



## **Summer Internship Training**

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on

### **Fundamental of Data Structure using C++**

Submitted by

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## **Project Code : (with white background only)**

```
#include <iostream>
#include <string>
#include <vector>

#define MAX_HISTORY_SIZE 1000

using namespace std; // ? Added this

class TextAction {
private:
    string content;

public:
    TextAction(const string& text) : content(text) {}
    string getText() const { return content; }
};

class TextEditor {
private:
    string currentText;
    vector<TextAction> undoStack;
    vector<TextAction> redoStack;

    void saveState() {
        if (undoStack.size() >= MAX_HISTORY_SIZE) {
            undoStack.erase(undoStack.begin());
        }
        undoStack.push_back(TextAction(currentText));
        redoStack.clear(); // Clear redo stack when a new action is performed
    }
};
```

```
}
```

```
public:
```

```
void type(const string& text) {  
    if (text.empty()) {  
        cout << "Error: Cannot type empty text\n";  
        return;  
    }  
    saveState();  
    currentText += text;  
    cout << "Added text: " << text << "\n";  
}  
  
void undo() {  
    if (undoStack.empty()) {  
        cout << "Nothing to undo!\n";  
        return;  
    }  
    redoStack.push_back(TextAction(currentText));  
    currentText = undoStack.back().getText();  
    undoStack.pop_back();  
    cout << "Undo successful. Current text: " << currentText << "\n";  
}  
  
void redo() {  
    if (redoStack.empty()) {  
        cout << "Nothing to redo!\n";  
        return;  
    }  
    undoStack.push_back(TextAction(currentText));  
    currentText = redoStack.back().getText();  
    redoStack.pop_back();  
    cout << "Redo successful. Current text: " << currentText << "\n";  
}
```

```

void display() const {
    cout << "\nCurrent text content:\n" << currentText << "\n";
}

void clear() {
    saveState();
    currentText.clear();
    cout << "Editor cleared.\n";
}

};

void showHelp() {
    cout << "\nTEXT EDITOR COMMANDS:\n";
    cout << "type <text> - Add text to editor\n";
    cout << "undo      - Undo last action\n";
    cout << "redo      - Redo last undone action\n";
    cout << "display   - Show current text\n";
    cout << "clear     - Clear all text\n";
    cout << "help      - Show this help\n";
    cout << "exit      - Quit editor\n";
}

int main() {
    TextEditor editor;
    string input;
    string command, text;

    cout << "=== TEXT EDITOR (Pure C++ with Undo/Redo) ===\n";
    cout << "Type 'help' for commands\n";

    while (true) {
        cout << "\n> ";
        getline(cin, input);
    }

```

```

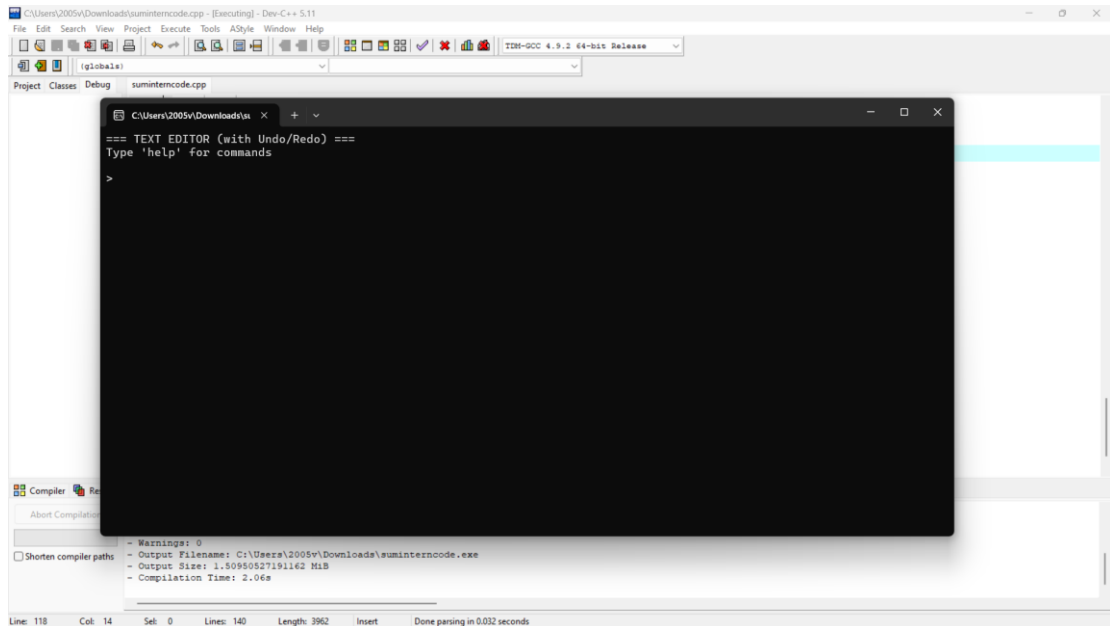
// Separate command and text
size_t spacePos = input.find(' ');
if (spacePos != string::npos) {
    command = input.substr(0, spacePos);
    text = input.substr(spacePos + 1);
} else {
    command = input;
    text.clear();
}

if (command == "type") {
    editor.type(text);
} else if (command == "undo") {
    editor.undo();
} else if (command == "redo") {
    editor.redo();
} else if (command == "display") {
    editor.display();
} else if (command == "clear") {
    editor.clear();
} else if (command == "help") {
    showHelp();
} else if (command == "exit") {
    cout << "Exiting editor. Goodbye!\n";
    break;
} else {
    cout << "Invalid command. Type 'help' for options.\n";
}

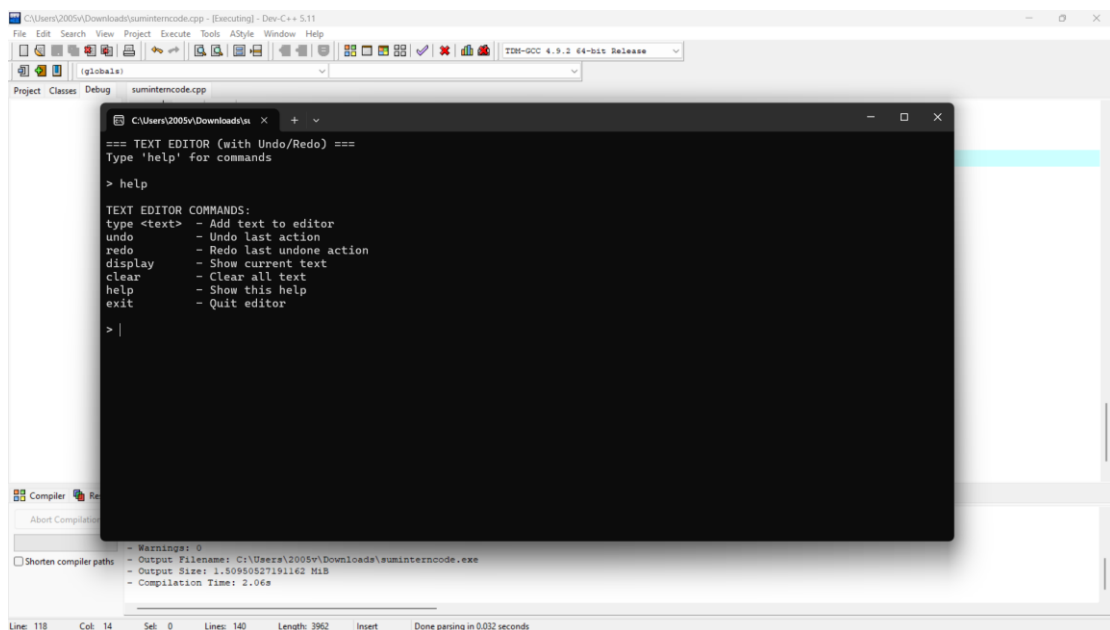
return 0;
}

```

## Screenshot : 3 to 5 screenshot during execution of code



(1)



(2)

```
C:\Users\2005v\Downloads\js > + v
> help
TEXT EDITOR COMMANDS:
type <text> - Add text to editor
undo       - Undo last action
redo       - Redo last undone action
display    - Show current text
clear      - Clear all text
help       - Show this help
exit       - Quit editor

> type This is my Summer Internship Project .
Added text: This is my Summer Internship Project .

> undo
Undo successful. Current text:

> redo
Redo successful. Current text: This is my Summer Internship Project .

> display
Current text content:
This is my Summer Internship Project .

> clear
Editor cleared.

> |
```

(3)

```
C:\Users\2005v\Downloads\js > + v
Undo successful. Current text:

> redo
Redo successful. Current text: This is my Summer Internship Project

> display
Current text content:
This is my Summer Internship Project

> clear
Editor cleared.

> help
TEXT EDITOR COMMANDS:
type <text> - Add text to editor
undo       - Undo last action
redo       - Redo last undone action
display    - Show current text
clear      - Clear all text
help       - Show this help
exit       - Quit editor

> exit
Exiting editor. Goodbye!

-----
Process exited after 55.1 seconds with return value 0
Press any key to continue . . . |
```

(4)