When the user choses the edit snippet option from the Command line interface and provided the ID of the snippet he/she wants to eddit, the CliUI class makes a call to the snippet manager to edit the snippet with the corresponding ID. The snippet manager will check if the ID the user provided is valid. If the ID is not valid, an error message will be prompted to the user through the Command line interface. If the ID is valid, the snippet manager will create a new instance of the editor class. When this instance of the editor class is constructed, it will grab the content from the snippet the user has selected to edit and display that. Now that the editor is open the user can freely edit the contents of the snippet. When the user has edited his/hers snippet and wishes to close out of the editor presses save, the method setContent is called on the snippet object that’s currently being edited. This method is responsible for updating the Json snippet’s content. The argument passed to this method is getFullEditorContent, which returns the current content in the editor. When setContent is called on the snippet object, the snippet calls the method writeToJson, which is part of the JsonIO class. This method updates the Json object so that the changes are actually saved. This JsonIO class is a singleton class that is nice to have, because then the snippet manager doesn’t have to be responsible for saving snippets, but the snippets can “save themselves” by using that helper class, which is good for modularity, and will make changing specific details in the way snippets are saved/stored easier to do because of the fact there are less dependencies between classes.