Step	Category	Task	Task Sub Items	Win	IOS	Web
1	User Interface	Create Base Application	<ul> <li>Menu bar</li> <li>New, Open</li> <li>Save, Save As</li> <li>Preferences</li> <li>Basic Edit Commands</li> <li>Print</li> <li>ToolBars (Standard &amp; Edit)</li> <li>Status Bar</li> <li>Navigation Panel</li> <li>ToolBox</li> <li>Search and Replace tools</li> <li>Help Menu Items</li> <li>Window Menu Items</li> </ul>	2W	2W	2W
2	User Interface	Some Adv. Features	<ul> <li>Live Error Check</li> <li>Tooltips</li> <li>Text Suggestion</li> <li>Subitem Combos</li> <li>Comment</li> <li>Folding</li> <li>Auto Arrange</li> </ul>	3W	4W	3W
3	User Interface	UI Improvement	<ul> <li>Font &amp; Color Set</li> <li>Zoom Ability</li> <li>Dark Mode</li> <li>Import &amp; Export Settings and Interface</li> <li>Auto Color the Codes based on the Type</li> <li>Dockable Windows</li> <li>Line Numbers and Signs</li> </ul>	2W	3W	3W
4	Security	Encryption Engine	A completely new and different method to Encrypt and Decrypt the code to Hex System		2W	
5	Compile	Command-List Window	<ul> <li>Run Preview Window</li> <li>Executable Commands         Standard Start</li> <li>Run Status SubWindow</li> <li>Event Handler</li> </ul>		3W	
6	Syntax	Syntax Recognition Engine	<ul> <li>Script Base Structure</li> <li>Sentences</li> <li>Equal sign</li> <li>Priorities and ()</li> <li>Extracting Phrases</li> <li>Task list</li> </ul>			
7	Memory Management	Basic OOP Structure	<ul> <li>Using Syntax</li> <li>Variable types</li> <li>Stack</li> <li>Stack Size Check</li> <li>Basic operation on variables</li> </ul>		2W	
8	Functions	Basic Functions	<ul><li>Basic Function Structures</li><li>Args</li><li>KWArgs</li></ul>		2W	
9	Libraries and Frameworks	Built-In Libraries	<ul><li>Math Functions</li><li>Date&amp;Time Functions</li></ul>		3W	

			•	String Functions			
10	Adv.	Control Structures	•	Boolean Operators	3		
	Structures		•	Boolean Phrases			
			•	If			
			•	Else if			
			•	Else			
			•	Switch			
11	Adv.	Loops	•	For		3W	
	Structures		•	While			
12	Error	Errors and Exceptions	•	Try Catch		2W	
	Handling		•	Return Errors			
13	Input/Output (I/O)	Read & Write Files	•	TXT and CSV Files	1\	V	2W
14	ООР	Classes	•	Properties		5W	I.
			•	Methods			
			•	Constructor			
			•	Deconstructor			
			•	Re-Arrange previous Items			
				to fully OOP structure			
15	ООР	Inheritance	•	Inheritance		1W	
			•	Supper Method			
16	ООР	Advanced Variables	•	Arrays		6W	
			•	Array Methods			
			•	List			
			•	List Methods			
17	Adv. Structures	Loops	•	Foreach		1W	
18	ООР	Advanced Variables	•	Dictionaries		1W	
			•	Customizable Lists			
19	Market	Market Classes	•	Get & Set data About the		2W	
				Market			
20	Trade	Trade Classes	•	Get & Set data About the			
				Trades			
21	Chart Data	Chart Classes	•	Get Data from the chart		2W	
22	Drawings	Draw Classes	•	Basic shapes Draw	2W	4W	4W
			•	Second Level Shapes			
			•	Draw Diagrams Commands			
23	Compile	Execution time control	•	Timer Method	1\	N	1W
24	Indicators	Base Structure	•	Input Values	2W	2W	2W
			•	Events			
			•	Buffers			
25	Indicators	Creating Base Indicators	•	Method and code for 70		8W	
				Most Common indicators			
				like iMA & moving Average			
				Indicator Code in the new			
				language			
			•	Changes on the previous			
				Steps if needed		1	ı
26	Expert	Base Structure	•	Input Values	2W	2W	2W
	Advisors		•	Events			
27	Back Test	Datacenter	•	DataCenter Interface	1W	1W	2W
			•	Download Data from server			
			•	Local Cache the			
				downloaded data			
28	Back Test	Back Test Center	•	Indicators	4W	4W	4W
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			<ul><li>Expert Advisor</li><li>Review Performance</li><li>Reports &amp; Analyses</li></ul>			
29	Modular Tools	Modular Structures	<ul><li>Import Classes &amp; Functions from Modules</li><li>Private &amp; Public Modules</li></ul>	1W	1W	1W
30	Compile	Compiler	Create an Executable Encrypted file for the terminal	1W	1W	2W
31	Pre Distribute	Limited Test Run	Test Runs and correct errors and malfunctioning, limited programmers	8W		
32	Pre Distribute	1K Users Test Run	Test Run and correct errors and malfunctioning, 1K Programmers	8W		

- o This program can vary. In many situations, programming does not go as well as we expect.
- Durations are estimated; some can take less time and others more. However, we can agree on these values for the payments so you can have a fixed budget plan.
- o I may need to add more steps and sub-steps to this plan or change their order based on what I encounter in the project. No team shares their experiences about similar projects, so I will face many new items for the first time.
- During the project, I will gladly listen to and add features that you find suitable for your marketing. Unless these
  new features require a noticeable amount of coding, I will add them freely to the project; otherwise, we will add
  a new step for them.
- Kindly note that listing all upcoming items now is almost impossible.