



Homework 3

Software Engineering Principle

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Features

Gantt Chart

Used for planning project plan and tasks duration or deadline.

Class Diagram

Used for designing classes in the projects.

Interaction Diagram

Used for designing how classes interact each others in the projects.

Markdown Renderer for the task assignment page

How it works:

- As mentioned earlier, we can use markdown to express the task, ∴ we need a markdown renderer.

Implementation Approach:

- Use QEngineWebView Module in PyQt.

VS-Code Extension (OPTIONAL)

TODO extension in VS-Code with better description for the task and with team member(s) assigned to that task.

How it works:

- If you have comment with TODO in the front, you can add description of the task in a different entry and also in a markdown file.
- If you want to add a person in charge for that task (OPTIONAL), you can use @TEMP, where TEMP can be either role or team member names.
- After saved, you can access the TODO description as you hover and click to inspect task in the comment.

Implementation Approach:

- Scan through the file looking for comment with TODO in the front then keep the entry into the DB.
- We can edit the TODO description inside a external markdown file.

Page included in this homework

- **Task Assignment Page:** Page to edit TODO for task assignments with markdown supported for better view. User can choose whether to edit in the manual mode or external text editor and save file because it can also fetch from real .md files in the real program.

Code:

TaskAssignmentPageCode.py

```
import sys
from PySide6.QtWidgets import *
from PySide6.QtCore import *
from PySide6.QtWebEngineWidgets import *
import markdown as md

from TaskAssignmentPageUI import Ui_Form

class TaskAssignmentPage(QWidget):
    def __init__(self) -> None:
        QWidget.__init__(self, None)
        self.ui = Ui_Form()
        self.ui.setupUi(self)
        self.sync_preview = QWebEngineView()
        self.manual_preview = QWebEngineView()
        self.ui.web_engine_hbox.addWidget(self.sync_preview, 1)
        self.ui.preview_vbox_manual.addWidget(self.manual_preview, ]
            -> 1)
        self.current_mode_text = "Manual"
        self.text = "Type Here..."
        self.ui.editor.setPlaceholderText(self.text)
        self.ui.toggle_btn.clicked.connect(self.toggle_mode)
        self.ui.manual_convert_btn.clicked.connect(self.convert)
        self.ui.sync_convert_btn.clicked.connect(self.convert)
        self.ui.current_mode_label.setText(f"Mode:
            -> {self.current_mode_text}")
        self.ui.manual_save_btn.clicked.connect(self.save)
        self.ui.sync_save_btn.clicked.connect(self.save)
        self.ui.manual_load_btn.clicked.connect(self.load)
        self.ui.sync_load_btn.clicked.connect(self.load)

    def toggle_mode(self) -> None:
        if self.current_mode_text == "Sync":
            self.current_mode_text = "Manual"
            self.ui.mode_tab.setCurrentIndex(0)
            self.ui.current_mode_label.setText(f"Mode:
                -> {self.current_mode_text}")
```

```

else:
    self.current_mode_text = "Sync"
    self.ui.mode_tab.setCurrentIndex(1)
    self.ui.current_mode_label.setText(f"Mode:
        {self.current_mode_text}")

def convert(self) -> None:
    self.text = self.ui.editor.toPlainText()
    self.sync_preview.setHtml(md.markdown(self.text))
    self.manual_preview.setHtml(md.markdown(self.text))

def load(self) -> None:
    file_path, _ = QFileDialog.getOpenFileName(self,
        "Select a Markdown File",
        "",
        "Markdown Files (*.md)"
    )
    print(file_path)
    if not file_path:
        return None
    try:
        with open(file_path, "r+") as file:
            self.text = file.read()
            print(self.text)
            self.ui.editor.setPlainText(self.text)
    except Exception as e:
        d = QDialog(None)
        vbox = QVBoxLayout()
        label = QLabel()
        label.setText(str(e))
        vbox.addWidget(label)
        d.setLayout(vbox)

def save(self) -> None:
    file_path, _ = QFileDialog.getSaveFileName(self,
        "Select a Markdown File",
        "",
        "Markdown Files (*.md)"
    )

```

```
if not file_path:
    return None
try:
    with open(file_path, "w+") as file:
        file.write(self.text)
except Exception as e:
    d = QDialog(None)
    vbox = QVBoxLayout()
    label = QLabel()
    label.setText(str(e))
    vbox.addWidget(label)
    d.setLayout(vbox)

def main() -> None:
    app = QApplication(sys.argv)
    w = TaskAssignmentPage()
    w.show()
    sys.exit(app.exec())

if __name__ == "__main__":
    main()
```

TaskAssignmentPageUI.py

```
# -*- coding: utf-8 -*-

#####
# Form generated from reading UI file 'TaskAssignmentPage.ui'
##
## Created by: Qt User Interface Compiler version 6.10.1
##
## WARNING! All changes made in this file will be lost when
##         recompiling UI file!
#####

from PySide6.QtCore import (QCoreApplication, QDate, QDateTime,
                             QLocale,
                             QMetaObject, QObject, QPoint, QRect,
                             QSize, QTime, QUrl, Qt)
from PySide6.QtGui import (QBrush, QColor, QConicalGradient,
                           QCursor,
                           QFont, QFontDatabase, QGradient, QIcon,
                           QImage, QKeySequence, QLinearGradient, QPainter,
                           QPalette, QPixmap, QRadialGradient, QTransform)
from PySide6.QtWidgets import ( QApplication, QHBoxLayout, QLabel,
                               QPushButton,
                               QSizePolicy, QStackedWidget, QTextEdit, QVBoxLayout,
                               QWidget)

class Ui_Form(object):
    def setupUi(self, Form):
        if not Form.objectName():
            Form.setObjectName(u"Form")
        Form.resize(1280, 700)
        Form.setMinimumSize(QSize(0, 0))
        self.verticalLayout = QVBoxLayout(Form)
        self.verticalLayout.setObjectName(u"verticalLayout")
        self.navbar_hbox = QHBoxLayout()
        self.navbar_hbox.setObjectName(u"navbar_hbox")
        self.current_mode_label = QLabel(Form)
```

```

    self.current_mode_label.setObjectName(u"current_mode_label")
        ↳ ""
font = QFont()
font.setFamilies([u"CaskaydiaCove Nerd Font"])
font.setPointSize(16)
self.current_mode_label.setFont(font)

self.navbar_hbox.addWidget(self.current_mode_label)

self.toggle_btn = QPushButton(Form)
self.toggle_btn.setObjectName(u"toggle_btn")
sizePolicy = QSizePolicy(QSizePolicy.Policy.Fixed,
        ↳ QSizePolicy.Policy.Fixed)
sizePolicy.setHorizontalStretch(0)
sizePolicy.setVerticalStretch(0)
sizePolicy.setHeightForWidth(self.toggle_btn.sizePolicy(). .
        ↳ hasHeightForWidth())
self.toggle_btn.setSizePolicy(sizePolicy)
self.toggle_btn.setMinimumSize(QSize(0, 0))
self.toggle_btn.setFont(font)

self.navbar_hbox.addWidget(self.toggle_btn)

self.verticalLayout.addWidget(self.navbar_hbox)

self.mode_tab = QStackedWidget(Form)
self.mode_tab.setObjectName(u"mode_tab")
self.manual_mode_tab = QWidget()
self.manual_mode_tab.setObjectName(u"manual_mode_tab")
self.horizontalLayout = QHBoxLayout(self.manual_mode_tab)
self.horizontalLayout.setObjectName(u"horizontalLayout")
self.editor_vbox = QVBoxLayout()
self.editor_vbox.setObjectName(u"editor_vbox")
self.code_label = QLabel(self.manual_mode_tab)
self.code_label.setObjectName(u"code_label")
font1 = QFont()
font1.setPointSize(24)
self.code_label.setFont(font1)

self.editor_vbox.addWidget(self.code_label)

```

```

self.editor = QTextEdit(self.manual_mode_tab)
self.editor.setObjectName(u"editor")
font2 = QFont()
font2.setPointSize(16)
font2.setKerning(False)
self.editor.setFont(font2)
self.editor.setStyleSheet(u"background-color: #ffffff;")

self.editor_vbox.addWidget(self.editor)

self.manual_btn_hbox = QHBoxLayout()
self.manual_btn_hbox.setObjectName(u"manual_btn_hbox")
self.manual_load_btn = QPushButton(self.manual_mode_tab)
self.manual_load_btn.setObjectName(u"manual_load_btn")

self.manual_btn_hbox.addWidget(self.manual_load_btn)

self.manual_convert_btn = QPushButton(self.manual_mode_tab)
self.manual_convert_btn.setObjectName(u"manual_convert_btn"
                                   " ")
self.manual_btn_hbox.addWidget(self.manual_convert_btn)

self.manual_save_btn = QPushButton(self.manual_mode_tab)
self.manual_save_btn.setObjectName(u"manual_save_btn")

self.manual_btn_hbox.addWidget(self.manual_save_btn)

self.editor_vbox.addLayout(self.manual_btn_hbox)

self.editor_vbox.setStretch(1, 1)

self.horizontalLayout.addLayout(self.editor_vbox)

self.preview_vbox_manual = QVBoxLayout()
self.preview_vbox_manual.setObjectName(u"preview_vbox_manual")
self.preview_label_maual = QLabel(self.manual_mode_tab)

```

```

self.preview_label_maual.setObjectName(u"preview_label_maual")
    ↳ al")
self.preview_label_maual.setFont(font1)

self.preview_vbox_manual.addWidget(self.preview_label_maual)
    ↳ 1)

self.horizontalLayout.addLayout(self.preview_vbox_manual)

self.horizontalLayout.setStretch(0, 2)
self.horizontalLayout.setStretch(1, 3)
self.mode_tab.addWidget(self.manual_mode_tab)
self.sync_mode_tab = QWidget()
self.sync_mode_tab.setObjectName(u"sync_mode_tab")
self.horizontalLayout_4 = QBoxLayout(self.sync_mode_tab)
self.horizontalLayout_4.setObjectName(u"horizontalLayout_4")
    ↳ ")
self.preview_vbox_sync = QVBoxLayout()
self.preview_vbox_sync.setObjectName(u"preview_vbox_sync")
self.preview_label_sync = QLabel(self.sync_mode_tab)
self.preview_label_sync.setObjectName(u"preview_label_sync")
    ↳ ")
self.preview_label_sync.setFont(font1)

self.preview_vbox_sync.addWidget(self.preview_label_sync)

self.web_engine_hbox = QBoxLayout()
self.web_engine_hbox.setObjectName(u"web_engine_hbox")

self.preview_vbox_sync.setLayout(self.web_engine_hbox)

self.sync_btn_hbox = QBoxLayout()
self.sync_btn_hbox.setObjectName(u"sync_btn_hbox")
self.sync_load_btn = QPushButton(self.sync_mode_tab)
self.sync_load_btn.setObjectName(u"sync_load_btn")

self.sync_btn_hbox.addWidget(self.sync_load_btn)

self.sync_convert_btn = QPushButton(self.sync_mode_tab)
self.sync_convert_btn.setObjectName(u"sync_convert_btn")

```

```

    self.sync_btn_hbox.addWidget(self.sync_convert_btn)

    self.sync_save_btn = QPushButton(self.sync_mode_tab)
    self.sync_save_btn.setObjectName(u"synv_save_btn")

    self.sync_btn_hbox.addWidget(self.sync_save_btn)

    self.preview_vbox_sync.setLayout(self.sync_btn_hbox)

    self.preview_vbox_sync.setStretch(1, 1)

    self.horizontalLayout_4.setLayout(self.preview_vbox_sync)

    self.mode_tab.addWidget(self.sync_mode_tab)

    self.verticalLayout.addWidget(self.mode_tab)

    self.retranslateUi(Form)

    self.mode_tab.setCurrentIndex(0)

    QMetaObject.connectSlotsByName(Form)
# setupUi

def retranslateUi(self, Form):
    Form.setWindowTitle(QCoreApplication.translate("Form",
        u"Form", None))
    self.current_mode_label.setText(QCoreApplication.translate(
        "Form", u"Current Mode:", None))
    self.toggle_btn.setText(QCoreApplication.translate("Form",
        u"Toggle Mode", None))
    self.code_label.setText(QCoreApplication.translate("Form",
        u"Code:", None))
    self.editor.setPlaceholderText("")
    self.manual_load_btn.setText(QCoreApplication.translate("F
        orm", u"Load", None))

```

```
self.manual_convert_btn.setText(QCoreApplication.translate(
    "Form", u"Convert", None))
self.manual_save_btn.setText(QCoreApplication.translate("F",
    "orm", u"Save", None))
self.preview_label_maual.setText(QCoreApplication.translate(
    "Form", u"Preview:", None))
self.preview_label_sync.setText(QCoreApplication.translate(
    "Form", u"Preview:", None))
self.sync_load_btn.setText(QCoreApplication.translate("For
    m", u"Load", None))
self.sync_convert_btn.setText(QCoreApplication.translate(""
    " Form", u"Convert", None))
self.sync_save_btn.setText(QCoreApplication.translate("For
    m", u"Save", None))
# retranslateUi
```

Output:

Task Assignment Page

Mode: Manual Toggle Mode

Code: Preview:

Type Here...

Mode: Manual Toggle Mode

Code: Preview:

```
# 8Bits CPU Simulation

This project was create as a final project for the Computer Architecture and Organization class of B.Eng. @ KMITL
For marking, please go to [this branch] (https://github.com/Pottarr/8Bit-CPU/tree/Checkpoint).
Other branches are for continuous development after the project was finished.

## Program used

- [Digital] (https://github.com/hneemann/Digital)
```

```
# ## [Documentation](doc/Documentation.pdf)
```

```
## Specification
```

8Bits CPU Simulation

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Program used

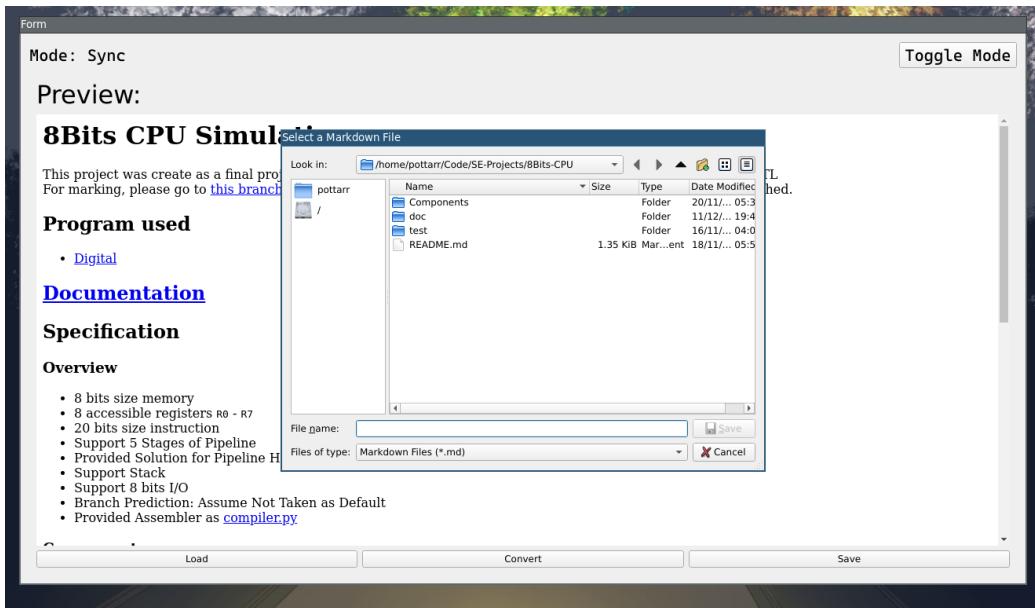
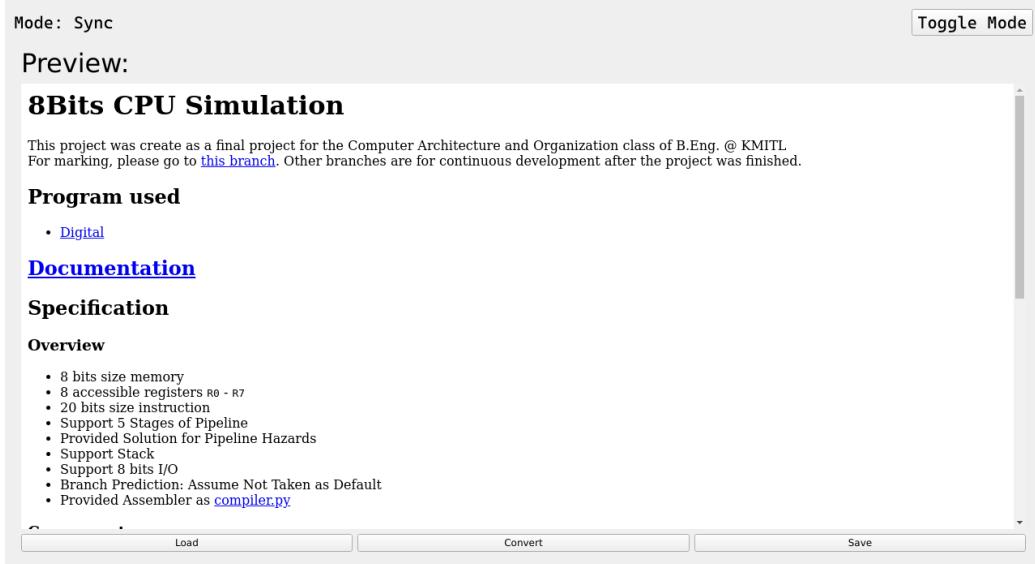
- [Digital](#)

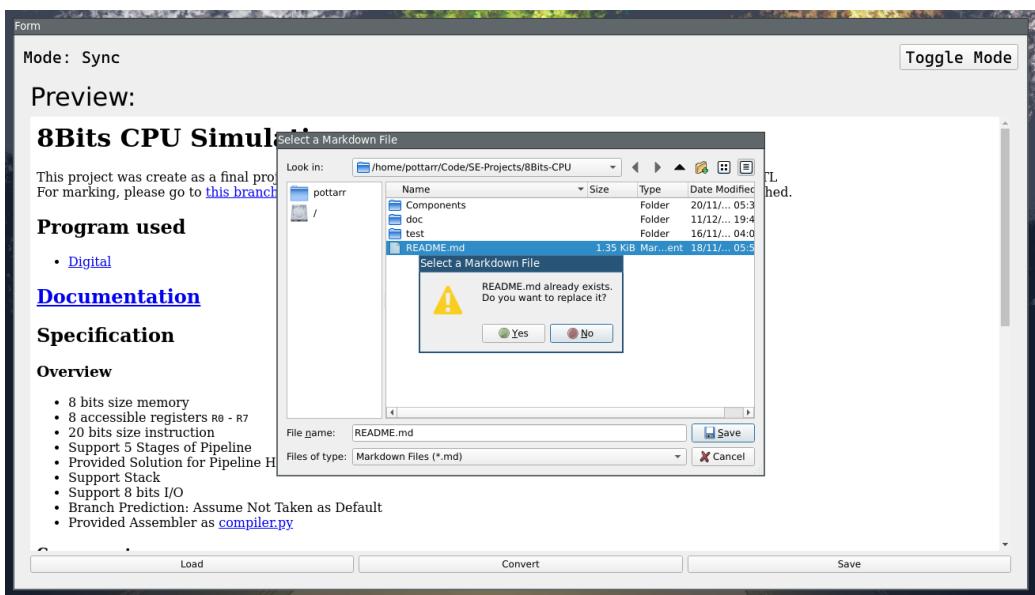
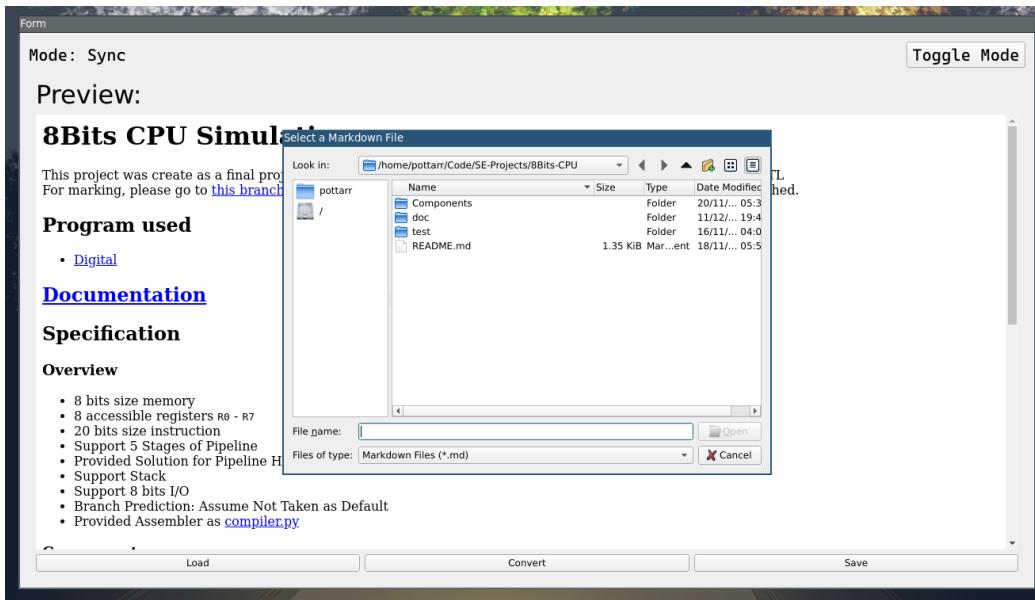
Documentation

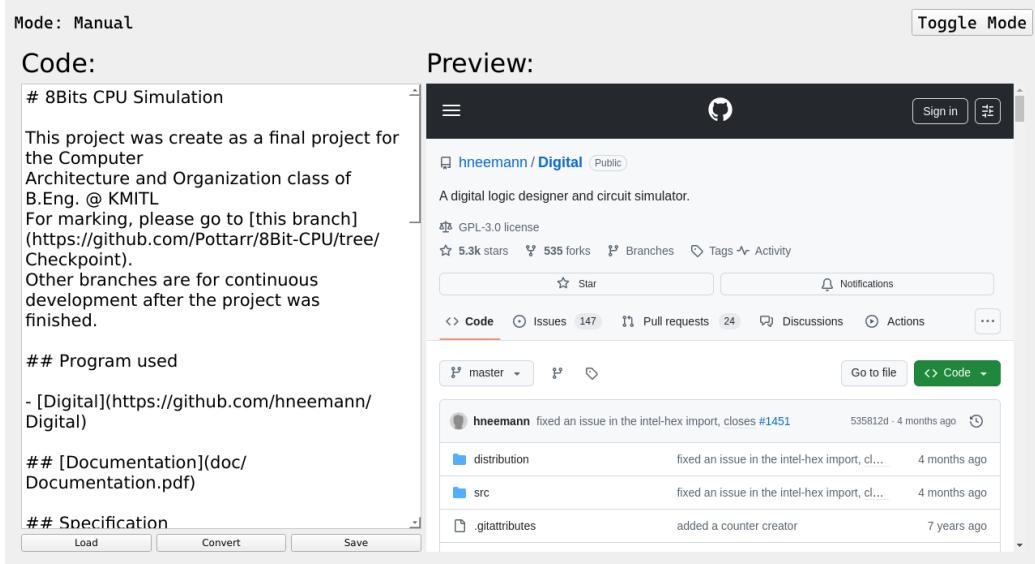
Specification

Overview

- 8 bits size memory
- 8 accessible registers R0 - R7
- 20 bits size instruction
- Support 5 Stages of Pipeline
- Provided Solution for Pipeline Hazards
- Support Stack
- Support 8 bits I/O
- Branch Prediction: Assume Not Taken as Default
- Provided Assembler as [compiler.py](#)







External Plugin

- pip install markdown