## **Assumptions**

- 1. Can be sanitized only when not connected
- 2. Accepted data must be reviewed
- 3. Can review only when not connected
- 4. Only way to change from level high to level low or low to high is by first accepting data

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- 1. Can be sanitized only when not connected
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- Can change levels only as described in 4. Or by being sanitized or by being connected from a sanitized state
- 6. The terminal buffer's contents cannot change when not connected except by sanitization

Secure Terminal

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## **Assumptions**

- 1. Can be sanitized only when not connected
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- 3. Can review only when not connected
- 4. Only way to change from <u>level high to level low</u> or <u>low to high</u> is by first accepting data
- Can change levels only as described in 4. Or by being <u>sanitized</u> or by being <u>connected</u> from a <u>sanitized</u> state
- 6. The <u>terminal buffer's contents</u> cannot change when not connected except by <u>sanitization</u>

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## **Transitions**

- · Connect to host
- · Disconnect
- · Process in host
- Sanitize
- Move data
- Output data
- Review
- Release decision
- Accept

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```
Transition First_Page
ENTRY

~Connected
EXIT

Top_Line = 1
& FORALL i: Integer (
Reviewed(i) =

IF i>0 & i<=Screen_Size

THEN TRUE

ELSE Reviewed'(i)

FI )
& FORALL s: Screen_Number (
Screen[s] = Display(Terminal_Buffer'[s]))

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```

```
Transition Plus_Page
ENTRY

-Connected
EXIT

Top_Line =

if Bottom_Line' + Screen_Size <= File_Size'
then Top_Line' + Screen_Size
else if File_Size' >= Screen_Size
then File_Size' >= Screen_Size + 1
else 1
fi
fi

& FORALL i: Integer (
Reviewed(i) =

if i >= Top_Line & i <= Bottom_Line
then TRUE
else Reviewed'(i)
fi )

& FORALL s: Screen_Number (
Dummy = s + Top_Line - 1
& Screen[s] = Display(Terminal_Buffer[Dummy]))
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```

```
Transition Connect_To_Low
ENTRY

~Connected
& Terminal_Level ~= High

EXIT

Connected
& Terminal_Level = Low
& FORALL i: Integer(i>0 & i<=Max_Buffer -> ~Reviewed(i))
& ~Accepted
& Terminal_Mode = Normal
& Active_Host = Low
& Screen = Screen
```

```
Transition Change_Mode
   ENTRY
   ~Connected
   EXIT
       Terminal\_Mode' = Normal
     & Terminal\_Mode = Show\_Control
     & FORALL s:Screen_Number(
           Dummy = s + Top\_Line' - 1
         & Screen[s] = Expanded(Terminal_Buffer'[Dummy]))
       Terminal_Mode' = Show_Control
     & Terminal\_Mode = Normal
     & FORALL s: Screen_Number(
           Dummy = s + Top\_Line' - 1
         & Screen[s] = Terminal_Buffer'[Dummy]))
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```

```
IMPLEMENTATION
LLevel == LLevel,
High == High,
Low == Low,
Sanitized == Sanitized,
Connect_Level == Connect_Level,
Buffer == Buffer,

Sanitized_Buffer == Sanitized_Buffer,

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```

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```
Connect\_To(Lev) == (
              Lev = High & Connect_To_High
             | Lev = Low & Connect_To_Low),
Disconnect == Disconnect,
Receive_Data == Receive_Data,
Send_Data == Send_Data,
Sanitize == Sanitize,
Review_Data ==
     Accept
    | Change_Mode
    | First_Page
    Last_Page
    | Plus_Page
    | Minus_Page
    | Plus_Lines
    | Minus_Lines,
Change_Level == Change_Level,
Process\_Normal == Process\_Normal
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```