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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.

Here are some Keywords to try with this program:

1. create : this will generate new things for the user

A. file : this will create a file inside the selected folder

B. class : this will create a class inside a selected file

C. method : this will create a method inside the selected folder

2. add : this will add things to your classes or methods

A. content : add variables to your method to make it work

Here is an example of how to create a file using this program:

\* Try typing this into the text box: create file.

- A new window will show up wih three buttons, one for choosing the directory,

one for entering the file name and one for creating the file.

- If you click on the first button that asks for a directory,

you will be taken you a file explorer where you will be able to find and

select a file where you would like top create documents.

- The next panel will ask you to enter a name for witch to name the file.

You many also enter a file extension, but if you do not know what that is,

the program will create a file with a basic extension for you to use

Then once both of these fields have been filled,

then click on the last putton in the window, and a new file will have been created.

Check in the file to make sure that the file has been created, otherwise click this button again.

Here are instructions on how to create a class using this program:

\* try typing in the first window: create file

- A second window will appear that will have three buttons,

and you will be asked to select a file path, give the name of your class,

and to actually write this information to the file

- If you click on the first button, you will be taken to a file explorer

where you can select what file you want to create a class in.

Important: you will only be able to write to approved file types such as

text and java files, any others will not work any may harm your computer.

- In the next area you will be able to type the name of what you want to set the class to.

Only give the name, no other variables are needed

- After both of these fields have been filled, click on the create class option,

and your file should have your new class in it. We would recommend opening the

file to check that the information was properly put in there.