Design Dairy 3,

For milestone #3, the hardest part was trying to create the file for the text so it can save some files, even though the title of the file I had hardcoded as "Untitled". Furthermore, while working on the saving files, it was hard trying to keep everything in main.cpp so I had to separate some aspects of the code into different .cpp files and also add more .h files that will go along with those .cpp files. Overall, I think this also helped me how to work around the code with how to implement some aspects, like using a status bar at the bottom left corner, when first running the program, the status bar would say that it is in normal mode which shows nothing if running for the first time or if already inserted some words and went back to the "normal mode" screen, then it would display what was typed by the user. Thus, when displaying this screen, the input of the user would not be able to delete what they had written in the first time since they exited the "insert mode" which is down by pressing the 'I' or 'i' letter which would switch the mode from "normal mode" to "insert mode" or vice versa. If at the end the user does decide to keep what they wrote, then they can press the letter 'S' or 's' to save the file and by pressing 'x' to exit program. I'm still working on trying to figure out how to have the status and how to prompt the user to save their file every time there is a certain amount of pause from the user typing or when there is a certain length of strings/characters that will make the prompt, "save file? " appear on the status bar.