Lukas Heading

12/5/16

Text Editor

Documentation

1. Object oriented elements that you write the code for:
   1. **Classes:** The main class LphzqdTextEditor
   2. **Subclasses:** AboutFXMLController, HTMLtEditorFXMLController
   3. **At least one abstract class and/or interface:** Switchable is an abstract class
2. Code elements that you utilize:
   1. **One or more collection classes:** There is the HashMap used in switchable to track controllers
   2. **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.