

We need two different types of updates to occur

1. Update the treeview when an edit is made to a cell
 - a. This could be updated by finding the selected cell and then updating the value of that cell
 - i. We did this by creating an entry widget in the same place as the current cell and putting the current value inside. Then the value is updated when the focus is lost or enter is pushed
 - ii. ^we ended up not doing this
2. Updating memory when the file is saved or ran
 - a. This can be done with a call-back function to grab all of the current values in the tree and update them using a loop

TODO:

1. Check that the formatting for the entry widget is valid
 - a. On clicking Submit Changes it checks that all values are either all 4-digit or 6-digit long
 - i. Checks the length of the first string in the list (5 or 7(including the sign)) then it branches and checks all of the other values. OR it checks it when loading it into the list (one at a time) THIS may be more efficient so you only check the whole list if there are no errors
 - b. It checks that everything is an integer with either a + or - sign in front of it. (this can be done at the same time as the previous check)
 - c. (IF WE GET marked down for updating and checking the whole list every time an edit is submitted then we'll change it to work with only one line being updated at a time).
 - d. WE can keep our efficiency and error checking at the same level as before if we wait until the file is actually ran to validate the inputs. THEN only one check has to be done.
2. Check that the number of lines is valid
 - a. It counts the number of newline characters to make sure it doesn't go over the file size limit.

Saving Functionality:

TODO

1. Have save and save-as added to the file menu
2. Save functionality:
 - a. Overwrite the file at the current file path adding new lines between each value
3. Save-As:
 - a. Open file explorer and allow user to select the new file destination and set the file format to default to '.txt'.
 - b. Change the update the file location to the user-specified directory
4. Bind control and command S to the save function and possible control/command shift s to save as