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CS- 372

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Program Description

The program is essentially a code translator. Which should be able to take basic commands in English language and translates them into some form of code in Java. For example, a user who has no prior knowledge of Java will be able to create files, methods, and classes by simply typing in basic commands like “Create file” or “Create method”. If the user is still confused about how the program works, a tutorial/help page will be available to assist the user through the process.

The project (as of now) consists of 4 files/classes. The **Window** class: this class is responsible for creating the main window which the user sees the first time around and handles initial interface buttons, text fields and labels. Secondly, the **Create class** : this class is where some of the heavy lifting happens. The class contains the functions necessary to, as the name suggests, create different data structures and containers such as files, classes and methods. More specifically, the create file function will create a file given a user-inputted name and directory. Then there is the **Text\_feild\_input** class’s purpose is to make the code look less cluttered instead of having everything happening in one class. Lastly, we naturally have the **Main** class. This is our test class nothing too special happening here.

Our vision for the program is that the user will be able to create project files in the desired directory, receive the needed code from our program in a separate text folder in String form(subject to change) and they will be able to copy and paste that into the created files.