SWE4001- Lab 10

10-TEXT EDITOR

AIM:

To implement a simple text editor with features like insertion / deletion of a character, word, and sentence.

ALGORITHM

1) Accept the filename from the user.

2) Display the filename in the center of a new screen.

3) Move the cursor to the beginning of the next line.

4) Accept a key input form the user.

5) If key is not ESC goto step 6, else goto step 16.

6) If the key is a printable character, then display it on the screen if curx is equal to the number of columns in that line.

7) Else move all the characters after the curx one step to the right and insert the character at that point.

8) If it is not a printable character check what key was pressed.

9) If UP arrow is pressed, move to the same x position in previous line.

10) If DOWN arrow is pressed, move to the same x position in next line.

11) If LEFT arrow is pressed, move to one position to the left.

12) If RIGHT arrow is pressed, move to one position to the right.

13) If BACKSPC is pressed, move to previous curx and move all characters from the end of one step back.

14) If DEL is pressed, move all characters from the end one step back.

15) If ENTER is pressed, goto beginning of new line.

16) If ESC is pressed, exit out of program.

OUTPUT:

//input text:

System software laab

//insert

System programmming software laab

//backspace:

System programming software lab

//delete:

System programming software lab

RESULT

 Thus the text editor is implemented.