

2019-09-24 Text Editor Design Session

Tuesday, September 24, 2019 9:22 AM

Current Challenges

- Where does main program logic reside?
- How do you track program state?
 - How do components know what they need to know and how do we notify components to change
- How do you organize your data (proper data structure usage)?
- Unfamiliarity of API (very common)
- How to efficiently implement certain routines (for good speed)
- How to effectively de-couple code

Design Ideas

- Note: Curses is a C library
 - It is not OO
 - Implication: forces the programmer to track a lot of things that might otherwise be abstracted through a class hierarchy
- Question: how best to create wrappers around curses functionality?
 - File I/O
 - Handling user interaction with program components
 - Suggested name: UI components
 - Window manager - somehow control what is currently being displayed
 - Overall program
 - Manage multiple windows; program, start, stop states