Project Title: Simple Text Editor with Undo/ Redo Functionality

1. Overview

This project implements a basic text editor that supports two primary operations—**insertion** and **deletion**—while maintaining a history of operations so that users can undo or redo their actions. Instead of using built-in stack data structures, both implementations (in Java and Python) use a custom linked list to store the operation history. This custom history structure provides last-in–first-out behavior by allowing new operations to be added and removed from the head of the list.

2. Components and Architecture

2.1 Operation Record (Command)

• Purpose:

The operation record (or command) encapsulates all details of an edit operation so that it can be reversed (undone) or reapplied (redone).

• Attributes:

- operation: A string indicating the type of operation. Allowed values are "insert" and
 "delete".
- **index:** An integer representing the position in the text buffer where the operation occurred.
- **text:** The text that was either inserted or deleted.

Usage:

Every time the user makes an edit (insert or delete), a new command is created and stored in the operation history.

2.2 Custom Linked List for Operation History

• Purpose:

Instead of using a built-in stack, the undo and redo histories are maintained using a custom linked list. This linked list supports:

Adding an Operation: New commands are added at the beginning (head) of the list.

- Removing the Last Operation: The most recent operation is removed from the head, providing last-in–first-out behavior.
- Clearing the History: All nodes can be removed from the list when needed.
- **Checking Emptiness:** To determine if there are any operations left to undo or redo.

Implementation Details:

- In Python, a Node class is used along with an OperationHistory class that manages the linked list.
- In Java, a similar approach is taken using a HistoryNode class and an OperationHistory class.

2.3 Text Editor Class

• Purpose:

The core class of the project, responsible for managing the text buffer and coordinating all operations.

• Attributes:

Text Buffer:

- In Python: A string that holds the current text.
- In Java: A StringBuilder that allows mutable string operations.

Undo History:

A custom linked list that holds all performed operations (each new operation is added to the head).

Redo History:

A custom linked list that holds operations that have been undone. When a new operation is performed, this history is cleared.

Methods:

• insert(index, newText):

Description: Inserts a given string (newText) at the specified position (index).

Behavior:

- Validates that the index is within the bounds of the current text.
- Updates the text buffer by inserting the new text.
- Creates and adds a corresponding operation record to the undo history.
- Clears the redo history because a new operation invalidates previous redo

options.

o delete(index, length):

 Description: Deletes a substring of the given length starting from the specified index.

Behavior:

- Validates the index and length (ensuring that the deletion range is valid).
- Stores the text that is removed.
- Updates the text buffer by deleting the specified characters.
- Creates and adds a corresponding operation record to the undo history.
- Clears the redo history.

o undo():

Description: Reverses the most recent operation.

Behavior:

- Removes the most recent command from the undo history (using the custom linked list).
- If the operation was an **insert**, its undo action is to remove the inserted text.
- If the operation was a **delete**, its undo action is to reinsert the deleted text.
- The reversed command is then added to the redo history.

o redo():

• **Description:** Reapplies the most recently undone operation.

Behavior:

- Removes the most recent command from the redo history.
- Re-executes the operation (inserting or deleting the text as originally done).
- The command is added back to the undo history.

o get text():

• **Description:** Returns the current state of the text buffer.

Usage:

 This method is used within test cases to verify that the editor's state matches expected outcomes after a series of operations.