

Lukas Heading

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Text Editor

Documentation

1. Object oriented elements that you write the code for:
 - a. **Classes:** The main class LphzqdTextEditor
 - b. **Subclasses:** AboutFXMLController, HTMLtEditorFXMLController
 - c. **At least one abstract class and/or interface:** Switchable is an abstract class
2. Code elements that you utilize:
 - a. **One or more collection classes:** There is the HashMap used in switchable to track controllers
 - b. **Exception handling:** In switchable there is exception handling for loading Controllers. In HTMLFXMLController there is exception handling with opening and closing files, there is also exception handling when dealing with printing.
3. The application must have a clearly defined model: See UML
4. The UI must utilize multiple scenes and/or a scene where the contents of the scene graph are changed based on application state: The about page is its own scene, which gives you the option to come back to the text editor scene.
5. There must be a way to access “About” information that includes information about you and the application: You can access about through the menu at the top which takes you to a new scene, it tells you about me and the application

6. **The application must save data and load data. The target for saving/loading data can be files, a network service, and/or a database:** The application allows you to save and load text files and edit them.