

Design Diary 1,

A difficult task I encountered when working on the first milestone was that there was lots of reading over the manual and the user's guide for PDCurses. Also, trial and error in choosing what functions worked and which ones didn't on the GUI that was being coded. However, I was able to use a tutorial from youtube that I had added to my readme.md, where it sort of gave me an idea of what and how PDCurses works and also plan out what aspects of the text editor GUI I should start. Overall, the first milestone was basically trying out different functions, I still haven't yet figured out quite well how to add the spacing to the menu I was able to make based off the tutorial. In addition, I was able to figure out, somewhat, how to also change the sizing of the box I was able to put the menu but I also haven't been able to make the menu go to the top corner since the spacing of the titles/tabs are not quite done yet. Furthermore, I was able to get the menu vertically just fine but after the first check-in, I might have to reconstruct how I want to build my text editor again. I would probably try and modify the menu. I'll probably just make more smaller functions of the menu in order to have more interactivity like floating panels. However, going back and forth with the manuals and user guide will still be a challenge of sorts when trying to code some aspects but I'll be able to build upon what I've learned and built so far. An advice I could give to a future student when first working on the text editor, try all the functions and also make a sort of blueprint on paper how you want the text editor to look like. With the blueprint, build little boxes that can hold the different sections of the text editor, for example, a box that emphasizes the entire section of the window and a box that holds the menu options and other boxes for the actual text input, etc.