

## 3.1 Projects

### 3.7.2 Project 2 – Editor

Using Visual Studio, create an editor window that will function in a similar fashion to Microsoft Word.

The editor window is a platform on which text files can be opened and edited as the user pleases.

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#### NOTE

A RichTextBox control is used instead of a normal TextBox control. Although the RichTextBox control was not explained in the Learner Manual, it has much the same functionality as a normal TextBox control. It is, however, more flexible and can be used to read selected text.

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The editor works as follows:

- The user can create a new document to work on or choose to open an existing text document.
- The user can select text in the document and choose to make it Bold, Italic, or Underline.
- There is functionality to change the colour of the text and the colour of the background.
- The user must be given the option of changing the font and size of the text.
- There must be functionality to add pre-set words to the document.
- The user must be able to set highlighted text to upper or lower case.
- The user must be able to add any of 15 emoticons.
- When the new document is selected again, the document text must be cleared and the upper and lower case options must be deselected.

Images will be provided. You may use these images or create your own.

- Programming:
  - Commands to create a new text document, to open an existing document, exit the application, or display information about the application must be represented by a menu item at the top of the editor.
  - There must be functionality to create a new document or open an existing one in the form of button controls.
  - Use an OpenFileDialog to open existing text documents only.
  - All text in the RichTextBox control will be lost when opening an existing text document. Inform the user of this by using a MessageBox.
  - Use the images provided (or those that you have created) to illustrate each button control's purpose.
  - A further five button controls must be added to accommodate changes that may occur to the document's text. These will be changes such as background colour, font colour, bold, italic and underline.
  - Use a ColorDialog to change the background and font colour.
  - There must be a check in place to check that there is text in the RichTextBox control before changing the font to bold, italic, or underline.
  - If there is no text in the RichTextBox control when the font colour button is pressed, display a message informing the user of this.
  - When only certain text is highlighted, change only that text's font colour. When no text is selected, change the font colour of all the text in the RichTextBox control.
  - The images provided (or those that you have created) must be used to demonstrate the button control's purpose.
  - Functionality to change the text's font and size can be represented by a button control. Use a FontDialog in order to do this. If no text is selected, change all the text. If some text is selected, change only that text.
  - A ComboBox control must be added to list words that could be added to the text document.
  - Use an ArrayList collection to add words to the ComboBox control. The user can then select a word from the list to be appended to the document text.
  - The user must be able to either change all of the text to upper or lower case, or change only selected text. Remember to add functionality that will check whether or not the RichTextBox control contains text.
  - Add 15 emoticons (images are provided) in the form of button controls. These emoticons must be appended to the RichTextBox control when pressed.
  - Remove the text from the button controls and add the image.
  - Add ToolTips to the appropriate controls on the editor so that the user can point the mouse cursor over the control and receive information on what the control will do when pressed.

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#### HINT

Appending an image to a RichTextBox control is much the same as appending an image to a normal TextBox control. Try to use the Clipboard and Paste functionality together with the functionality used in the normal TextBox control.

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