

File manager

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

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Chapter 2

File Documentation

2.1 include/func.h File Reference

Functions

- void ** [draw_menu](#) (int start_col)
- void [print](#) (WINDOW *win, char **filenames, int count, int user_pos, int color_bg)
- void [no_print_line](#) (WINDOW *win, char **filenames, int count)
- char ** [direct](#) (char *dp, int *count)
- void [color_pair](#) (WINDOW *win, int color_bg)
- void [init_win](#) ()
- void [window](#) ()

2.1.1 Function Documentation

2.1.1.1 void [color_pair](#) (WINDOW * *win*, int *color_bg*)

[Color_pair](#) - function that initializes the color palette. Specifies the color template used to decorate the windows.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.1.1.2 char** [direct](#) (char * *dp*, int * *count*)

[Direct](#) - the function reads the contents of the directory and stores it in an array (in lexicographical order).

Parameters

<i>dp</i>	- the parameter that stores the path of a directory whose contents need to be read
<i>count</i>	- parameter that is responsible for the number of files in the directory

Returns

an array of file names(filenames)

2.1.1.3 void** draw_menu (int *start_col*)

Draw_panel - creation of upper and lower panels

Parameters

<i>start_col</i>	- color panel parameter
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Returns

EXIT_SUCCESS in case of success

2.1.1.4 void init_win ()

Init_win - initializing library ncurses

2.1.1.5 void no_print_line (WINDOW * *win*, char ** *filenames*, int *count*)

No_print_line - the function displays a list of files without highlighting the user's position. Used for output in a passive window.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>filenames</i>	- parameter that passes the elements of the array that are needed display
<i>count</i>	- number of array elements

2.1.1.6 void print (WINDOW * *win*, char ** *filenames*, int *count*, int *user_pos*, int *color_bg*)

Print - output files to the screen with the highlight of the position on which the user is located. Used for the active window.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>filenames</i>	- tarameter that passes the elements of the array that are needed display
<i>count</i>	- number of array elements
<i>user_pos</i>	- the parameter responsible for the position in which the user is located
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.1.1.7 void window ()

Window - the function is responsible for creating and drawing windows, and also calls the function to read directories, which displays all the files in it in the manager windows. Here you can also navigate the file manager (KEY_UP, KEY_DOWN, TAB, ENTER).

2.2 text_editor/func.h File Reference

Functions

- void [cycle](#) (WINDOW **my_win*, int *user_pos_X*, int *user_pos_Y*, int *row*, int *col*, char **filename*, int *count*)
- void [write_file](#) (char **filename*, char ***string*, int *count*, WINDOW **my_win*)

- char ** [read_file](#) (char *filename, int *count)
- void [color_pair](#) (WINDOW *win, int color_bg)
- void [window](#) (char *filename)

2.2.1 Function Documentation

2.2.1.1 void color_pair (WINDOW * win, int color_bg)

Color_pair - function that initializes the color palette. Specifies the color template used to decorate the windows.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.2.1.2 void cycle (WINDOW * my_win, int user_pos_X, int user_pos_Y, int row, int col, char * filename, int count)

Cycle - performs processing of keystrokes.

Parameters

<i>my_win</i>	- The parameter that passes the pointer to the window. Needed in order to use the move cursor command
<i>user_pos_X</i>	- the parameter responsible for the position of the user in the rows
<i>user_pos_Y</i>	- the parameter responsible for the position of the user in the column
<i>row</i>	- parameter, which stores the number of rows
<i>col</i>	- parameter, which stores the number of columns
<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>count</i>	- the parameter that counts the number of lines in a file

2.2.1.3 char** read_file (char * filename, int * count)

Read_file - the function reads each line of the file and writes it to an array of strings.

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>count</i>	- the parameter that counts the number of lines in a file

Returns

an array of strings

2.2.1.4 void window (char * filename)

Window - creates a window in which the contents of the file are output

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
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2.2.1.5 void write_file (char * filename, char ** string, int count, WINDOW * my_win)

Write_file - function allows you to enter words from the keyboard that will be written to a file

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>string</i>	- array of new lines to be written to the file
<i>count</i>	- the parameter that counts the number of lines in a file
<i>my_win</i>	- The parameter that passes the pointer to the window. Needed in order to use the move cursor command

2.3 lib/func.c File Reference

```
#include <stdlib.h>
#include <termios.h>
#include <sys/ioctl.h>
#include <signal.h>
#include <curses.h>
#include <stdio.h>
#include <malloc.h>
#include <dirent.h>
#include <string.h>
#include "../include/func.h"
#include <unistd.h>
#include <sys/wait.h>
#include <sys/stat.h>
#include <sys/types.h>
```

Macros

- `#define _SVID_SOURCE`
- `#define MAX_LENGTH 255`

Functions

- void ** `draw_menu` (int start_col)
- void `print` (WINDOW *win, char **filenames, int count, int user_pos, int color_bg)
- void `no_print_line` (WINDOW *win, char **filenames, int count)
- char ** `direct` (char *dp, int *count)
- void `color_pair` (WINDOW *win, int color_bg)
- void `init_win` ()
- void `window` ()

2.3.1 Macro Definition Documentation

2.3.1.1 #define _SVID_SOURCE

2.3.1.2 #define MAX_LENGTH 255

2.3.2 Function Documentation

2.3.2.1 void color_pair (WINDOW * win, int color_bg)

Color_pair - function that initializes the color palette. Specifies the color template used to decorate the windows.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.3.2.2 char direct (char * dp, int * count)**

Direct - the function reads the contents of the directory and stores it in an array (in lexicographical order).

Parameters

<i>dp</i>	- the parameter that stores the path of a directory whose contents need to be read
<i>count</i>	- parameter that is responsible for the number of files in the directory

Returns

an array of file names(filenamees)

2.3.2.3 void draw_menu (int start_col)**

Draw_panel - creation of upper and lower panels

Parameters

<i>start_col</i>	- color panel parameter
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Returns

EXIT_SUCCESS in case of success

2.3.2.4 void init_win ()

Init_win - initializing library ncurses

2.3.2.5 void no_print_line (WINDOW * win, char ** filenames, int count)

No_print_line - the function displays a list of files without highlighting the user's position. Used for output in a passive window.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>filenames</i>	- parameter that passes the elements of the array that are needed display
<i>count</i>	- number of array elements

2.3.2.6 void print (WINDOW * win, char ** filenames, int count, int user_pos, int color_bg)

Print - output files to the screen with the highlight of the position on which the user is located. Used for the active window.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>filenames</i>	- tarameter that passes the elements of the array that are needed display
<i>count</i>	- number of array elements
<i>user_pos</i>	- the parameter responsible for the position in which the user is located
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.3.2.7 void window ()

Window - the function is responsible for creating and drawing windows, and also calls the function to read directories, which displays all the files in it in the manager windows. Here you can also navigate the file manager (KEY_UP, KEY_DOWN, TAB, ENTER).

2.4 text_editor/func.c File Reference

```
#include <stdlib.h>
#include <termios.h>
#include <sys/ioctl.h>
#include <signal.h>
#include <curses.h>
#include <stdio.h>
#include <malloc.h>
#include <dirent.h>
#include <string.h>
#include "func.h"
#include <unistd.h>
```

Macros

- `#define _SVID_SOURCE`

Functions

- void `cycle` (WINDOW *my_win, int user_pos_X, int user_pos_Y, int row, int col, char *filename, int count)
- void `write_file` (char *filename, char **string, int count, WINDOW *my_win)
- char ** `read_file` (char *filename, int *count)
- void `color_pair` (WINDOW *win, int color_bg)
- void `window` (char *filename)

2.4.1 Macro Definition Documentation

2.4.1.1 #define _SVID_SOURCE

2.4.2 Function Documentation

2.4.2.1 void color_pair (WINDOW * win, int color_bg)

Color_pair - function that initializes the color palette. Specifies the color template used to decorate the windows.

Parameters

<i>win</i>	- the parameter that passes a pointer to the window into which it is necessary list files
<i>color_bg</i>	- the parameter responsible for the highlight color of the position in which the user is located

2.4.2.2 void cycle (WINDOW * my_win, int user_pos_X, int user_pos_Y, int row, int col, char * filename, int count)

Cycle - performs processing of keystrokes.

Parameters

<i>my_win</i>	- The parameter that passes the pointer to the window. Needed in order to use the move cursor command
<i>user_pos_X</i>	- the parameter responsible for the position of the user in the rows
<i>user_pos_Y</i>	- the parameter responsible for the position of the user in the column
<i>row</i>	- parameter, which stores the number of rows
<i>col</i>	- parameter, which stores the number of columns
<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>count</i>	- the parameter that counts the number of lines in a file

2.4.2.3 char** read_file (char * filename, int * count)

Read_file - the function reads each line of the file and writes it to an array of strings.

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>count</i>	- the parameter that counts the number of lines in a file

Returns

an array of strings

2.4.2.4 void window (char * filename)

Window - creates a window in which the contents of the file are output

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
-----------------	---

2.4.2.5 void write_file (char * filename, char ** string, int count, WINDOW * my_win)

Write_file - function allows you to enter words from the keyboard that will be written to a file

Parameters

<i>filename</i>	- the parameter contains the name of the file that you want to open
<i>string</i>	- array of new lines to be written to the file
<i>count</i>	- the parameter that counts the number of lines in a file

<i>my_win</i>	- The parameter that passes the pointer to the window. Needed in order to use the move cursor command
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2.5 src/main.c File Reference

```
#include <stdlib.h>
#include <termios.h>
#include <sys/ioctl.h>
#include <signal.h>
#include <curses.h>
#include <stdio.h>
#include <malloc.h>
#include <dirent.h>
#include <string.h>
#include "../include/func.h"
```

Functions

- int [main](#) ()

2.5.1 Function Documentation

2.5.1.1 int main ()

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Warning

For the text editor to work, you must specify the environment variable "export PATH=\$PATH:\$PWD" Main - the function of the main lines makes a call to the main part of the program - initializing and drawing windows, reading directories and files, displaying them on the screen, etc.

Returns

0 if the program finishes successfully

2.6 text_editor/main.c File Reference

```
#include <stdio.h>
```

Functions

- int `main` (int argc, char **argv)

2.6.1 Function Documentation

2.6.1.1 int main (int *argc*, char ** *argv*)

Main - takes the name of the file that needs to be opened and passed to the function `Windows()` 0 if the program finishes successfully

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