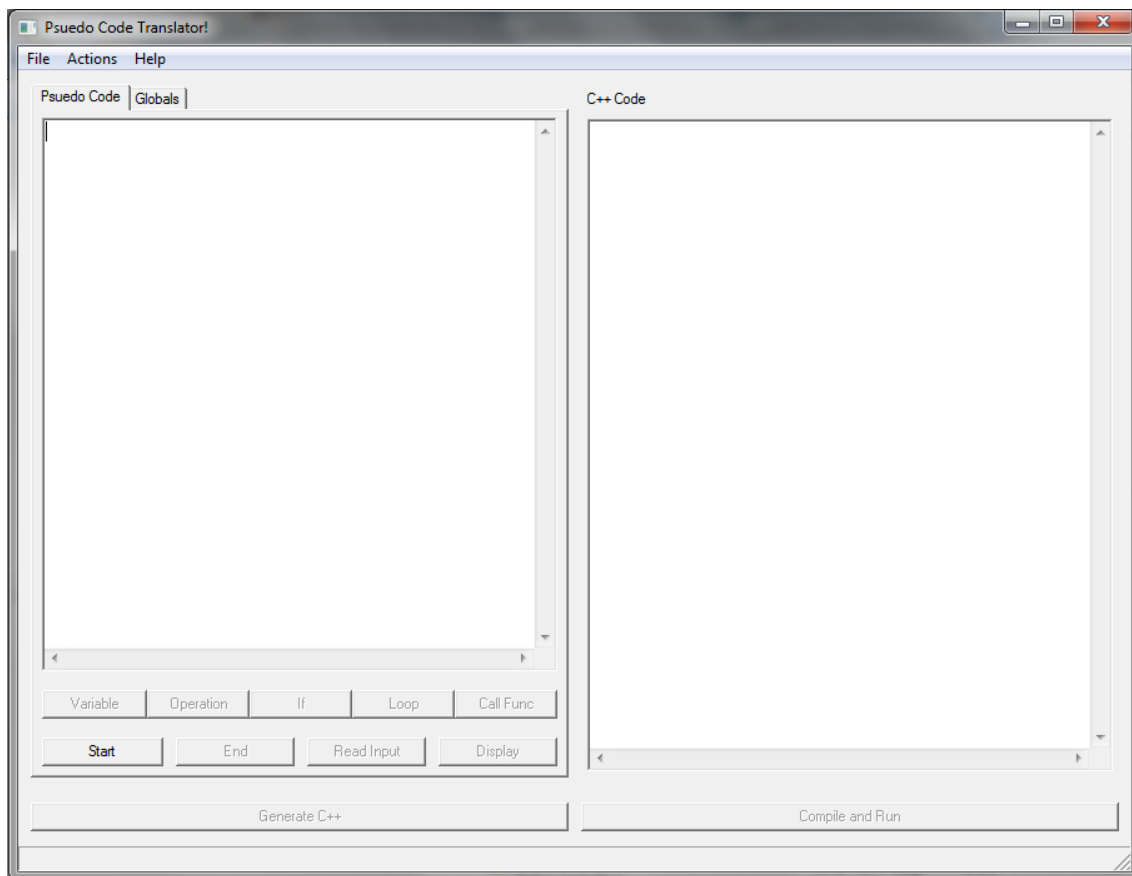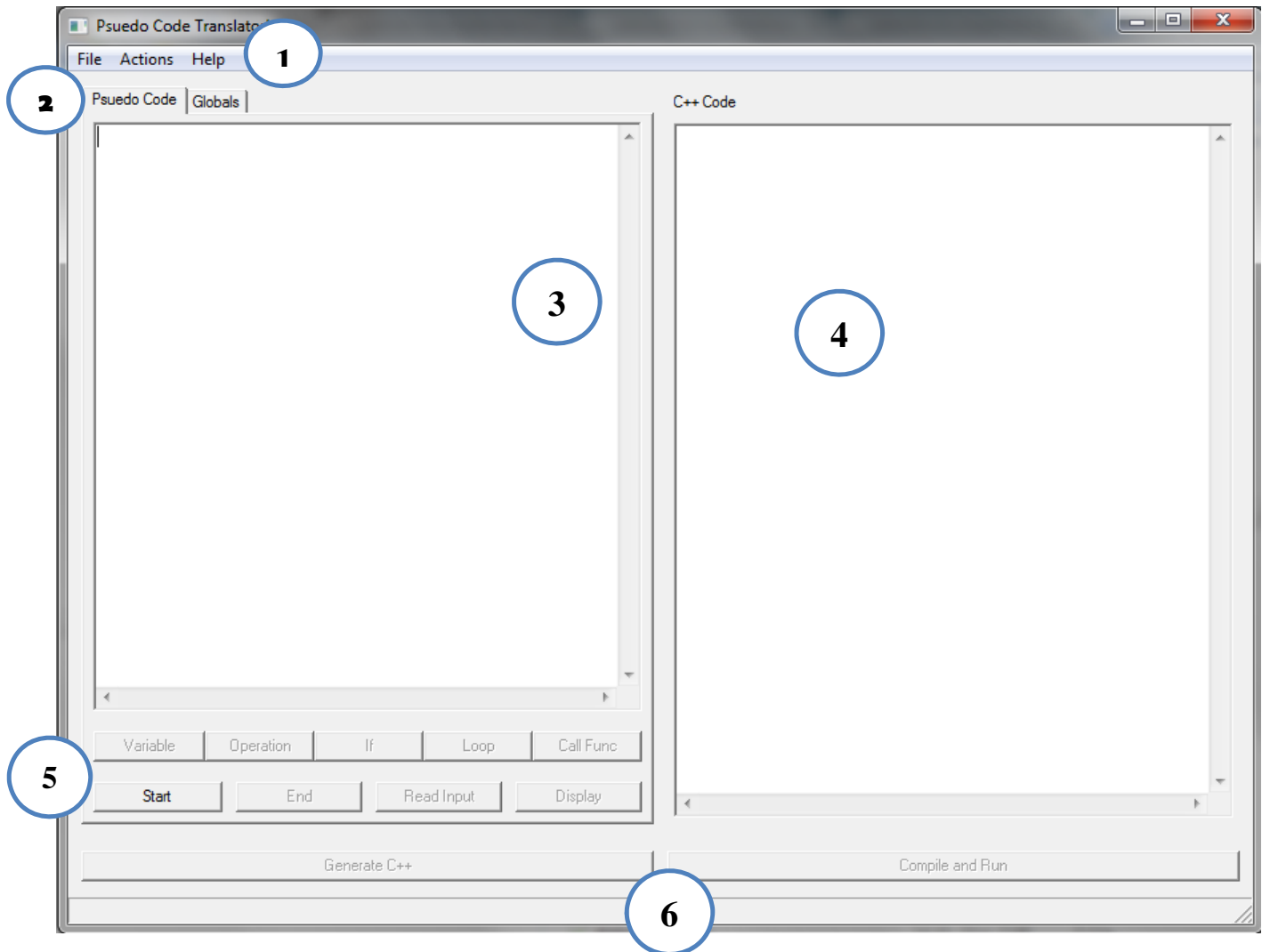# Pseudo Code Translator

Help File

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The Main User Interface

1. Menu Bar

2. Toggle buttons to switch between pseudo code editor and global variables and class editors

3. Editor for pseudo code

4. Editor for generated c++ code

5. Quick Insert Buttons

6. C++ Related Operations

<u>The Quick Insert Buttons</u>

- **Start Button** – This is used to define any non-member or member function (including main function). The user interface of the start dialog comprises of a dropdown for the return type, options for returning a pointer, function name, class name if it is a member function, and the parameters. We also have a check box that allows the user to define the main function of the form (int main ( )).
- **End Button** – This button is used to end the definition of the current block of code. It may be an if block, else if block, else block, a loop construct, or the entire function.
- **Variable Button** – This button is used for creating a variable. Clicking this button opens up a dialog and allows the user to select the type of variable as well as enter its name and other details.
- **Operation Button-** This button is used to insert code to perform any operation. It can be used to perform statements like: Sum = Sum + 1 or break or return 0
- **If Button** – This button is used to insert an if block, where the user is expected to provide a condition. The program then indents the subsequent steps and also handles the step numbers accordingly. The if dialog provides options for else – if and else blocks as well.
- **Loop Button** – The loop button is used to insert a looping construct. It currently supports inserting for and while loops.
- **Call Func Button** – This button is used to insert a function call. The dialog allows for storing the returned value of functions (if any) , in a specified variable, and also supports calling of member functions using an object.
- **Read input and Display Buttons** – These buttons are used to insert code for input and output statements.

The program also features tool tips for every dialog box that is created. This is displayed when hovering the mouse over a particular control in the program.

The Menu Bar consists of the following menu sets:

File Menu - Actions Menu - Help Menu

<u>File Menu</u>

Consists of the following options:

- New – To start a new pseudo code file
- Open – To open and continue editing an existing pseudo code file
- Save, Save As – To save the current pseudo code file
- Exit – To safely quit the program

Actions Menu

Consists of the following options:

- Clear – To clear all the editors.
- Include Libraries – To manage library includes for the program. Contains iostream by default
- Generate C++ – To convert the current pseudo code to its equivalent C++ code.
- Save as .cpp – To save the converted c++ code to a cpp file.

Help Menu - Provides information about the developers and version number of the project.