SUN 4/260
String PUTs	335.0	150.7
Layout PUT	225.0	5.7

## 5.1 SCREEN OUTPUT

Writing formatted text to a display involves the following steps:

- Call to the string version of the overloaded PUT procedure
- Rendezvous with the specified terminal's screen monitor task
- Validation of requested screen placement
- Adding formatting *control sequences* to the text
- Appending *control sequences* to restore the cursor to its original state
- Call to PUT\_ASYNC to write the formatted text

In this manner, a single string of text is written with the given attributes, and the cursor state is not adversely affected. If several lines of text are to be displayed at the same time, the above steps may be repeated for each individual string. This method, however, is inherently redundant because *control sequences* are repeatedly written to set the cursor before and after each successive text string is written. A better method involves assigning a LAYOUT array (2.2.16) with the formatted strings and calling the *layout* version of PUT (2.5.10). This process involves the same steps above, except that the formatting text for all strings in the array is combined into a single string before the final cursor restoration sequences are appended. Thus, the desired display is produced with a single write, and the cursor is not unnecessarily restored to its original state after each individual string is written.

Two separate screen output tests were conducted on each configuration in order to compare the two output methods described above. Both tests displayed the four-line warning message of Figure 2-3 (2.6.3) and, therefore, produced the same output. The first method involved separately writing the four strings constituting the warning message, and required four calls to the string version of the overloaded PUT procedure (2.5.10). The second method, on the other hand, merely required a single call to the version of PUT in support of the LAYOUT (2.2.16) construct. As Table 2-12 shows, the second method is indeed optimized on both configurations to significantly accelerate the output of multiple *formatted strings*.

One potential reason for the performance difference concerns the resulting number of writes. While the first method involved four interactions with the underlying terminal device driver, the other method required only a single write. Similarly, the first method required four rendezvous with the screen monitor task. The majority of the observed difference, however, is attributed to the difference in the number of bytes each method required to achieve the desired results. As Table 5-2 illustrates, each of the four PUT calls from the first test generated 19 bytes to restore the cursor to its original state. The *layout* test, however, wrote a single long string and only needed to restore the cursor once. Also, the cursor color was not redundantly reset for each string of the array because the final three strings exhibit identical visual attributes. Although both methods produced the same results, the *layout* PUT required a single write and generated 89 fewer bytes of output. Given the sluggish nature of I/O, any elimination of unnecessary bytes is clearly desirable.

TABLE 5-2. BYTE COUNTS FOR SCREEN OUTPUT

BYTE COUNTS	MULTIPLE STRING PUTs					LAYOUT PUT
	1	2	3	4	Total	
Formatting Sequences	27	23	23	23	96	64
Text	40	31	19	23	113	113
Cursor Restoration	19	19	19	19	76	19
Total Bytes Written	X	X	X	X	285	196

Writers of real-time applications, however, may still not be satisfied with the output performance exhibited above. For example, the VAX results show that an optimized *layout write to display four formatted strings* required 225 milliseconds. Because the CPU would be out of the control of other tasks during this write, a 225 millisecond delay may prove to be dangerously long for real-time systems. For example, other important real-time tasks may be refused immediate execution while an earlier screen write request is being serviced. To meet such real-time deadlines, designers may choose to implement a screen write with multiple string PUTs rather than using the more efficient *layout PUT*. Thus designers may have to compromise between maximum *efficiency* and maximum *responsiveness*. Unfortunately, these goals may often conflict with one another.

## CHAPTER 6

### FUTURE WORK

Although ANSI\_TERMINAL\_SERVICES and its supporting packages provide an effective and convenient method for performing terminal I/O concurrently among Ada tasks, there are several areas in which the set of packages could be enhanced. Future upgrades would likely involve the following capabilities:

- X Window System support
- Decoupling the line editor and ANSI\_TERMINAL\_SERVICES
- *Passive task* support
- User-defined line editor terminators
- Enhanced support for monochrome displays
- Asynchronous transfer of control
- UNIX signal handling I/O
- Ports to additional operating systems

#### 6.1 X WINDOW SYSTEM

Given the growing popularity and availability of the X Window System, it seems appropriate for ANSI\_TERMINAL\_SERVICES to offer compatibility. For example, a window could simulate an individual display. Although difficult, the current packages could possibly be supplemented with X Windows routines that access the X Windows *event queue*. Applications could then call the standard or X Windows routines, as needed. Alternatively, one or more of the packages could be made generic and instantiated with routines in support of X Windows or standard terminals. A less daunting and more probable solution, however, would involve a completely separate set of packages exclusively in support of the X Window System.

#### 6.2 STAND-ALONE LINE EDITOR

Unfortunately, a cyclic dependency exists between the LINE\_EDITOR and ANSI\_TERMINAL\_SERVICES packages (see Figure 2-1). The body of ANSI\_TERMINAL\_SERVICES is dependent upon LINE\_EDITOR, of course, in order to offer the line editing service. However, the editor also requires ANSI\_TERMINAL\_SERVICES to provide necessary screen echoing. Editing of this nature often involves intermittent writes to update the contents of the input field. If a character in the

middle of the field is deleted, for example, characters to the right of the cursor must be shifted. Because of the need for protected I/O in a multitasking environment, these updating writes must be properly synchronized by ANSI\_TERMINAL\_SERVICES; hence, the cycle.

Because of this awkward dependency structure, the LINE\_EDITOR package cannot exist independently of ANSI\_TERMINAL\_SERVICES as a stand-alone editor package. This is inconsistent with the other supporting packages; each of these may be used independent of ANSI\_TERMINAL\_SERVICES. (Of course, this is only applicable when multiple tasks are not performing I/O.) If the line editor were a *generic* package, however, this problem would likely be solved. The argument to the instantiation would simply be output routines responsible for echoing characters within the input field. ANSI\_TERMINAL\_SERVICES would instantiate the editor with routines that echoed to the screen safely in a multitasking environment (see PUT\_STR, (2.5.11) and SET\_COLUMN (2.5.2)). If an application is performing I/O and is not using ANSI\_TERMINAL\_SERVICES (and therefore involves no tasking), it could instantiate the line editor with ASYNC\_IO's PUT\_ASYNC routine and ANSI\_CURSOR\_SERVICES's SET\_CURSOR\_POSITION. In this manner, LINE\_EDITOR could be decoupled from ANSI\_TERMINAL\_SERVICES, and yet remain accessible to both tasking and nontasking applications.

### 6.3 PASSIVE TASKS

The syntax and functionality of the Ada tasking model takes many forms, or idioms. Unfortunately, an intertask rendezvous requires an expensive operating system context switch for most of these forms. Some compilers, however, optimize certain task idioms in an effort to avoid the overhead associated with context switching. Some monitor (or server) tasks, for example, are well suited to such optimization. Containing no independent active thread of execution, these tasks merely service others when invoked and are appropriately termed *passive tasks*.

The VADS version 6.0 compiler supports this optimization with the PASSIVE pragma. This pragma results in the conversion of a *passive task's* entry calls into procedure calls protected by runtime system semaphores. (See the VADS 6.0 reference manual for a full discussion of pragma PASSIVE.) The resulting optimized calls are much more efficient than Ada's traditional rendezvous mechanism because it eliminates the context switch. Although not widely supported among vendors, *passive task* efficiency will soon be provided by the Ada 9X *protected record* construct.

Because of the heavy overhead involved with the standard Ada rendezvous, ANSI\_TERMINAL\_SERVICES would benefit greatly if its passive monitor tasks were optimized in the above manner. These tasks have been specifically designed to conform to the *passive task* idiom. However, even the VADS *passive task* implementation places certain constraints on their use. Among these is the limit that *passive tasks* cannot be used as record components or as the product of an

allocator operation. Thus this optimization of ANSI\_TERMINAL\_SERVICES must await removal of *passive task* constraints by Verdix.

#### 6.4 USER-DEFINED TERMINATORS

Presently, the list of *logical keys* that terminate a line editing session is hard-coded into the LINE\_EDITOR package. Specifically, the line editor will terminate when a function or control *logical key* is encountered. Also, those edit *logical keys* that have no corresponding line editor operation (e.g., PAGE\_UP, TAB, etc.) cause the editing session to end. As a future enhancement, the user could select which *logical keys* will act as line editor terminators. The application could take the default terminators listed above or could specify a subset. If a user did not want a control *keystroke* to terminate the editor, for example, any such *keystrokes* would simply be ignored.

#### 6.5 MONOCHROME SUPPORT

Although ANSI\_TERMINAL\_SERVICES presently supports both color and monochrome displays, it is admittedly more aligned to color support. For example, users must specify foreground and background colors whenever the cursor attributes are changed or passed as parameters. Since the colors (BLACK and WHITE) never change for a monochrome screen, such explicit color selection seems redundant. Also, ANSI\_TERMINAL\_SERVICES writes *escape sequences* to change the cursor colors. These *escape sequences* have no effect on a monochrome display and are, therefore, unnecessary and inefficient.

To better support monochrome displays, a flag could be included in the terminal manager record that indicates the capabilities of the associated terminal. If a monochrome monitor is being used, for instance, the unnecessary *escape sequences* could be avoided when the cursor's attributes change. Perhaps several procedures could also be overloaded so that their call lines eliminate the need to specify the color attributes of the cursor. Additionally, ANSI\_TERMINAL\_SERVICES could support reverse video for monochrome screens in an effort to simulate a second color.

#### 6.6 ASYNCHRONOUS TRANSFER OF CONTROL

As currently implemented, a read operation may only be terminated by the user. The example outlined in Chapter 4 illustrates this scenario because its line edit operation terminates only when the user concludes the input normally or presses the F3 terminator key. Such a situation, however, may be undesirable and potentially dangerous in a real-time environment. While one application task is in the process of reading data, for instance, another task may need to intervene and terminate the

read. `ANSI_TERMINAL_SERVICES` should allow for this possibility. Ada 9X will easily solve this problem with its *selective entry call*.

We could presently offer the same functionality without Ada 9X by dynamically creating and destroying reader tasks. However, this has a potentially serious flaw. Some implementations of the Ada runtime do not reclaim all memory associated with dynamically-created tasks when they become terminated. VADS 6.0, for instance, does not reclaim task control blocks. The resultant memory leakage can be lethal for a program that should theoretically run forever.

## 6.7 SIGNAL HANDLING I/O FOR UNIX

Presently, the UNIX version of `ASYNC_IO`'s body implements nonblocking I/O by systematically *polling* the input channel for available characters. As discussed earlier in Section 1.2.2, *polling* is costly and is prone to unwanted delays. Furthermore, the optimal *polling* interval may be difficult to find and may easily differ between vendors and even among a vendor's platforms. Therefore, performance of the UNIX release of `ANSI_TERMINAL_SERVICES` would undoubtedly benefit by converting its nonblocking I/O routines to an interrupt-driven (i.e., signals) implementation.

## 6.8 SUPPORT FOR ADDITIONAL OPERATING SYSTEMS

Reusability was a major goal in the design of `ANSI_TERMINAL_SERVICES` and its supporting packages. In fact, only the body of the lowest package (`ASYNC_IO`) is system-dependent. Two versions of this package presently exist. One implements VMS system services in support of DEC's VAX/VMS operating system. Another version includes system calls to the UNIX operating system. Future enhancements could include additional versions for other operating systems, such as Microsoft Corporation's MS-DOS.

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**APPENDIX A**

**ANSI\_TERMINAL\_SERVICES SPECIFICATION**

```

-----
--
--           Dahlgren Division, Naval Surface Warfare Center
--
--
-- Authors:           M. Masters
--                   C. Chalkley
--
-- Department:       Combat System Technologies Branch (N35)
--
-- Revision History:
--   1/31/92         C. Chalkley
--   - Version 2.0 completed.
--
-----

```

```

-----
-- ANSI_TERMINAL_SERVICES v2.0
-----

```

```

-- Purpose:

```

```

-- This package offers protected asynchronous terminal I/O among multiple
-- Ada tasks. Specifically, ANSI_TERMINAL_SERVICES defines a terminal manager
-- which provides the synchronization necessary to perform I/O in a multi-
-- tasking environment. This package also provides the complete interface
-- users will need to access the functionality of all supporting packages.
--

```

```

-- Effects:

```

```

-- - The expected usage is:
--   1. Create or modify the constants initialization text file, "ANSI.DAT".
--   2. Call CREATE_TERMINAL to allocate and initialize a terminal manager
--      for each terminal the application controls.
--   3. Call SET_CURSOR to initialize the application's terminal display.
--   4. Call the subroutines of the nested KEYBD and SCREEN packages
--      for I/O services.
--   5. Call SHUTDOWN_TERMINAL to deallocate each terminal manager.
-- - A valid keyboard mapping text file must be specified when a terminal
--   manager is created via CREATE_TERMINAL.
-- - The exception IO_ERROR is raised when any problems arise.
-- - Two tasks (types KEYBD_CONTROL & SCREEN_CONTROL) are activated for
--   each terminal created.
-- - Suggested renaming: package ANSI renames ANSI_TERMINAL_SERVICES;
-- - A user's application is expected to be dependent only upon this package
--   and should not WITH the supporting packages.
-- - For full written documentation, see NAVSWC/TR-91/783, "Ada Based
--   Multitasking Terminal I/O"
--

```

```

-- Performance:

```

```

-- These routines of version 2.0 have been optimized for time by eliminating
-- unnecessary device driver interactions and by reducing the number of bytes
-- needed to format text for a terminal screen. The embedded monitor tasks
-- also take advantage of compilers supporting passive task optimization.
-----

```

```

with SYSTEM;
with ASYNC_IO;
with KEYBOARD_INPUT;
with ANSI_CURSOR_SERVICES;
with ANSI_CONSTANTS;

```

```

pragma ELABORATE( ANSI_CONSTANTS, ANSI_CURSOR_SERVICES );

```

package ANSI\_TERMINAL\_SERVICES is

package CURSOR renames ANSI\_CURSOR\_SERVICES;

MAX\_PORT\_NAME\_SIZE : constant INTEGER := ANSI\_CONSTANTS.MAX\_PORT\_NAME\_SIZE;

-- Maximum dimensions of terminal screens

MAX\_LINE : constant INTEGER := ANSI\_CONSTANTS.MAX\_LINE;

MAX\_COLUMN : constant INTEGER := ANSI\_CONSTANTS.MAX\_COLUMN;

-- Maximum number of formatted strings in a layout array

MAX\_STRINGS\_IN\_LAYOUT : constant INTEGER :=

ANSI\_CONSTANTS.MAX\_STRINGS\_IN\_LAYOUT;

-----  
 -- The following types are derived so that users of ANSI\_TERMINAL\_SERVICES  
 -- will not have to WITH lower packages.  
 -----

type PORT\_NAME is new ASYNC\_IO.PORT\_NAME;

type PORT\_DATA is new ASYNC\_IO.PORT\_DATA; -- terminal port descriptor

type ALL\_KEYS is new KEYBOARD\_INPUT.ALL\_KEYS; -- logical keys

subtype ASCII\_KEYS is ALL\_KEYS range NUL .. DEL;

subtype CTRL\_KEYS is ALL\_KEYS range NUL .. US;

subtype PRINTABLE\_KEYS is ALL\_KEYS range SPC .. TILDE;

subtype UC\_LETTERS is ALL\_KEYS range UC\_A .. UC\_Z;

subtype LC\_LETTERS is ALL\_KEYS range LC\_A .. LC\_Z;

subtype NUMBER\_KEYS is ALL\_KEYS range ZERO .. NINE;

subtype EDIT\_KEYS is ALL\_KEYS range DELETE .. DOWN\_ARROW;

subtype FUNCTION\_KEYS is ALL\_KEYS range FK1 .. FK100;

subtype MAPPED\_KEYS is ALL\_KEYS range DELETE .. FK100;

type MAP\_LIST is new KEYBOARD\_INPUT.MAP\_LIST; -- keyboard bindings

subtype LINE is CURSOR.LINE;

subtype COLUMN is CURSOR.COLUMN;

subtype COLUMN\_INCREMENT is CURSOR.COLUMN\_INCREMENT; -- relative col. offset

subtype LAYOUT\_INDEX is CURSOR.LAYOUT\_INDEX; -- layout array index

-- Visual attributes of the cursor

type INTENSITY\_SETTING is new CURSOR.INTENSITY\_SETTING;

type BLINK\_SETTING is new CURSOR.BLINK\_SETTING;

type SCREEN\_COLORS is new CURSOR.SCREEN\_COLORS;

type V\_STRING is new CURSOR.V\_STRING; -- variable length string

-----  
 -- The following record types are from ANSI\_CURSOR\_SERVICES. Merely  
 -- deriving them here would cause the record's fields to be of types  
 -- from ANSI\_CURSOR\_SERVICES rather than of the corresponding types  
 -- derived above. Because of this drawback of record derivation,  
 -- these records are simply recreated here so that their fields  
 -- are of the above derived types. This package handles all the  
 -- necessary type conversions. The pending release of Ada 9X is expected  
 -- to address this problem.  
 -----

type POSITION is -- Screen position of cursor  
 record

ROW : LINE := 1;

COL : COLUMN := 1;

end record;

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```

type TEXT_COLOR is      -- Visual attributes of the cursor
  record
    BACKGROUND : SCREEN_COLORS      := BLACK;
    FOREGROUND : SCREEN_COLORS      := WHITE;
    INTENSITY   : INTENSITY_SETTING := DIM;
    BLINKING    : BLINK_SETTING     := NO_BLINK;
  end record;

```

```

type ATTRIBUTE is
  record
    POS   : POSITION;
    COLOR : TEXT_COLOR;
  end record;

```

```

type TEXT_REC is      -- Formatted string (i.e., text/attribute pair)
  record
    TEXT : V_STRING;
    ATT  : ATTRIBUTE;
  end record;

```

```

type LAYOUT is array( LAYOUT_INDEX range <> ) of TEXT_REC;

```

```

type TERMINAL is private;

```

```

-----
-- Exceptions
-----

```

```

IO_ERROR : exception;  -- IO_ERROR is raised whenever anything goes wrong
                       -- within ANSI_TERMINAL_SERVICES or its supporting
                       -- packages or when the user requests an illegal
                       -- I/O service.

```

```

-----
-- Functions to return private TERMINAL data
-----

```

```

function THIS_TERM_PORT      ( THIS_TERM : in TERMINAL ) return PORT_DATA;
function THIS_TERM_MAP_LIST ( THIS_TERM : in TERMINAL ) return MAP_LIST;
function THIS_TERM_NUM_LINES( THIS_TERM : in TERMINAL ) return LINE;
function THIS_TERM_NUM_COLS ( THIS_TERM : in TERMINAL ) return COLUMN;

```

```

-----
-- TO_V_STRING
-----

```

```

-- Exceptions:
-- None.
-----

```

```

function TO_V_STRING( S : in      STRING ) return V_STRING;

```

```

-----
-- TO_STRING
-----

```

```

-- Exceptions:
-- None.
-----

```

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```
function TO_STRING( V_STR : in      V_STRING ) return STRING;
```

```
-----  
-- CREATE_TERMINAL  
-----
```

```
-- Purpose:
```

```
-- This function returns a dynamically created terminal manager which  
-- provides all the mechanisms needed for protected I/O in a multitasking  
-- environment. The function assigns a channel using the port name,  
-- allocates and initializes keyboard and screen monitor tasks, allocates  
-- shared data resources, maps the keyboard according to the specified  
-- binding file, and initializes other terminal parameters.
```

```
-- Note:
```

```
-- After creating a terminal in this manner, users should explicitly set  
-- the terminal display with a call to SET_CURSOR from the SCREEN package  
-- below.
```

```
-- Exceptions:
```

```
-- IO_ERROR  
-----
```

```
function CREATE_TERMINAL( PN      : in      PORT_NAME;  
                          MAP_NAME : in      STRING;  
                          ROWS     : in      LINE      := MAX_LINE;  
                          COLS     : in      COLUMN    := MAX_COLUMN )  
                          return TERMINAL;
```

```
-----  
-- SHUTDOWN_TERMINAL  
-----
```

```
-- Purpose:
```

```
-- This procedure deallocates a terminal's resources and aborts its  
-- concurrency control mechanisms.
```

```
-- Exceptions:
```

```
-- IO_ERROR  
-----
```

```
procedure SHUTDOWN_TERMINAL( T : in out TERMINAL );
```

```
-----  
-- SCREEN  
-----
```

```
-- Purpose:
```

```
-- This package serves as the interface through which users access  
-- ANSI_TERMINAL_SERVICES' protected output services.
```

```
-- Effects:
```

```
-- - A call to any of these subroutines results in a rendezvous with the  
-- screen monitor task.  
-- - IO_ERROR is raised if any problems occur.
```

```
-- Performance:
```

```
-- - The LAYOUT version of PUT is optimized to display several formatted  
-- strings with a single write.  
-----
```

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package SCREEN is

-----  
-- CLEAR\_SCREEN  
-----

-- Purpose:  
-- This procedure clears the specified display and repositions the  
-- at (1,1).  
-- Exceptions:  
-- IO\_ERROR  
-----

procedure CLEAR\_SCREEN( TERM : in        TERMINAL );

-----  
-- CLEAR\_TO\_END\_OF\_LINE  
-----

-- Exceptions:  
-- IO\_ERROR  
-----

procedure CLEAR\_TO\_END\_OF\_LINE( TERM : in        TERMINAL );

-----  
-- SET\_COLOR  
-----

-- Exceptions:  
-- IO\_ERROR  
-----

procedure SET\_COLOR( TERM : in        TERMINAL;  
                      COLOR : in       TEXT\_COLOR );

-----  
-- GET\_COLOR  
-----

-- Exceptions:  
-- IO\_ERROR  
-----

function GET\_COLOR( TERM : in        TERMINAL ) return TEXT\_COLOR;

-----  
-- SET\_POSITION  
-----

-- Exceptions:  
-- IO\_ERROR  
-----

procedure SET\_POSITION( TERM : in        TERMINAL;  
                      POS : in         POSITION );

-----  
 -- SET\_COLUMN  
 -----

-- Exceptions:  
 -- IO\_ERROR  
 -----

```

procedure SET_COLUMN( TERM : in    TERMINAL;
                    INC  : in    COLUMN_INCREMENT );
  
```

-----  
 -- GET\_POSITION  
 -----

-- Exceptions:  
 -- IO\_ERROR  
 -----

```

function GET_POSITION( TERM : in    TERMINAL ) return POSITION;
  
```

-----  
 -- SET\_CURSOR  
 -----

-- Exceptions:  
 -- IO\_ERROR  
 -----

```

procedure SET_CURSOR( TERM : in    TERMINAL;
                    ATT  : in    ATTRIBUTE );
  
```

-----  
 -- GET\_CURSOR  
 -----

-- Exceptions:  
 -- IO\_ERROR  
 -----

```

function GET_CURSOR( TERM : in    TERMINAL ) return ATTRIBUTE;
  
```

-----  
 -- PUT\_PORT  
 -----

-- Purpose:  
 -- This overloaded procedure writes a character or string to the given  
 -- terminal's assigned port. Because the intended output target is a  
 -- port rather than a display, no cursor protection is provided.  
 -- Exceptions:  
 -- IO\_ERROR  
 -----

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```
procedure PUT_PORT( TERM : in    TERMINAL;
                   CHAR : in    CHARACTER );
```

```
procedure PUT_PORT( TERM : in    TERMINAL;
                   STR  : in    STRING );
```

```
-----
-- PUT_STR
-----
```

```
-- Purpose:
-- This procedure is used exclusively by the LINE_EDITOR supporting
-- package to echo user input and shift the cursor accordingly. It
-- provides no cursor protection when called outside of LINE_EDITOR.
-- Exceptions:
-- IO_ERROR
-----
```

```
procedure PUT_STR( TERM : in    TERMINAL;
                  STR  : in    STRING;
                  INC  : in    CURSOR.PUT_STR_INCREMENT );
```

```
-----
-- PUT
-----
```

```
-- Purpose:
-- This overloaded procedure writes a character, formatted string, or
-- array of formatted strings to the display of the given terminal.
-- Exceptions:
-- IO_ERROR
-----
```

```
procedure PUT( TERM : in    TERMINAL;
              ATT  : in    ATTRIBUTE;
              CHAR : in    CHARACTER );
```

```
procedure PUT( TERM : in    TERMINAL;
              ATT  : in    ATTRIBUTE;
              STR  : in    STRING );
```

```
procedure PUT( TERM      : in    TERMINAL;
              LAYOUT_INFO : in    LAYOUT );
```

```
end SCREEN;
```

```
-----
-- KEYBD
-----
```

```
-- Purpose:
-- This package serves as the interface through which users access
-- ANSI_TERMINAL_SERVICES' protected input services.
--
-- Effects:
-- - Keyboard input routines operate upon the current cursor state.
-- - A call to any of these subroutines results in a rendezvous with the
-- keyboard monitor task.
```

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-- - IO\_ERROR is raised if any problems occur.

-----  
package KEYBD is

-----  
-- GET\_LINE\_EDIT  
-----

-- Purpose:  
-- This procedure invokes the line editor service for the terminal and  
-- returns the edited string and the terminating keystroke. The  
-- operations supported by the editor are listed in the specification of  
-- the LINE\_EDITOR package.  
-- Exceptions:  
-- IO\_ERROR  
-----

```

procedure GET_LINE_EDIT( TERM      : in    TERMINAL;
                        STR       : in out STRING;
                        TERMINATOR :    out ALL_KEYS);

```

-----  
-- GET\_NOECHO  
-----

-- Purpose:  
-- This overloaded procedure reads a character or string from the given  
-- terminal's port. This read does not echo the results or capture  
-- escape sequences.  
-- Exceptions:  
-- IO\_ERROR  
-----

```

procedure GET_NOECHO( TERM : in    TERMINAL;
                    CHAR  :    out CHARACTER );

```

```

procedure GET_NOECHO( TERM  : in    TERMINAL;
                    STR    :    out STRING;
                    LENGTH :    out INTEGER );

```

-----  
-- GET\_TIMED\_NOECHO  
-----

-- Purpose:  
-- This overloaded procedure reads a character or string from the given  
-- terminal's port. This read does not echo the results or capture  
-- escape sequences. If no response is detected in the given time  
-- interval, the read will terminate.  
-- Exceptions:  
-- IO\_ERROR  
-----

```

procedure GET_TIMED_NOECHO( TERM      : in    TERMINAL;
                          WAIT       : in    DURATION;
                          CHAR       :    out CHARACTER;
                          TIMED_OUT :    out BOOLEAN );

```

```

procedure GET_TIMED_NOECHO( TERM  : in    TERMINAL;
                          WAIT    : in    DURATION;
                          STR     :    out STRING;

```

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LENGTH : out INTEGER;  
 TIMED\_OUT : out BOOLEAN );

-----  
 -- GET\_KEY  
 -----

-- Purpose:  
 -- This procedure reads a single keystroke from the terminal's keyboard,  
 -- optionally echoes a printable response, and returns the corresponding  
 -- logical key.  
 -- Exceptions:  
 -- IO\_ERROR  
 -----

```
procedure GET_KEY( TERM      : in    TERMINAL;
                  KEY       : out  ALL_KEYS;
                  ECHO_FLAG : in    BOOLEAN );
```

-----  
 -- GET\_TIMED\_KEY  
 -----

-- Purpose:  
 -- This procedure reads a single keystroke from the terminal's keyboard,  
 -- optionally echoes a printable response, and returns the corresponding  
 -- logical key. If no response is detected in the given time interval,  
 -- the read will terminate.  
 -- Exceptions:  
 -- IO\_ERROR  
 -----

```
procedure GET_TIMED_KEY( TERM      : in    TERMINAL;
                       WAIT       : in    DURATION;
                       KEY       : out  ALL_KEYS;
                       ECHO_FLAG : in    BOOLEAN;
                       TIMED_OUT : in out BOOLEAN );
```

end KEYBD;

-----  
 private

```
type KEYBD_CONTROL;      -- incomplete type declaration of keyboard task type
type SCREEN_CONTROL;    -- incomplete type declaration of screen task type

type KEYBD_ACCESS is access KEYBD_CONTROL; -- allows runtime task creation
type SCREEN_ACCESS is access SCREEN_CONTROL; -- allows runtime task creation
type CURSOR_ACCESS is access ATTRIBUTE;    -- shared cursor resource ptr
type KEY_MAP_ACCESS is access MAP_LIST;    -- terminal's keyboard bindings
```

type TERMINAL is -- Terminal resource manager

```
record
    PORT      : PORT DATA;      -- host-independent port info
    KEY_MAP   : KEY_MAP_ACCESS;   -- keyboard bindings
    NUM_LINES : LINE;            -- lines the terminal supports
    NUM_COLS  : COLUMN;          -- columns the terminal supports
    KEYBD     : KEYBD_ACCESS;     -- controls access to keyboard
    SCREEN    : SCREEN_ACCESS;    -- controls access to screen
    CURSOR    : CURSOR_ACCESS;    -- cursor characteristics
```

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end record;

```
-----
-- To explicitly set priorities for the underlying KEYBD and SCREEN
-- task types, the user must remove the comment symbols below
-- AND before the two PRAGMA PRIORITY()s in the corresponding task specs.
-----
```

```
-- KEYBD_PRIORITY : constant integer := 15;   -- range of values is
-- SCREEN_PRIORITY : constant integer := 14;   -- system dependent
```

```
-----
-- SCREEN_CONTROL
-----
```

```
-- This monitor task protects the cursor resource when performing
-- output. Its entries correspond to output services users request via
-- procedures from the SCREEN package above.
-----
```

task type SCREEN\_CONTROL is

```
-- pragma PRIORITY ( SCREEN_PRIORITY );

-- Copy in terminal parameters
entry COPY_TERMINAL_PARAMS( T : in    TERMINAL );

-- Clear the terminal's screen & move cursor to position (1,1)
entry CLEAR_SCREEN( ERROR :    out BOOLEAN );

-- Clear in-line text right of the cursor
entry CLEAR_TO_END_OF_LINE( ERROR :    out BOOLEAN );

-- Set the terminal's visual attributes
entry SET_COLOR( C      : in    TEXT_COLOR;
                ERROR :    out BOOLEAN );

-- Copy out the cursor's visual attributes
entry GET_COLOR( C :    out TEXT_COLOR );

-- Reposition the cursor
entry SET_POSITION( POS  : in    POSITION;
                  ERROR :    out BOOLEAN );

-- Set the cursor's column using a relative column offset
entry SET_COLUMN( INCREMENT : in    COLUMN_INCREMENT;
                ERROR      :    out BOOLEAN );

-- Copy out the cursor's position
entry GET_POSITION( POS  :    out POSITION );

-- Set the cursor's positional and visual attributes
entry SET_CURSOR( ATT   : in    ATTRIBUTE;
                ERROR :    out BOOLEAN );

-- Copy out the cursor's positional and visual attributes
entry GET_CURSOR( ATT   :    out ATTRIBUTE );

-- Write a stream of text to a port
entry PUT_PORT( STR   : in    STRING;
              ERROR :    out BOOLEAN );

-- Write a string and (optionally) shift the cursor.
```

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```

-- NO CURSOR PROTECTION IS PROVIDED.
entry PUT_STR( STR      : in    STRING;
              INCREMENT : in    CURSOR.PUT_STR_INCREMENT;
              ERROR     : in out BOOLEAN );

-- Safely write a string to the display using the given attributes
entry PUT( ATT  : in    ATTRIBUTE;
          STR   : in    STRING;
          ERROR : in out BOOLEAN );

-- Safely write an array of formatted text to the screen
entry PUT( LAYOUT_INFO : in    LAYOUT;
          ERROR        : in out BOOLEAN );

-- Abort this monitor task
entry SHUTDOWN;

end SCREEN_CONTROL;

-----
-- KEYBD_CONTROL
-----
-- This monitor task protects the cursor resource when performing
-- input. Its entries correspond to input services users access via
-- procedures from the KEYBD package below.
-----

task type KEYBD_CONTROL is

-- pragma PRIORITY( KEYBD_PRIORITY );

-- Copy in terminal parameters
entry COPY_TERMINAL_PARAMS( T : in    TERMINAL );

-- Invoke the line editor service
entry GET_LINE_EDIT( STR      : in out STRING;
                   TERMINATOR : out ALL_KEYS;
                   ERROR     : out BOOLEAN );

-- Read a stream of input without echo or escape sequence detection
entry GET_NOECHO( STR      : out STRING;
                LENGTH    : out INTEGER;
                ERROR     : out BOOLEAN );

-- Timed stream read without echo or escape sequence detection
entry GET_TIMED_NOECHO( WAIT    : in DURATION;
                      STR      : out STRING;
                      LENGTH    : out INTEGER;
                      TIMED_OUT : out BOOLEAN;
                      ERROR     : out BOOLEAN );

-- Read a single keystroke with escape sequence detection and
-- optional screen echo
entry GET_KEY( KEY      : out ALL_KEYS;
              ECHO_FLAG : in  BOOLEAN;
              ERROR     : in out BOOLEAN );

-- Timed read of a single keystroke with escape sequence detection and
-- optional screen echo
entry GET_TIMED_KEY ( WAIT    : in DURATION;
                    KEY      : out ALL_KEYS;
                    ECHO_FLAG : in  BOOLEAN;
                    TIMED_OUT : in out BOOLEAN;
                    ERROR     : in out BOOLEAN );

```

```
-- Abort keyboard monitor task  
entry SHUTDOWN;  
  
end KEYED_CONTROL;  
end ANSI_TERMINAL_SERVICES;
```

**APPENDIX B**

**FORMAT FOR KEYBOARD MAPPING FILE**

The keyboard mapping file is read to initialize the MAP\_LIST type. This type binds the mappable *logical keys* to the particular *escape sequences* the given keyboard generates. Alternatively, the type may be used to bind other unused keys to the functionality associated with a *logical key*. For example, if the keyboard does not have a Home key, the HOME *logical key* could be mapped to F1, Control-H, or any other suitable unused key. An example file is given in Appendix C. The following rules apply to the keyboard mapping file:

1. The file may have any number of comment lines denoted by the symbol "--" beginning in the first column.
2. Within a line, any text occurring after the mapping specification is treated as a comment.
3. No spaces are allowed in any mapping specification.
4. Function *logical keys* must be mapped sequentially beginning with FK1.
5. Edit *logical keys* may be mapped in any order.
6. Unmapped function *logical keys* will be initialized to a string of blank characters (ASCII 32).
7. Unmapped edit *logical keys* will be initialized as follows:

```

UP_ARROW    => /E[A
DOWN_ARROW  => /E[B
RIGHT_ARROW => /E[C
LEFT_ARROW  => /E[D
TAB         => #9   (Control-I)
BACKSPACE   => #8   (Control-H)
DELETE      => #127 (DEL)
others      => #32 (blanks)

```

8. A function *logical key* (FK1 .. FK100) may only be bound to an *escape sequence*. The mapping is specified as FK $n$  = /E{ $c$ } where
  - $n$  is the number (1..100) of the function *logical key* being mapped
  - /E is required and denotes the ESC character (ASCII 27) introducing the sequence
  - { $c$ } is a string of one or more nonspace printable ASCII characters

**FORMAT FOR KEYBOARD MAPPING FILE**

9. The 14 mappable edit *logical keys* may be bound to either *escape sequences*, control characters (ASCII 0 - ASCII 31), or the delete character (ASCII 127). The mapping is specified as either **XX = #n** or **XX = /E{c}** where

- **XX** is a two-letter abbreviation for the mappable edit *logical keys* in type **ALL\_KEYS**:

<b>IN = INSERT</b>	<b>HO = HOME</b>	<b>EN = ENDD</b>
<b>RA = RIGHT_ARROW</b>	<b>LA = LEFT_ARROW</b>	<b>UA = UP_ARROW</b>
<b>DA = DOWN_ARROW</b>	<b>PU = PAGE_UP</b>	<b>PD = PAGE_DOWN</b>
<b>TB = TAB</b>	<b>TR = TAB_REVERSE</b>	<b>BS = BACKSPACE</b>
<b>EL = ERASE_LINE</b>	<b>DL = DELETE</b>	

- **#n** indicates that the *logical key* is being mapped to the ASCII character numbered n. This character may be a control character (ASCII 0 - ASCII 31) or the delete character (ASCII 127)
- **/E** indicates that the *logical key* is being mapped to an *escape sequence* where **/E** denotes the ESC character (ASCII 27) introducing the sequence
- **{c}** is a string of one or more nonspace printable ASCII characters

**APPENDIX C**  
**EXAMPLE KEYBOARD MAPPING FILE**

```

--
-- VT320 Keyboard mappings
--
--
IN=/E[2~      -- map INSERT to <ESC>[2~
EN=#5         -- map ENDD to Control-E, ASCII 5
HO=#4         -- map HOME to Control-D, ASCII 4
RA=/E[C       -- map RIGHT ARROW to <ESC>[C
LA=/E[D       -- map LEFT ARROW
UA=/E[A       -- map UP ARROW
DA=/E[B       -- map DOWN ARROW
BS=#8         -- map BACKSPACE to Control-H, ASCII 8
DL=#127       -- map DELETE to DEL character, ASCII 127
TB=#9         -- map TAB to Control-I, ASCII 9
TR=#2         -- map TAB REVERSE to Control-B, ASCII 2
EL=#22        -- map ERASE LINE to Control-V, ASCII 22
PU=/E[5~      -- map PAGE UP to "Prev Screen" key which generates <ESC>[5~
PD=/E[6~      -- map PAGE DOWN to "Next Screen" key
FK1=/EOP      -- map FK1 to "PF1" key
FK2=/EOQ      -- PF2
FK3=/EOR      -- PF3
FK4=/EOS      -- PF4
FK5=/E[1~     -- map FK5 to "Find" key
FK6=/E[3~     -- REMOVE
FK7=/E[18~    -- F7
FK8=/E[19~
FK9=/E[20~
FK10=/E[21~
FK11=/E[23~
FK12=/E[24~
FK13=/E[25~
FK14=/E[26~
FK15=/E[28~
FK16=/E[29~
FK17=/E[31~
FK18=/E[32~
FK19=/E[33~
FK20=/E[34~   -- F20
FK21=/E[4~    -- map FK21 to "Select" key

```

**APPENDIX D**  
**FORMAT FOR CONSTANTS FILE**

The ASCII file **ANSI.DAT** is read by the **ANSI\_CONSTANTS** package at elaboration time in order to initialize several critical constants [2.8] needed by **ANSI\_TERMINAL\_SERVICES** and its supporting packages. The format of the file is quite simple; each line consists of an integer and optional commenting text. Because each line is associated with a single constant, anything appearing after the integer value is ignored. The name of the constant to which the value will be assigned is therefore generally listed after the integer. Since the constants will be initialized in sequence by **ANSI\_CONSTANTS**, the values in the constants file must be in the order listed below. The default **ANSI.DAT** file is given in Appendix E.

1. **MAX\_PORT\_NAME\_SIZE**
2. **MAX\_CHANNELS**
3. **MAX\_ESC\_LEN**
4. **MAX\_LINE**
5. **MAX\_COLUMN**
6. **MAX\_LONG\_STRING\_SIZE**
7. **MAX\_STRINGS\_IN\_LAYOUT**

**APPENDIX E**  
**DEFAULT CONSTANTS FILE**

```
15  -- MAX_PORT_NAME_SIZE
16  -- MAX_CHANNELS
5   -- MAX_ESC_LEN
25  -- MAX_LINE
80  -- MAX_COLUMN
1024 -- MAX_LONG_STRING_SIZE
30  -- MAX_STRINGS_IN_LAYOUT
```

**APPENDIX F**  
**EXAMPLE APPLICATION CODE**

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```

-----
--
--           Dahlgren Division, Naval Surface Warfare Center
--
--
-- Author:           C. Chalkley
--
-- Department:       Combat System Technologies Branch (N35)
--
-- Revision History:
--   1/31/92         C. Chalkley
--   - EXAMPLE driver procedure completed
--
-----

```

```

-----
-- EXAMPLE
-----
-- Purpose:
--   This procedure is an example application of ANSI_TERMINAL_SERVICES. Its
--   embedded tasks illustrate the proper use of many ANSI_TERMINAL_SERVICES'
--   I/O routines
--
-- Effects:
--   - The keyboard mapping file "vt320.dat" must exist.
--   - This version executes on a DEC MicroVAX and opens a channel using the
--     SS$COMMAND port name.
--   - This procedure includes three tasks which will concurrently perform
--     I/O on a common terminal screen.
--
-- Performance:
--   - Results may vary depending upon assigned task priorities and system loads.
-----

```

```

with SYSTEM;
with TEXT_IO;
with CALENDAR;
with ANSI_TERMINAL_SERVICES;

```

```

procedure EXAMPLE is
  pragma priority( SYSTEM.PRIORITY'first );  -- proc body gets lowest priority

  package ANSI renames ANSI_TERMINAL_SERVICES;

  task TIMER is
    entry START;          -- Start counting off seconds
    entry STOP;          -- Stop counting
  end TIMER;

  task READER is
    entry START;          -- Start line editor
    entry SET_DANGER( NEW_SETTING : in BOOLEAN );  -- Sets the danger flag
  end READER;

  task WARNING is
    entry START;          -- Start delayed warning
    pragma priority( SYSTEM.PRIORITY'last );  -- give WARNING top system priority
  end WARNING;

  PORT_NAME : ANSI.PORT_NAME := "SYSS$COMMAND";  -- assigned port (VMS)
  MAP_NAME  : constant STRING := "vt320.dat";    -- keyboard binding file
  THIS_TERM : ANSI.TERMINAL :=
    ANSI.CREATE_TERMINAL( PORT_NAME, MAP_NAME,

```

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ANSI.MAX\_LINE, ANSI.MAX\_COLUMN );

-----  
 -- TIMER  
 -----

-- Purpose:  
 -- This task periodically updates a clock counter in the upper left  
 -- corner of the terminal display.  
 --

-- Exceptions:  
 -- None.  
 -----

task body TIMER is

  CUR\_TIME : CALENDAR.TIME;            -- system time variable  
   SEC\_COUNT : CALENDAR.DAY\_DURATION;   -- seconds since midnight  
   HOURS : INTEGER := 0;                -- clock counters  
   MINUTES : INTEGER := 0;  
   SECONDS : INTEGER := 0;

begin

  accept START;        -- wait here until told to start

  ANSI.SCREEN.PUT(THIS TERM,  
     ((1,1), (ANSI.BLACK, ANSI.WHITE, ANSI.BOLD, ANSI.NO\_BLINK)), "TIME:");

  loop                -- edit until a threat arrives

    select  
       accept STOP;  
       exit;        -- exit loop & terminate the task

    or

      delay 1.0;     -- wait one second for STOP request

      CUR\_TIME := CALENDAR.CLOCK;                    -- get current time  
       SEC\_COUNT := CALENDAR.SECONDS( CUR\_TIME );    -- convert time  
       HOURS := INTEGER(SEC\_COUNT) / 3600;  
       MINUTES := INTEGER(SEC\_COUNT) rem 3600 / 60;  
       SECONDS := INTEGER(SEC\_COUNT) rem 60;

      -- display updated time  
       ANSI.SCREEN.PUT(THIS TERM,  
         ((1,8), (ANSI.BLACK, ANSI.WHITE, ANSI.DIM, ANSI.NO\_BLINK)),  
         INTEGER'image( HOURS ) & ":" &  
         INTEGER'image( MINUTES ) & ":" &  
         INTEGER'image( SECONDS ) & " ");

    end select;

  end loop;

end TIMER;

-----  
 -- READER  
 -----

-- Purpose:  
 -- This task repeatedly invokes the line editor until the user elects to  
 -- stop editing in the presence of a threat. It relies upon the WARNING  
 -- task to inform it of the presence of a threat.  
 --

-- Exceptions:  
 -- None.  
 -----

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```

task body READER is
  STR      : STRING(1..12);           -- string to edit
  TERMINATOR : ANSI.ALL_KEYS := ANSI.NUL; -- editor terminator keystroke
  RESPONSE  : ANSI.ALL_KEYS := ANSI.NUL; -- threat response keystroke
  TIME_OUT  : BOOLEAN;             -- used for timed read
  DANGER    : BOOLEAN := false;     -- presence of a threat

begin

  accept START;      -- Synchronize before editing begins

  -- display line editor prompt
  ANSI.SCREEN.PUT(THIS_TERM,
    ((13,18), (ANSI.BLACK, ANSI.WHITE, ANSI.BOLD, ANSI.NO_BLINK)),
    "EDIT SOME TEXT:");

  loop

    STR(1..12) := "Default text";  -- string to be edited

    select
      accept SET DANGER( NEW_SETTING : in BOOLEAN ) do
        DANGER := NEW_SETTING;
      end SET_DANGER;

    else

      if DANGER then
        RESPONSE := TERMINATOR;

        -- Erase prompt as user responds to warning

        ANSI.SCREEN.SET_POSITION( THIS_TERM, (13,18));
        ANSI.SCREEN.CLEAR_TO_END_OF_LINE( THIS_TERM );

        -- Force user to respond to warning message if line editor
        -- terminator didn't address the threat

        while (RESPONSE not in ANSI.FK1 .. ANSI.FK3) loop
          ANSI.SCREEN.PUT(THIS_TERM,
            ((10,27), (ANSI.BLACK, ANSI.RED, ANSI.BOLD, ANSI.BLINK)),
            ASCII.BEL & "*** RESPOND TO THREAT ***");
          ANSI.SCREEN.SET_POSITION( THIS_TERM, (10,27));

          -- Get a keystroke - if no response in 5 seconds, beep & try again
          ANSI.KEYBD.GET_TIMED_KEY(THIS_TERM, 5.0, RESPONSE, false, TIME_OUT);

        end loop;

        -- take appropriate action on user's response to the warning

        case RESPONSE is
          when ANSI.FK1 =>
            TIMER.STOP;
            ANSI.SCREEN.CLEAR_SCREEN( THIS_TERM );
            ANSI.SCREEN.PUT(THIS_TERM,
              ((5,1), (ANSI.BLACK, ANSI.WHITE, ANSI.DIM, ANSI.NO_BLINK)),
              "Threat Assessment .....");
            exit;

          when ANSI.FK2 =>
            TIMER.STOP;
            ANSI.SCREEN.CLEAR_SCREEN( THIS_TERM );
            ANSI.SCREEN.PUT(THIS_TERM,
              ((5,1), (ANSI.BLACK, ANSI.WHITE, ANSI.DIM, ANSI.NO_BLINK)),
              "Initiating Defense .....");
        end case;
      end if;
    end select;
  end loop;

```

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```

exit;

when ANSI.FK3 =>
  ANSI.SCREEN.SET_POSITION( THIS_TERM, (10,27));
  ANSI.SCREEN.CLEAR_TO_END_OF_LINE( THIS_TERM );
  ANSI.SCREEN.PUT(THIS_TERM,
    ((13,18), (ANSI.BLACK, ANSI.WHITE, ANSI.BOLD, ANSI.NO_BLINK)),
    "EDIT SOME TEXT:");
  ANSI.SCREEN.SET_POSITION( THIS_TERM, (13,35));
  ANSI.KEYBD.GET_LINE_EDIT( THIS_TERM, STR, TERMINATOR );

  when others => null;
end case;

else

  -- set cursor position & call line editing service
  ANSI.SCREEN.SET_POSITION(THIS_TERM, (13,35));
  ANSI.KEYBD.GET_LINE_EDIT( THIS_TERM, STR, TERMINATOR );
end if;
end select;
end loop;
end READER;

```

-----  
-- WARNING  
-----

-- Purpose:  
-- This task displays a warning message after a short delay and  
-- communicates the presence of a threat to the READER task.  
--  
-- Exceptions:  
-- None.  
-----

task body WARNING is

WARNING\_MESSAGES : ANSI.LAYOUT(1..4);

begin

accept START; -- wait until told to start

WARNING\_MESSAGES :=

```

((ANSI.TO_V_STRING( ASCII.BEL & "**** WARNING : NEW LAUNCH DETECTED ****" ),
  ((5,20), (ANSI.BLACK, ANSI.RED, ANSI.BOLD, ANSI.BLINK))),
(ANSI.TO_V_STRING( "PRESS: F1 for threat assessment" ),
  ((6,24), (ANSI.BLACK, ANSI.YELLOW, ANSI.BOLD, ANSI.NO_BLINK))),
(ANSI.TO_V_STRING( " F2 to defend" ),
  ((7,24), (ANSI.BLACK, ANSI.YELLOW, ANSI.BOLD, ANSI.NO_BLINK))),
(ANSI.TO_V_STRING( " F3 to edit again" ),
  ((8,24), (ANSI.BLACK, ANSI.YELLOW, ANSI.BOLD, ANSI.NO_BLINK))));

```

delay 5.0; -- do nothing & then display urgent message

ANSI.SCREEN.PUT( THIS\_TERM, WARNING\_MESSAGES );

READER.SET\_DANGER( true ); -- inform READER task of threat presence

end WARNING;

begin -- EXAMPLE

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```
ANSI.SCREEN.CLEAR_SCREEN( THIS_TERM );
ANSI.SCREEN.SET_CURSOR( THIS_TERM,
  ((1,1), (ANSI.BLACK, ANSI.WHITE, ANSI.DIM, ANSI.NO_BLINK)));

TIMER.START;           -- Start all tasks
READER.START;
WARNING.START;

while READER'callable loop  -- Do nothing until tasks are finished
  delay 1.0;
end loop;

ANSI.SCREEN.SET_POSITION( THIS_TERM, (8,1));
ANSI.SHUTDOWN_TERMINAL( THIS_TERM );  -- deallocate terminal attributes &
                                         -- terminate I/O monitor tasks

exception
  when ANSI.IO_ERROR =>
    TEXT_IO.PUT_LINE("Illegal I/O request");
  when others =>
    TEXT_IO.PUT_LINE("Error within procedure EXAMPLE");
end EXAMPLE;
```

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13. ABSTRACT (Maximum 200 words) <p>This report describes "ANSI Terminal Services," a reusable Ada-based layered approach to providing protected asynchronous terminal I/O in a multitasking environment. The traditional single-threaded, sequential programming model is inadequate for Ada multitask programs, particularly for real-time applications. An application is likely to contain several tasks needing to perform output concurrently. Any shared resources contained in the I/O software must, therefore, be protected through some form of mutual exclusion. Also, an application will likely need to support input operations concurrently with outputs. This requirement is especially important since Ada implementations on most current operating systems are process synchronous, rather than task synchronous/process asynchronous. As a result, they cause the entire user process to block on an input request. Thus, other program tasks that may be performing critical functions are suspended until user input is complete. Such a result is clearly inappropriate in a real-time environment. ANSI Terminal Services solves these problems and provides both a standard programmer interface and the necessary multitasking concurrency control.</p>			
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