

Design Diary 6,

For this milestone, I was able to make the code work along with the TextEditor code, since I had milestone 6 working in a different folder and .cpp. The most difficult task about this milestone was trying to ignore the space and empty lines. As shown in my milestone6.gif walk through of my code, the spacing was not being ignored and thus when checking on the file where the binary is sent there seems to be repeated code/words instead of just one. Overall, I also was able to fix my TextEditor from previous milestones. As of right now, my code for the Text Editor is able to display a given/hardcoded .txt to display/read and save to. In addition, I was able to fix the status bar at the bottom to show what the user what key they are pressing and what it does (e.g. pressing “s” let’s the use save the file and after typing “s” and pressing enter, the status bar says “Saved to file!”). Furthermore, another issue I think was somewhat difficult was that I had to consistently delete previous .compressed.txt and .code.txt files in order for the new saved .txt to save the current .txt file. For example, when inputting new words, compiling and checking the files, the .compressed.txt and .code.txt files hadn’t updated to the new inputs. It may be that it is running a bit behind, but I just kept deleting the files from previous runs in order to have a better consistency. An advice for future students, check files if they are consistent because most likely it’s not your code that might be wrong, it might just be a bit delayed thus erase some of the previous files so as to not cause confusion.