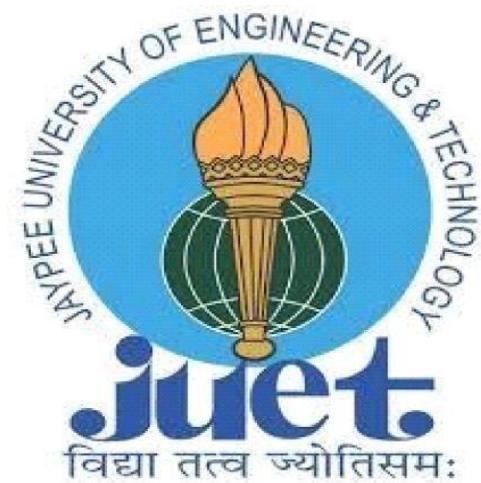


# **SOFTWARE ENGINEERING PROJECT**

**UNDER THE GUIDANCE OF:**

**DR. DINESH KUMAR VERMA**



Jan, 2024 - May, 2024

**Submitted in partial fulfilment for the award of the degree**

**of**

**BACHELOR OF TECHNOLOGY IN  
COMPUTER SCIENCE AND ENGINEERING**

**SUBMITTED BY: TEAM NO.-1**

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# *Department of Computer Science & Engineering*

## **SYNOPSIS OF THE B.Tech. (CSE) III Year PROJECT for SE and APL-III**

**Tentative Title of Project: Online Code Editor with Live Preview**

### **Team Details:**

#### **Team No.: 1**

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**Email:**  
**Ph. Number:**

**Er. No.:**

**Signatures**

### **Problem Formulation:**

**Key words-** Code Editor, Text Editor, Live Preview.

**Objectives/Aim-** The online Code Editor will be used to provide code editing with live preview on a web page aiding the users to handle and edit code.

### **Description (not more than 100 words)-**

This Online Code Editor project aims to deliver a comprehensive and intuitive solution for effective task management, catering to the needs of both individual users and collaborative teams. By providing a feature-rich and user-friendly environment, the application seeks to streamline the process of creating, organizing your code, ultimately enhancing users' ability to code seamlessly with direct error solutions upfront.

### **Technical Details:**

### **Details of Methodology/ Approach of Development-**

# *Department of Computer Science & Engineering*

Implement the user interface using HTML, CSS, and JavaScript.

Utilize a frontend framework or library for enhanced functionality and responsiveness.

Ensure a user-friendly design with intuitive

navigation and interactive elements.

Integrate the frontend and backend components to ensure seamless communication.

Test

the integration to identify and address any compatibility or functionality issues.

## **Tools/ Languages to be used –**

Frontend: HTML, CSS, JavaScript

Backend: [To be determined based on project requirements]

## **Synopsis Status**

### **Faculty Remark-**

**Approved / Approved with Changes / Not Approved**

**Signature -**

**Date:-**

## Lab 2: Writing a Project Narrative

### Objective

- To obtain a preliminary user-view and a process view of the system.

### Project Title: Online Code Editor with Live Preview

#### Project Summary and Overall Approach:

The Online Code Editor with Live Preview is a web-based platform aimed at providing users with a collaborative and real-time coding environment. This system allows users to write, edit, and execute code instantly, with a live preview of the output. The main goal is to create a user-friendly and efficient tool for coding enthusiasts, developers, and students, promoting experimentation and learning without the need for a local development setup.

#### User-View:

##### 1. Homepage:

- Users are greeted with an intuitive homepage that offers options to log in, sign up, and access a new code editor.
- A search bar facilitates the discovery of existing code snippets.

##### 2. Code Editor Interface:

- The core interface allows users to write, edit, and preview code in real-time.
- Features include syntax highlighting, autocompletion, and live preview panels for immediate visualization of code output.

##### 3. User Authentication:

- Registered users have a dedicated area for managing their accounts.
- Options include login, sign-up, access to saved code snippets, and personalized profile settings.

##### 4. Collaboration Features:

- Users can initiate collaborative coding sessions with real-time indicators for multiple participants.
- Shareable links facilitate collaboration, supported by a chat system for communication.
- Version history and code comparison tools enhance collaborative project management.

## 5. Dashboard:

- A personalized dashboard provides an overview of recent projects, code snippets, and collaboration notifications.

## 6. Documentation and Support:

- Resources such as documentation, support forums, and FAQs are available for users to learn about and get assistance with the application.

### Process View:

#### 1. User Registration:

- Users register by providing necessary details and activating their accounts through a verification email.

#### 2. Creating a New Code Snippet:

- Users navigate to the code editor, choose a language, and write or paste code.
- Real-time syntax highlighting, autocompletion, and live preview aid code creation.

#### 3. Collaborative Coding Session:

- Users create collaborative projects, share links, and collaborate in real-time with communication features.

#### 4. Saving and Accessing Code Snippets:

- Users save code snippets, access them from the dashboard, and edit or preview as needed.

#### 5. Version Control:

- The system automatically tracks code changes in collaborative projects.
- Users can revert to previous versions and utilize a visual diff tool for code comparison.

#### 6. User Preferences and Settings:

- Users manage their profile settings, customize editor preferences, and update account information.

### Responsibilities of Team Members:

#### 1. Member 1:

- Gathers information from stakeholders (developers, students, coding enthusiasts).
- Analyzes requirements and prepares a well-defined requirement set.

**2. Member 2:**

- Prepares modeling diagrams based on information provided by Member 1.

**3. Member 3:**

- Performs the construction activity, including coding and implementation.

**4. Member 4:**

- Performs verification, validation, and deployment activities to ensure the functionality and stability of the system.

**Common Project Narrative:**

The Online Code Editor with Live Preview project aims to provide a collaborative coding platform with a user-friendly interface and real-time features. The team, comprising members responsible for gathering requirements, modeling, construction, and validation, collaborates to deliver a robust and user-centric system. The narrative highlights the seamless user experience, emphasizing collaboration, version control, and customization features.



# LAB 3

**Objective :** To Identify a software process model for the project.

**Project Title :** Online Code Editor with Live Preview .

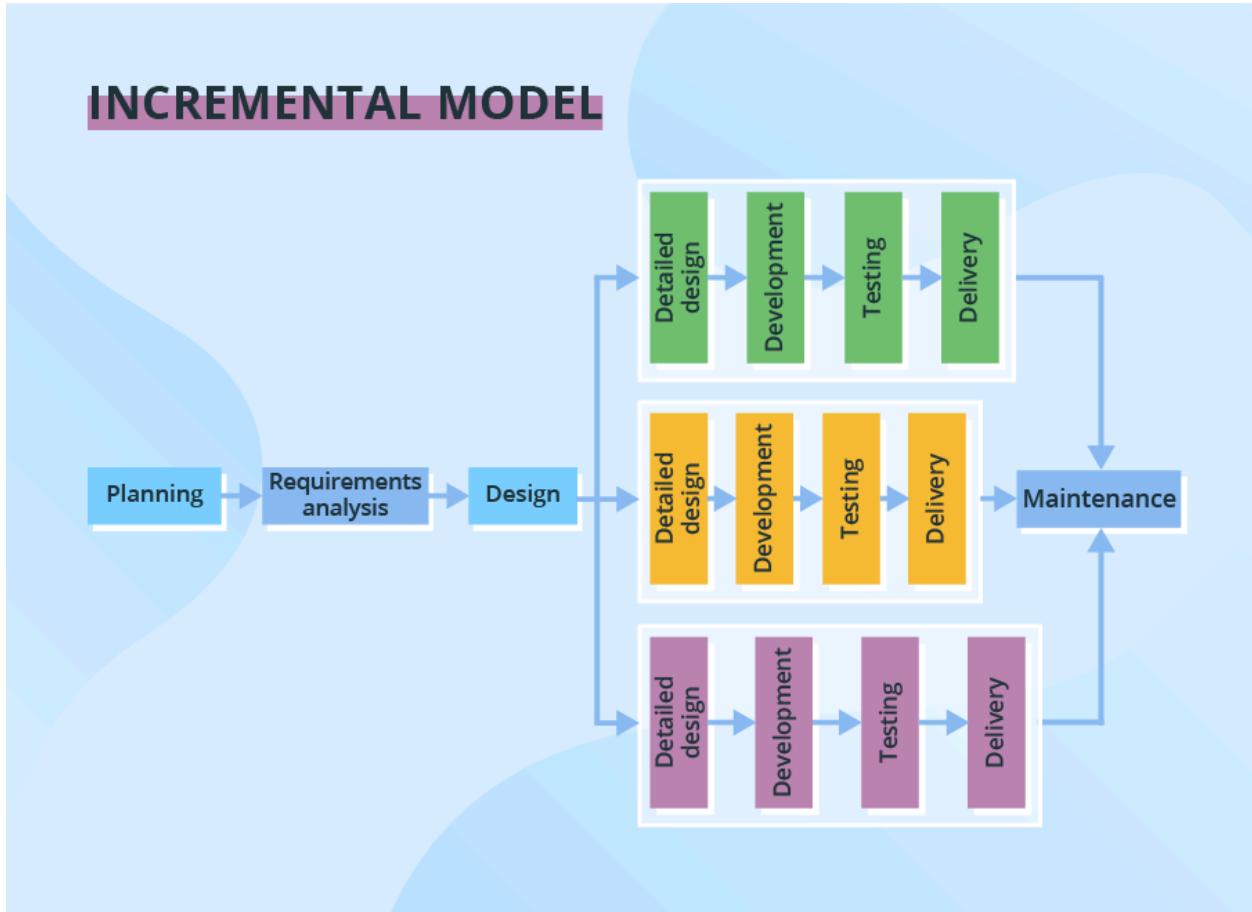
**Proposed Development Model :** Incremental Model

## **Overview :**

The Incremental Model is a software development model that emphasizes building and delivering the system in small, manageable parts called **increments**. It is an iterative approach to development, where each increment represents a portion of the complete system's functionality. The development process involves progressively adding new features or enhancing existing ones in each iteration.

## **Features :**

- Early Delivery of Core Features
- Adaptability to Changing Requirements
- Continuous Improvement
- Phased Deployment



### Possible Modules :

- User Authentication and Profile Management Module
- Code Editor Interface Module
- Project Management and Version Control Module
- Collaboration and Sharing Module
- Dashboard and Overview Module
- User Feedback and Reporting Module
- Notification and Communication Module

# **Online Code Editor with Live Preview**

## **1. Introduction**

### **1.1 Purpose**

The purpose of the project is to provide a collaborative and real-time coding environment for users. The project aims to offer a platform where developers, coding enthusiasts, and students can write, edit, and execute code seamlessly.

### **1.2 Scope**

The Code Editor will include features such as code editing, user registration, live preview, theme Customization, project Management and version Control, dashboard Overview.

### **1.3 Definitions, Acronyms, and Abbreviations**

SRS: Software Requirements Specification

UI: User Interface

API: Application Programming Interface

## **2. Overall Description**

### **2.1 Product Perspective**

The Online Code Editor with Live Preview project positions itself as a collaborative coding platform, seamlessly integrating with the web development ecosystem. Leveraging the CodeMirror library, it offers an intuitive and responsive user experience, fostering learning, experimentation, and real-time collaboration. The project aims to contribute to the web developer community by providing a dynamic and supportive coding environment.

### **2.2 Product Features**

- Code Editing
- Live Preview
- Collaborative Coding
- Theme Customization
- Project Management
- Dashboard Overview

### **2.3 User Classes and Characteristics**

*Developers : Actively engage in coding, collaborative projects, and use advanced code editing features*

*Students : Utilize the platform for educational purposes, experimenting with code, and collaborating on assignments.*

*Code Reviewers : Utilize collaboration and version control features for code review sessions.*

**Educators and Instructors :** Leverage the platform for teaching coding concepts, conducting collaborative coding sessions, and assessing student work .

### **3. Specific Requirements**

#### **3.1 External Interface Requirements**

##### **3.1.1 User Interfaces**

- Intuitive and Responsive: Ensuring a user-friendly experience.
- Accessible Across Devices: Fully responsive across various devices and screen sizes.
- Menu-Based Navigation: Users can navigate through the website using an intuitive menu-based navigation system.

##### **3.1.2 Hardware Interfaces**

The system shall be hosted on dedicated servers with the following minimum specifications:

Processor: Intel i5 or Amd Ryzen 5 Equivalent  
RAM: 16 GB DDR4  
Storage: 512 GB SSD  
Network Interface: Gigabit Ethernet

The servers must be capable of supporting the required software stack, including the web server, database server, and application runtime environment.

The system shall be accessible from client devices, including desktop computers, laptops, tablets, and smart phones.

##### **3.1.3 Software Interfaces**

The system utilizes JavaScript CodeMirror library . The application shall be accessible via standard web browsers such as Google Chrome, Mozilla Firefox, and Safari.

### **3.2 Functional Requirements**

#### **3.2.1 Code Editor Management:**

Creating New Code Snippets:

Users shall create new code snippets, specifying language, title, and collaborators .

Editing Code Snippets:

Users shall be able to edit existing code snippets, modifying code content, title, and collaborators.

Deleting Code Snippets:

Users shall have the ability to delete their code snippets.

### **3.2.2 Collaboration Management :**

Collaborative Coding:

Users can collaborate on the same code snippet.

Version Control:

The system shall automatically track code changes in collaborative projects.

## **3.3 Non-Functional Requirements**

### **3.3.1 Performance:**

Responsiveness:

The code editor shall respond to user interactions (e.g., typing, editing) in real-time.

Concurrent User Load:

The system shall handle a concurrent user load of up to 500 users without significant performance degradation.

### **3.3.2 Security:**

Code Security:

Implement secure code storage and access controls to protect the integrity of users' code snippets.

HTTPS Encryption:

Utilize HTTPS encryption to ensure secure communication between the client and the server.

# LAB 5

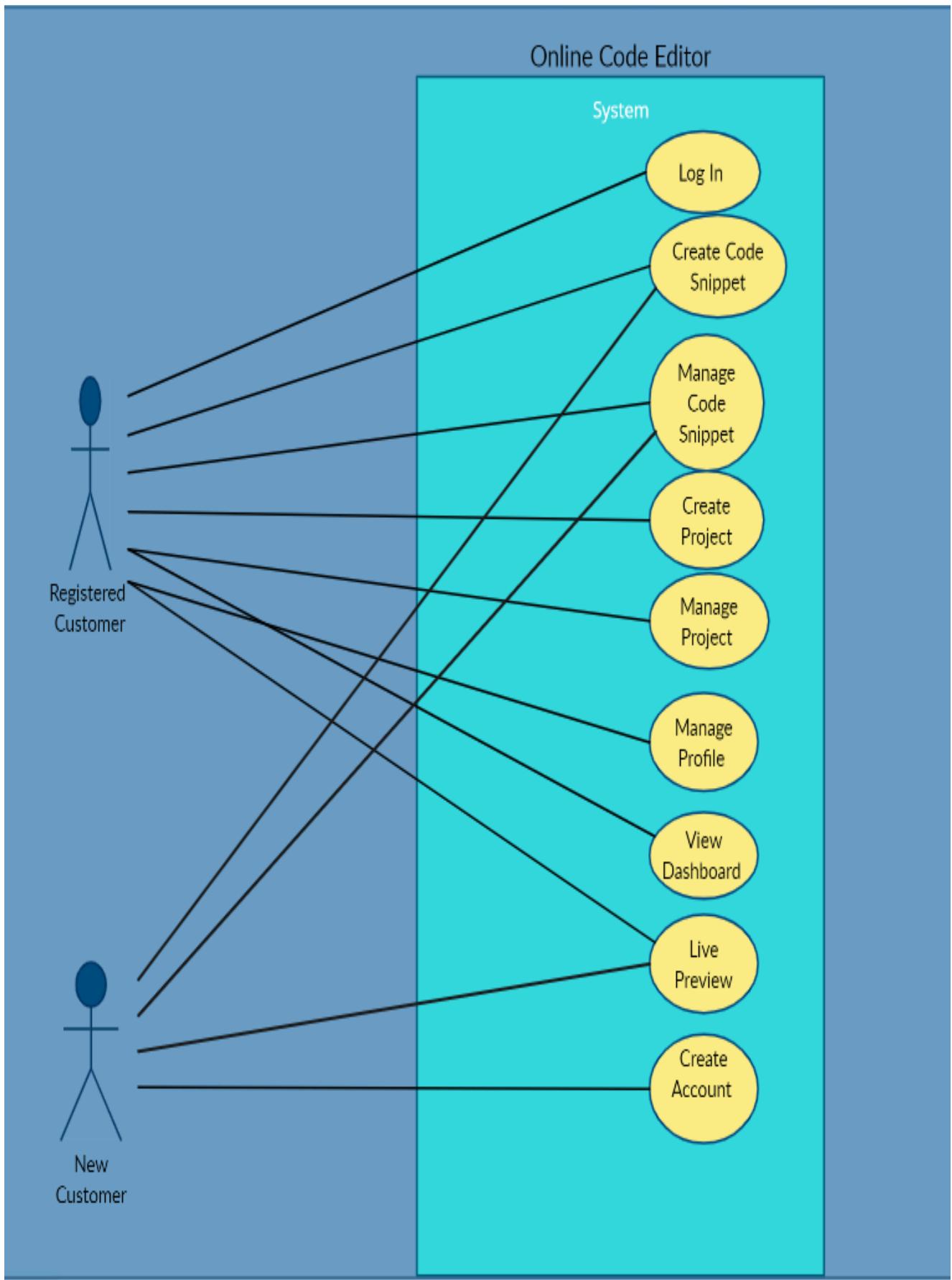
**Objective :** To Make Use Case Diagram .

**Project Title :** Online Code Editor with Live Preview .

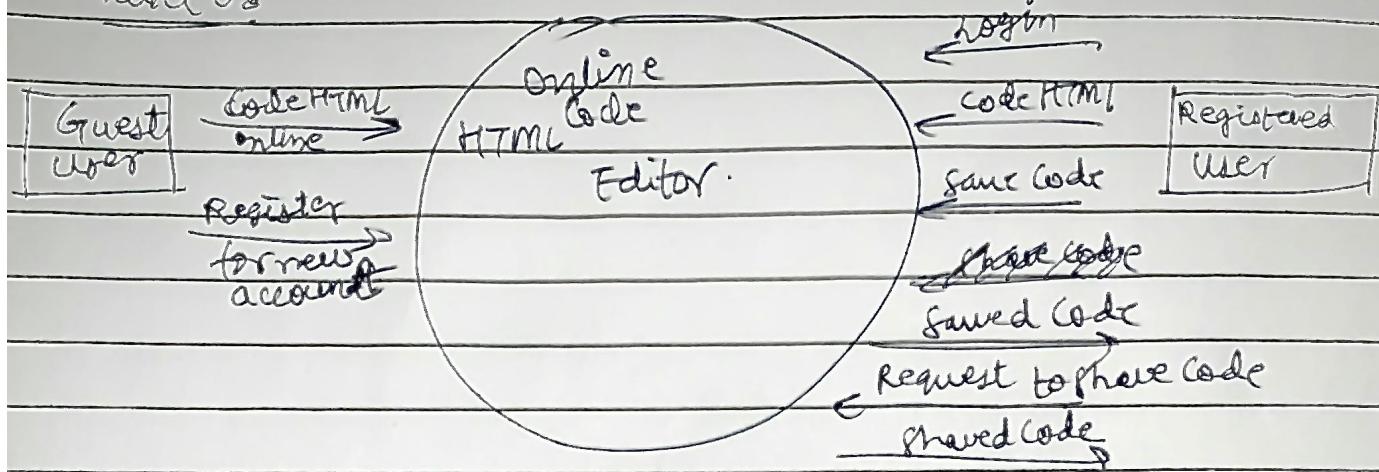
**Actors :** Registered User , Unregistered User (New User)

## Use Case :

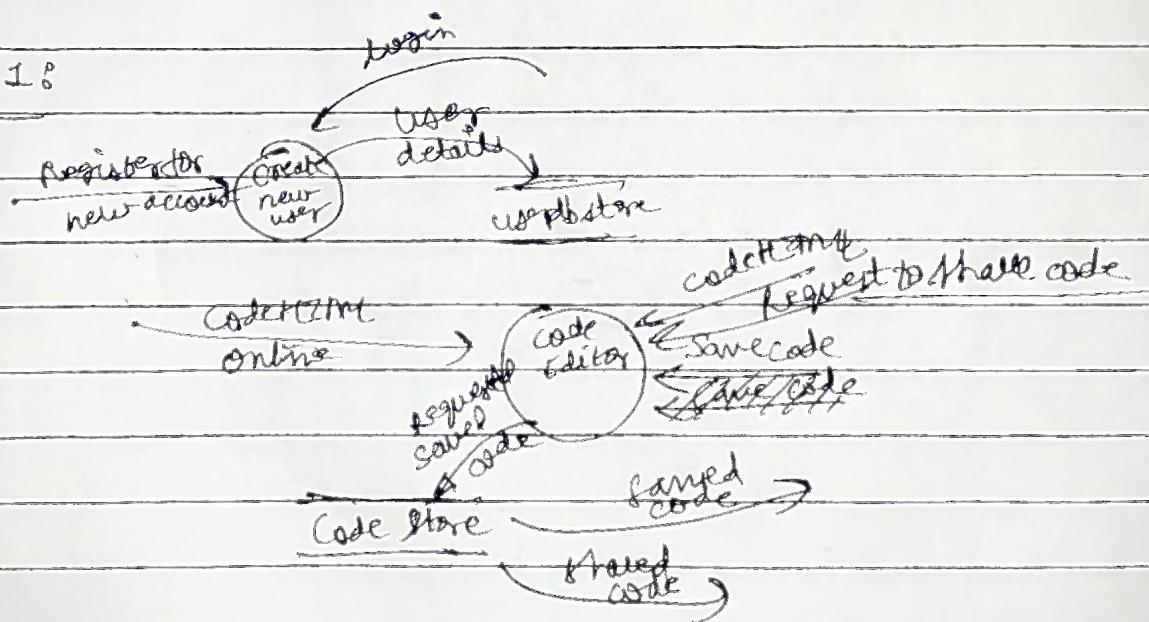
- Registered User :
  - Log In
  - Create New Code Snippet
  - Edit Code Snippet
  - Delete Code Snippet
  - View Project Dashboard
  - Add New Projects
  - Edit Project Details
  - Delete Projects
  - Manage Profile
  - Live Preview
- New User
  - Create Account
  - Live Preview
  - Create Code Snippet
  - Manage Code Snippet



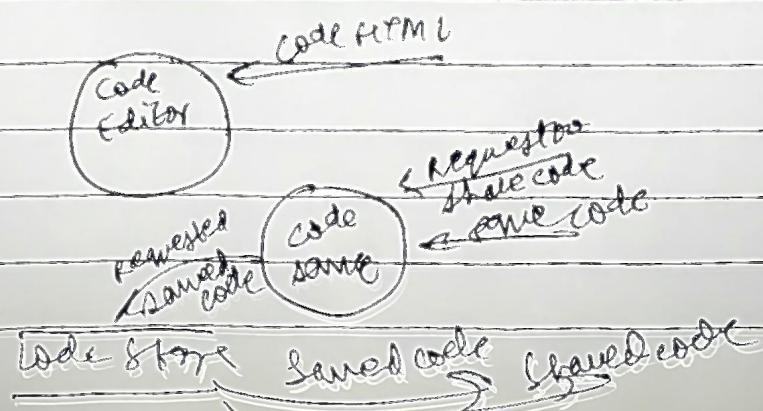
Level 0:



Level 1:

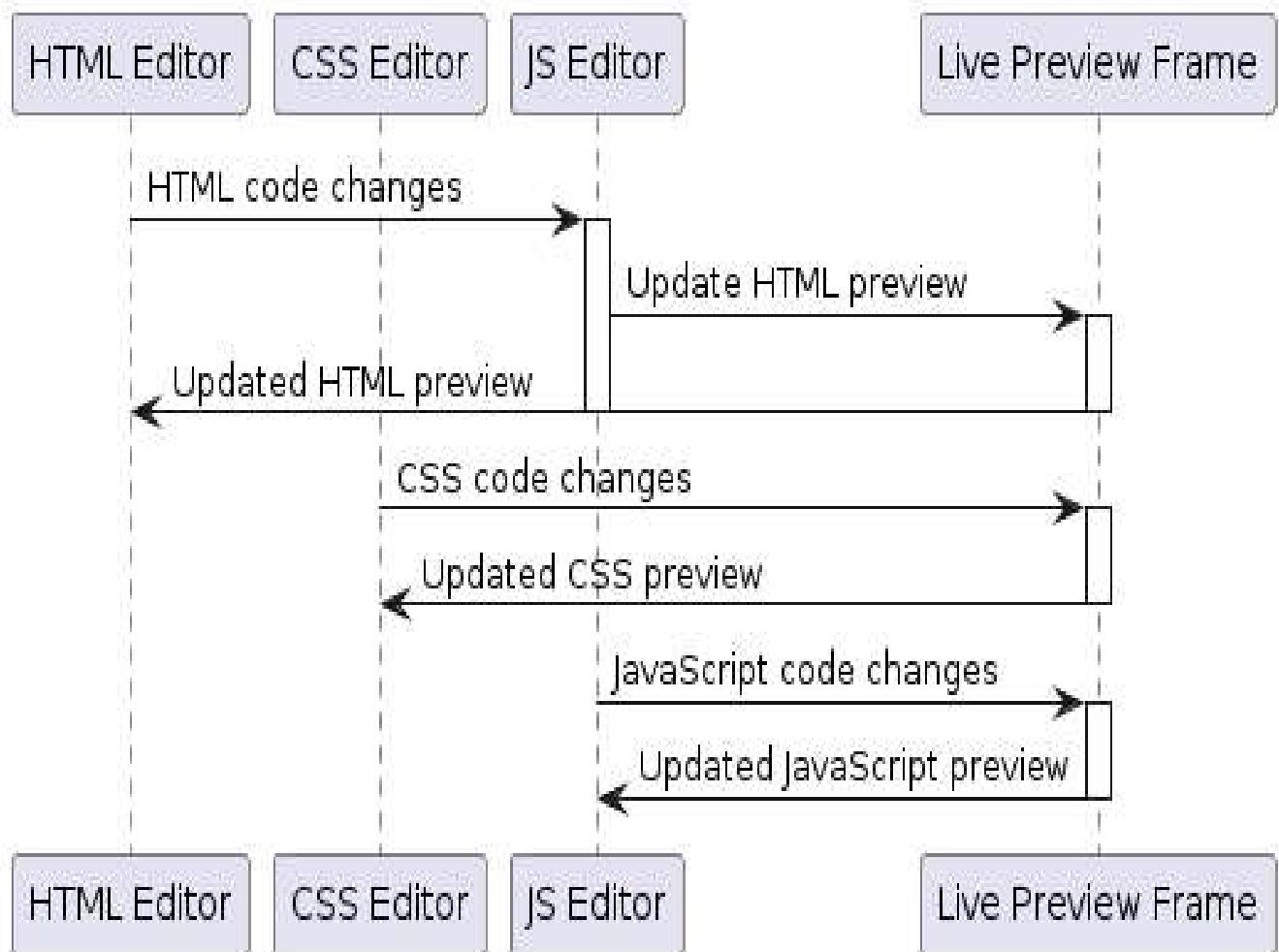


Level 2:



# LAB 7

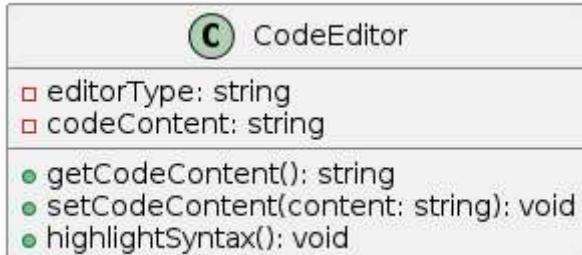
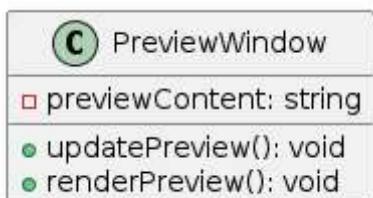
Objective : To Make a Sequence Diagram.



# LAB 8

## Objective :

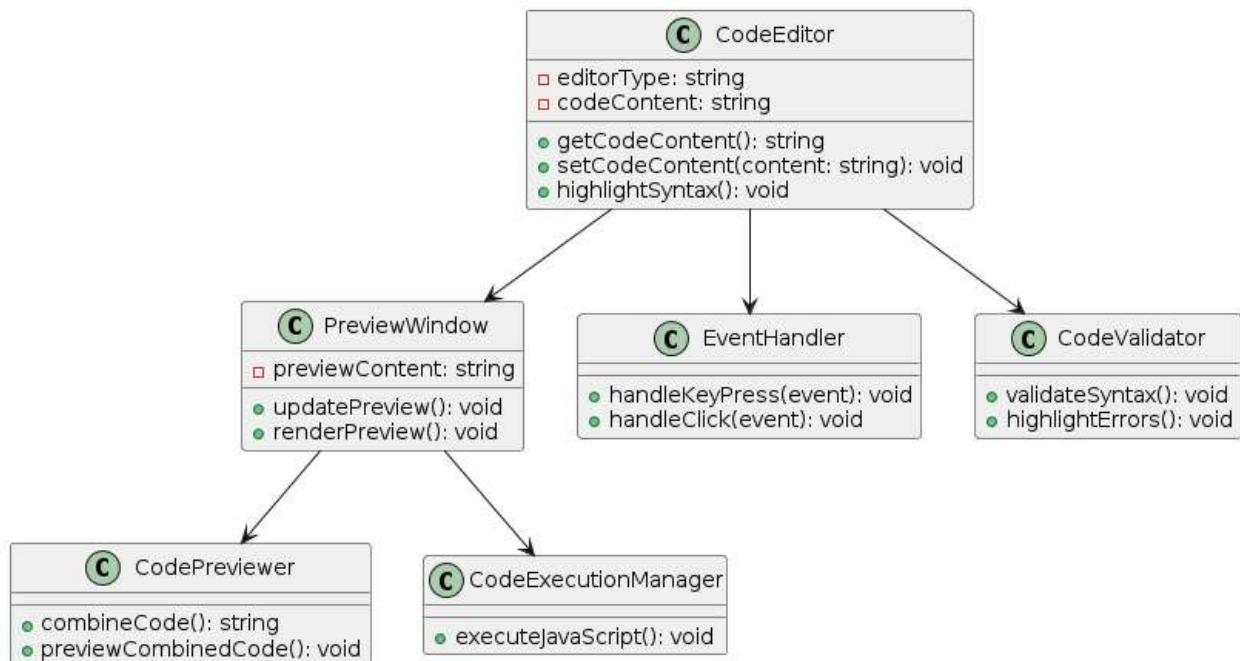
To identify the classes, their attributes and methods.



# LAB 9

## Objective :

To Make the Class Diagram .



```
1  <!DOCTYPE html>
2  <html lang="en">
3
4  <head>
5      <meta charset="UTF-8">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/codemirror.min.css">
8      <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/theme/panda-syntax.min.css">
9      <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/addon/hint/show-hint.min.css">
10     <link rel="stylesheet" href="style.css">
11     <title>Live Code Editor </title>
12 </head>
13
14 <body>
15
16     <!-- Login Form -->
17     <div id="loginForm">
18         <input type="email" id="email" placeholder="Email">
19         <input type="password" id="password" placeholder="Password">
20         <button id="loginButton">Login</button>
21     </div>
22
23     <!-- Code Editors (Initially hidden) -->
24     <div id="codeEditors" style="display: none;">
25         <div class="code-box">
26             <div class="editor" id="html"></div>
27             <div class="editor" id="css"></div>
28             <div class="editor" id="js"></div>
29         </div>
30         <div class="preview">
31             <iframe id="live-preview"></iframe>
32         </div>
33     </div>
34
35     <script src="https://www.gstatic.com/firebasejs/9.0.2.firebaseio-app.js"></script>
36     <script src="https://www.gstatic.com/firebasejs/9.0.2.firebaseio-auth.js"></script>
37     <script src="https://www.gstatic.com/firebasejs/9.0.2.firebaseio-firebase.js"></script>
38     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/codemirror.min.js"></script>
39     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/mode/htmlmixed/htmlmixed.min.js"></script>
40     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/mode/css/css.min.js"></script>
41     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/mode/javascript/javascript.min.js"></script>
42     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/addon/edit/closetag.min.js"></script>
43     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/addon/edit/closebrackets.min.js"></script>
44     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/addon/hint/show-hint.min.js"></script>
45     <script src="https://cdnjs.cloudflare.com/ajax/libs/codemirror/6.65.7/mode/xml/xml.min.js"></script>
46     <script type="module">
47         // Import the functions you need from the SDKs you need
48         import { initializeApp } from "https://www.gstatic.com/firebasejs/10.11.1.firebaseio-app.js";
49         import { getAnalytics } from "https://www.gstatic.com/firebasejs/10.11.1.firebaseio-analytics.js";
50
51         import { getAuth, createUserWithEmailAndPassword } from "firebase/auth";
52         // TODO: Add SDKs for Firebase products that you want to use
53         // https://firebase.google.com/docs/web/setup#available-libraries
54
55         // Your web app's Firebase configuration
56         // For Firebase JS SDK v7.20.0 and later, measurementId is optional
57         const firebaseConfig = {
58             apiKey: "AIzaSyBvOoI1f3kg1YyR35UQMEGrTElJt4ZS9Mo",
59             authDomain: "livecodeeditor-808ed.firebaseioapp.com",
60             projectId: "livecodeeditor-808ed",
61             storageBucket: "livecodeeditor-808ed.appspot.com",
62             messagingSenderId: "818373088803",
63             appId: "1:818373088803:web:d477fabf98bd9924834396",
64             measurementId: "G-1NG57GRQ2M"
65         };
66
67         // Initialize Firebase
68         const app = initializeApp(firebaseConfig);
69         const analytics = getAnalytics(app);
70     </script>
71     <script>
72
73
74
75         // Function to handle login
76         function login() {
77             const email = document.getElementById("email").value;
78             const password = document.getElementById("password").value;
79
80             firebase.auth().signInWithEmailAndPassword(email, password)
81                 .then((userCredential) => {
82                     // Signed in
83                     const user = userCredential.user;
84                     console.log(user);
85                     // Hide Login form and show code editors
86                     document.getElementById("loginForm").style.display = "none";
87                     document.getElementById("codeEditors").style.display = "block";
88                     // Initialize code editors and set up live preview studio
89                     setupLivePreviewStudio();
90                 })
91                 .catch((error) => {
92                     const errorCode = error.code;
93                     const errorMessage = error.message;
94                     alert(errorMessage);
95                 });
96         }
97     </script>
```

```

97
98 // Event Listener for Login button
99 document.getElementById("loginButton").addEventListener("click", login);
100
101 // Catching commonly used elements to minimize dom queries
102 const livePreviewFrame = document.getElementById('live-preview');
103 const htmlEditor = document.getElementById('html');
104 const cssEditor = document.getElementById('css');
105 const jsEditor = document.getElementById('js');
106
107 // Function to set up the Live preview iframe and include necessary scripts
108 function initializeLivePreview() {
109     livePreviewFrame.contentWindow.document.body.innerHTML = '';
110     const styleElement = document.createElement('style');
111     styleElement.setAttribute('id', 'live-preview-style');
112     livePreviewFrame.contentWindow.document.head.appendChild(styleElement);
113
114     const pagedJsScript = document.createElement('script');
115     pagedJsScript.src = 'https://unpkg.com/pagedjs/dist/paged.legacy.polyfill.js';
116     livePreviewFrame.contentWindow.document.head.appendChild(pagedJsScript);
117 }
118
119 // Function to update the Live preview iframe with the html code from editor
120 function updateLiveHTMLPreview(codeEditors) {
121     livePreviewFrame.contentWindow.document.body.innerHTML = codeEditors.html.getValue();
122 }
123
124 // Function to update the Live preview iframe with the css code from editor
125 function updateLiveCSSPreview(codeEditors) {
126     const styleElement = livePreviewFrame.contentWindow.document.getElementById('live-preview-style');
127     styleElement.innerHTML = codeEditors.css.getValue();
128 }
129
130 // Function to update the Live preview iframe with the js code from editor
131 function updateLiveJSPreview(codeEditors) {
132     const scriptElement = document.createElement('script');
133     scriptElement.innerHTML = codeEditors.js.getValue();
134     livePreviewFrame.contentWindow.document.body.appendChild(scriptElement);
135 }
136
137 // Function to initialize CodeMirror editors for html, css and javascript
138 function initializeCodeEditors() {
139     function getDefaultOptions(object) {
140         const defaultOptions = {
141             lineNumbers: true,
142             autoCloseTags: true,
143             autoCloseBrackets: true,
144             theme: 'panda-syntax'
145         };
146         if (object) {
147             const keys = Object.keys(object);
148             for (const key of keys) {
149                 defaultOptions[key] = object[key];
150             }
151         }
152         return defaultOptions;
153     }
154
155     const codeEditors = {
156         html: CodeMirror(htmlEditor, getDefaultOptions({
157             mode: 'text/html',
158             value: ''
159         })),
160         css: CodeMirror(cssEditor, getDefaultOptions({
161             mode: 'css',
162             value: '',
163             extraKeys: { 'Ctrl-Space': 'autocomplete' },
164             hintOptions: {
165                 completeSingle: false,
166                 closeOnUnfocus: false
167             }
168         })),
169         js: CodeMirror(jsEditor, getDefaultOptions({
170             mode: 'javascript',
171             value: ''
172         })),
173     };
174     return codeEditors;
175 }
176
177 // Function to set up the Live preview studio with CodeMirror editors and event listeners
178 function setupLivePreviewStudio() {
179     const codeEditors = initializeCodeEditors();
180
181     // Event Listener for changes in HTML editor
182     CodeMirror.on(codeEditors.html, 'change', () => {
183         updateLiveHTMLPreview(codeEditors);
184     });
185
186     // Event Listener for changes in CSS editor
187     CodeMirror.on(codeEditors.css, 'change', () => {
188         updateLiveCSSPreview(codeEditors);
189     });
190
191     // Event Listener for changes in HTML editor
192     CodeMirror.on(codeEditors.js, 'change', () => {
193         updateLiveJSPreview(codeEditors);
194     });
195 }
196
197 // Event Listener to set up the Live preview studio after the dom is fully Loaded
198 document.addEventListener('DOMContentLoaded', () => {
199     initializeLivePreview();
200 });
201 </script>
202 </body>
203 </html>
204

```

```
1 @import url('https://fonts.googleapis.com/css2?family=Source+Sans+3:wght@300;400;500;600;700&display=swap');
2
3 body{
4     margin: 0;
5 }
6
7 .container{
8     font-family: "Source Sans 3", sans-serif;
9 }
10
11 .header{
12     background: #000;
13     color: #fff;
14     height: 60px;
15     border-bottom: 5px solid #333;
16 }
17
18 .header .title{
19     padding: 0.5rem;
20 }
21
22 .header .title .main-title{
23     font-size: 18px;
24     font-weight: 600;
25 }
26
27 .header .title .sub-title{
28     font-size: 14px;
29 }
30
31 .header .title .sub-title span{
32     color: #999;
33 }
34
35 .editor{
36     width: 33.33%;
37     height: 100%;
38     float: left;
39     box-sizing: border-box;
40     position: relative;
41 }
42
43 .editor #html{
44     border-right: 1px solid #777;
45 }
46
47 .editor #css{
48     border-left: 20px solid #333;
49     border-right: 1px solid #777;
50 }
51
52 .editor #js{
53     border-left: 20px solid #333;
54 }
55
56 .code-box{
57     position: relative;
58     height: calc(50vh - 4.6rem);
59     border-top: 1px solid #000;
60     border-bottom: 10px solid #333;
61     overflow: hidden;
62 }
63
64 .preview{
65     position: relative;
66     height: calc(90vh - 30px);
67     background: #fff;
68     border-top: 10px ridge #333;
69 }
70
71 .preview iframe{
72     width: 100%;
73     height: 100%;
74 }
75
76 ::-webkit-scrollbar{
77     width: 5px;
78     height: 5px;
79 }
80
81 ::-webkit-scrollbar-track{
82     background: transparent;
83 }
84
85 ::-webkit-scrollbar-thumb{
86     background: #555;
87     border-radius: 20px;
88 }
```

```
1 // Catching commonly used elements to minimize dom queries
2 const livePreviewFrame = document.getElementById('live-preview');
3 const htmlEditor = document.getElementById('html');
4 const cssEditor = document.getElementById('css');
5 const jsEditor = document.getElementById('js');
6
7 // Function to set up the Live preview iframe and include necessary scripts
8 function initializeLivePreview() {
9     livePreviewFrame.contentWindow.document.body.innerHTML = '';
10    const styleElement = document.createElement('style');
11    styleElement.setAttribute('id', 'live-preview-style');
12    livePreviewFrame.contentWindow.document.head.appendChild(styleElement);
13
14    const pagedJsScript = document.createElement('script');
15    pagedJsScript.src = 'https://unpkg.com/pagedjs/dist/paged.legacy.polyfill.js';
16    livePreviewFrame.contentWindow.document.head.appendChild(pagedJsScript);
17 }
18
19 // Function to update the Live preview iframe with the html code from editor
20 function updateLiveHTMLPreview(codeEditors) {
21     livePreviewFrame.contentWindow.document.body.innerHTML = codeEditors.html.getValue();
22 }
23
24 // Function to update the Live preview iframe with the css code from editor
25 function updateLiveCSSPreview(codeEditors) {
26     const styleElement = livePreviewFrame.contentWindow.document.getElementById('live-preview-style');
27     styleElement.innerHTML = codeEditors.css.getValue();
28 }
29
30 // Function to update the Live preview iframe with the js code from editor
31 function updateLiveJSPreview(codeEditors) {
32     const scriptElement = document.createElement('script');
33     scriptElement.innerHTML = codeEditors.js.getValue();
34     livePreviewFrame.contentWindow.document.body.appendChild(scriptElement);
35 }
36
37 // Function to initialize CodeMirror editors for html, css and javascript
38 function initializeCodeEditors() {
39     function getDefaultOptions(object) {
40         const defaultOptions = {
41             lineNumbers: true,
42             autoCloseTags: true,
43             autoCloseBrackets: true,
44             theme: 'panda-syntax'
45         };
46         if (object) {
47             const keys = Object.keys(object);
48             for (const key of keys) {
49                 defaultOptions[key] = object[key];
50             }
51         }
52         return defaultOptions;
53     }
54
55     const codeEditors = {
56         html: CodeMirror(htmlEditor, getDefaultOptions({
57             mode: 'text/html',
58             value: '',
59         })),
60         css: CodeMirror(cssEditor, getDefaultOptions({
61             mode: 'css',
62             value: '',
63             extraKeys: { 'Ctrl-Space': 'autocomplete' },
64             hintOptions: {
65                 completeSingle: false,
66                 closeOnUnfocus: false
67             }
68         })),
69         js: CodeMirror(jsEditor, getDefaultOptions({
70             mode: 'javascript',
71             value: ''
72         })),
73     };
74     return codeEditors;
75 }
76
77 // Function to set up the Live preview studio with CodeMirror editors and event listeners
78 function setupLivePreviewStudio() {
79     const codeEditors = initializeCodeEditors();
80
81     // Event Listener for changes in HTML editor
82     CodeMirror.on(codeEditors.html, 'change', () => {
83         updateLiveHTMLPreview(codeEditors);
84     });
85
86     // Event Listener for changes in CSS editor
87     CodeMirror.on(codeEditors.css, 'change', () => {
88         updateLiveCSSPreview(codeEditors);
89     });
90
91     // Event Listener for changes in HTML editor
92     CodeMirror.on(codeEditors.js, 'change', () => {
93         updateLiveJSPreview(codeEditors);
94     });
95 }
96
97 // Event Listener to set up the Live preview studio after the dom is fully Loaded
98 document.addEventListener('DOMContentLoaded', () => {
99     initializeLivePreview();
100    setupLivePreviewStudio();
101});
```