## Project Proposal: Math Writer Software

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## What is the Math Writer Software?

- Writing your work for math problems can be slow, painful, and even unhealthy. These effects become especially noticeable when solving lengthier math problems.
- The Math Writer software aims to alleviate the struggles of writing work for solving math problems.
- The user is given a blank canvas, where they can use keyboard keys to place numbers and common math symbols like operations, square roots, fractions, integrals, powers, and limits.

## UML Class Diagram (Rough Draft)

+ Cursor

+ move\_cursor\_based on user\_input lint x-argument int y-argument) {
y moves only the cursor based on user input

terase\_math\_object (Meth\_object math\_object\_orgument) {
e-over the object at the cusor'r current coordinates

+ more \_cursor based\_on\_user\_input() {
}

recursor\_losed\_on\_user\_input(x, y);

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+ Program_Object

+ int x

+ int x

+ place_object (int x_organent, int x_organent, int new.coor_x_organent int new.coor_x_organent int new.coor_x_organent (unit new.coor_x_organent) \int \frac{1}{2} \\

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## Time Estimate

- I estimate that the project will take about a month to complete. I will need to draw all the images and write code for every math number and symbol.
- I will limit it to only the most common math symbols that are used up to Calculus math courses