

Team D Terminal Application Design Document

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Architecture Overview

The application follows a modular, object-oriented design pattern with clear separation of concerns between the UI components and terminal functionality and was built with Python and PyQt6. The architecture consists of three main components:

Core Classes

1. **MainWindow** (`main_window.py`)
 - Primary application window class
 - Manages the overall UI layout and styling
 - Handles global shortcuts and command routing
 - Key attributes:
 - `terminal`: Instance of TerminalWidget
 - `current_dir_label`: Displays current working directory
2. **TerminalWidget** (`terminal_widget.py`)
 - Core terminal emulation class
 - Inherits from `QPlainTextEdit`
 - Manages command processing, history, and file operations
 - Key components:
 - Command history management
 - File system operations
 - Custom key event handling
 - Terminal styling and formatting

Data Structures

1. **Command History**
 - Implementation: Python list (`self.command_history`)
 - Tracks previously entered commands

- Supports up/down arrow navigation
- Maintains current history index

2. File System State

- Uses `pathlib.Path` for path manipulation
- Tracks current directory (`self.current_directory`)
- Maintains last prompt position (`self.last_prompt_position`)

Key Algorithms

1. Command Processing

- Pattern: Command pattern
- Implementation: `process_command()` method
- Parses input into command and arguments
- Routes to appropriate handler method

2. Directory Navigation

- Uses path resolution algorithm
- Handles relative/absolute paths
- Supports multiple-level navigation (e.g., `...`)

3. File Operations

- CRUD operations for files and directories
- Recursive directory removal
- Safe file system manipulation with error handling

Component Details

Terminal Widget Features

1. Input Handling

- Custom `KeyPressEvent` handler
- Prevents editing of prompt area
- Supports command history navigation
- Handles special keys (Home, Backspace, etc.)

2. Display Formatting

- Custom prompt generation
- ANSI-style color support
- Formatted directory listings
- Welcome message and help text formatting

3. File System Operations

- Create/delete files and directories

- Read/write file contents
- Directory listing with metadata
- Safe recursive operations

Event System

1. Signals

- `commandEntered`: Emitted when command is executed
- Used for command routing and UI updates

2. Command Confirmation

- State-based confirmation system for dangerous operations
- Maintains operation context during confirmation

Technical Implementation

Path Management

```
```python
Example of path resolution algorithm
def change_directory(self, directory):
 try:
 if directory.startswith('.'):
 dot_count = directory.count('.')
 new_dir = self.current_directory
 for _ in range(dot_count):
 new_dir = new_dir.parent
 else:
 normalized_path = directory.replace("\\", '/')
 new_dir = (Path(normalized_path) if normalized_path.startswith('/')
 else self.current_directory / normalized_path)
 new_dir = new_dir.resolve()
 # Additional validation...
 except Exception as e:
 self.appendPlainText(f"\nError changing directory: {e}")
...
```
```

Command Processing

```
```python
def process_command(self, command):
 parts = command.split()
 if not parts:
 return
...
```
```

```
command_map = {  
    "help": self.show_help_message,  
    "mkdir": self.create_directory,  
    "rmdir": self.remove_directory,  
    # ... additional commands  
}  
  
if parts[0] in command_map:  
    command_map[parts[0]](*parts[1:])  
...
```

Performance Considerations

1. Memory Management

- Command history size limitation
- Efficient text buffer management
- Smart prompt position tracking

2. File Operations

- Asynchronous file operations for large files
- Buffered reading/writing
- Safe path manipulation

3. UI Responsiveness

- Debounced updates
- Efficient rendering
- Command queue management