Summer work for the NEA:

Rough notes ready to be written formally in the new school year

Analysis:

* creating a coding editor that I have full control over how it works and what is added or removed
* text based coding editor
* Allows me to learn how different parts of coding editors work
* useful for programmers who went a simple and controllable code editor
* simple text butter -> open/close files -> Edit fill in buffer ->text/syntax highlighting -> plugin/scripting in Lua?
* Research:

(links to other project to pull inspiration from)

* Micro: a text based coding editor

Zachary Yedidia. (Aug 27, 2016). *Micro*. [Online]. github.com. Last Updated: Aug 27, 2024. Available at: <https://github.com/zyedidia/micro> [Accessed 25 August 2025].

* Tide: a TUI terminal based editor that is similar to what I want, but I would rather have it use a gui rather than a Tui as the Gui makes it easier for the user and there is less complexity
* bethropolis. (April 9th 2025). *Tide*. [Online]. github.com. Last Updated: April 13th 2025. Available at: https://github.com/bethropolis/tide [Accessed 25 August 2025].
* From both of these solutions I can pull the positives that this project is viable and there are some similar examples to what I want to accomplish, but on the negative side these are both terminal based which differs from what I want to do as I would like to make my editor an application that runs outside of the terminal and have a Gui.

Stakeholders:

* For my stakeholders I have chosen My dad (Andy) because I feel that using them will allow me to narrow down how I go about creating the editor and what features are necessary for how they and I go about coding In general and making it as easy to use as possible to increase there efficiency when coding.