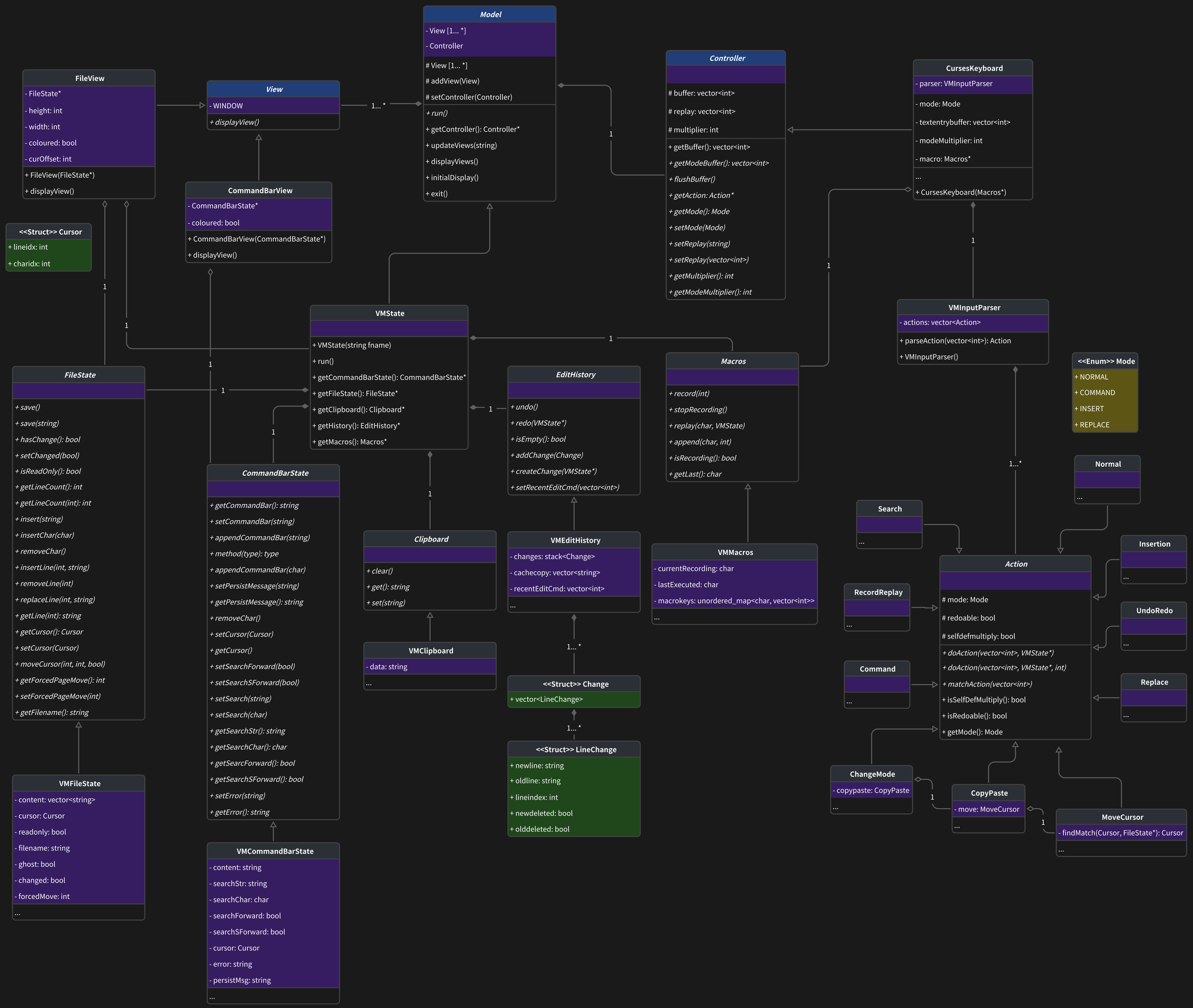
Model
- View [1... *]
- Controller
View [1... *]
addView(View)
setController(Controller)
+ run()
+ getController(): Controller*
+ updateViews(string)
+ displayViews()
+ initialDisplay()
+ exit()
FileView
- FileState*
- height: int
- width: int
- coloured: bool
- curOffset: int
+ FileView(FileState*)
+ displayView()
View
- WINDOW
+ displayView()
1... *
Controller
buffer: vector<int>
replay: vector<int>
multiplier: int
+ getBuffer(): vector<int>
+ getModeBuffer(): vector<int>
+ flushBuffer()
+ getAction: Action*
+ getMode(): Mode
+ setMode(Mode)
+ setReplay(string)
+ setReplay(vector<int>)
+ getMultiplier(): int
+ getModeMultiplier(): int
CursesKeyboard
- parser: VMInputParser
- mode: Mode
- textentrybuffer: vector<int>
- modeMultiplier: int
- macro: Macros*
...
+ CursesKeyboard(Macros*)
CommandBarView
- CommandBarState*
- coloured: bool
+ CommandBarView(CommandBarState*)
+ displayView()
<<Struct>> Cursor
+ lineidx: int
+ charidx: int
VMInputParser
- actions: vector<Action>
+ parseAction(vector<int>): Action
+ VMInputParser()
VMState
+ VMState(string fname)
+ run()
+ getCommandBarState(): CommandBarState*
+ getFileState(): FileState*
+ getClipboard(): Clipboard*
+ getHistory(): EditHistory*
+ getMacros(): Macros*
Macros
+ record(int)
+ stopRecording()
+ replay(char, VMState)
+ append(char, int)
+ isRecording(): bool
+ getLast(): char
<<Enum>> Mode
+ NORMAL
+ COMMAND
+ INSERT
+ REPLACE
FileState
+ save()
+ save(string)
+ hasChange(): bool
+ setChanged(bool)
+ isReadOnly(): bool
+ getLineCount(): int
+ getLineCount(int): int
+ insert(string)
+ insertChar(char)
+ removeChar()
+ insertLine(int, string)
+ removeLine(int)
+ replaceLine(int, string)
+ getLine(int): string
+ getCursor(): Cursor
+ setCursor(Cursor)
+ moveCursor(int, int, bool)
+ getForcedPageMove(): int
+ setForcedPageMove(int)
+ getFilename(): string
EditHistory
+ undo()
+ redo(VMState*)
+ isEmpty(): bool
+ addChange(Change)
+ createChange(VMState*)
+ setRecentEditCmd(vector<int>)
Normal
...
CommandBarState
+ getCommandBar(): string
+ setCommandBar(string)
+ appendCommandBar(string)
+ method(type): type
+ appendCommandBar(char)
+ setPersistMessage(string)
+ getPersistMessage(): string
+ removeChar()
+ setCursor(Cursor)
+ getCursor()
+ setSearchForward(bool)
+ setSearchSForward(bool)
+ setSearch(string)
+ setSearch(char)
+ getSearchStr(): string
+ getSearchChar(): char
+ getSearcForward(): bool
+ getSearchSForward(): bool
+ setError(string)
+ getError(): string
Clipboard
+ clear()
+ get(): string
+ set(string)
VMEditHistory
- changes: stack<Change>
- cachecopy: vector<string>
- recentEditCmd: vector<int>
...
VMMacros
- currentRecording: char
- lastExecuted: char
- macrokeys: unordered_map<char, vector<int>>
...
Search
...
Insertion
...
Action
mode: Mode
redoable: bool
selfdefmultiply: bool
+ doAction(vector<int>, VMState*)
+ doAction(vector<int>, VMState*, int)
+ matchAction(vector<int>)
+ isSelfDefMultiply(): bool
+ isRedoable(): bool
+ getMode(): Mode
RecordReplay
...
UndoRedo
...
VMClipboard
- data: string
...
<<Struct>> Change
+ vector<LineChange>
Command
...
Replace
...
VMFileState
- content: vector<string>
- cursor: Cursor
- readonly: bool
- filename: string
- ghost: bool
- changed: bool
- forcedMove: int
...
<<Struct>> LineChange
+ newline: string
+ oldline: string
+ lineindex: int
+ newdeleted: bool
+ olddeleted: bool
ChangeMode
- copypaste: CopyPaste
...
CopyPaste
- move: MoveCursor
...
MoveCursor
- findMatch(Cursor, FileState*): Cursor
...
VMCommandBarState
- content: string
- searchStr: string
- searchChar: char
- searchForward: bool
- searchSForward: bool
- cursor: Cursor
- error: string
- persistMsg: string
...
1
1...*