

GUI	
Responsibility	Collaboration
• Create and manage main window frame.	• EditorFile
• Create and configure text area	• EditorFormat
• Create menu bar and all menu items	• EditorColor
• Handle all action events	• EditorEdit
• Manage undo/redo operations	• EditorKeyCodes
• Initialize application state	

EditorEdit	
Responsibility	Collaboration
• Perform undo operation	• GUI
• Perform redo operation	• UndoManager
• Delegate to UndoManager	

EditorKeyCodes	
Responsibility	Collaboration
• Listen for keyboard events	• GUI
• Detect keyboard shortcuts (Ctrl+S, Ctrl+Shift+S, etc.)	• EditorFile
• Trigger appropriate file operations	• EditorEdit
• Trigger undo/redo operations	
• Trigger menu actions via Alt key	

EditorFile	
Responsibility	Collaboration
• Create new files	• GUI
• Open existing .wyrd and .glyph files	• WyrdScriptExecutor
• Save files to disk	
• Save files with new name	
• Track current file path	
• Update window title	
• Handle file I/O errors	
• Exit application	

EditorColor	
Responsibility	Collaboration
• Change background color	• GUI
• Change text color	
• Change cursor color	
• Apply color themes (white, black, blue)	
• Ensure text readability with color combinations	
• Update UI menu item text	

EditorFormat	
Responsibility	Collaboration
• Toggle word wrap on/off	• GUI
• Create Font objects	
• Set text area font	
• Manage font selection (Arial, Comic Sans, Times New Roman)	
• Manage font size (8, 16, 20, 24, 28)	
• Update UI menu item text	

WyrdScriptExecutor	
Responsibility	Collaboration
• Execute WyrdScript files	• EditorFile
• Launch glyph.exe with file path	
• Display loading dialog	
• Capture script output	
• Capture error output	
• Display output in popup window	
• Handle execution errors	
• Run execution in separate thread	