

UNIVERSITY OF DHAKA

SOFTWARE DESIGN PATTERN LAB(CSE-3214)
FALL-2017

Suggestion Provider Text Editor

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November 4, 2017

1 Introduction

A text Editor is used to edit plain text files. Text editors differ from word processors, such as Microsoft-Word or WordPerfect, in that they do not add additional formatting information to documents. A plain text file is shown and edited by displaying all the characters the way they are involved in the file. ASCII is the most frequently used character set because of more frequent use of plain text files for programming and configuration and less frequent use of them for documentation (for instance, detailed instructions, user guides) as compared with the past.

But in our text editor we have added extra features such as auto completion of word and sentences, compiling of java and c files and error searching option from internet while an error occurred during a c or java file compilation.

2 Motivation

Most of the text editors these days do not have the feature of auto completion of word and sentences. so users have to type the same thing over and over again, which is time consuming and not user friendly. To make the user experience better we have added this features. We have also provided the opportunity to compile code from our text editor because text editors are also used for coding and running them from terminal or command prompt is boring and also time consuming because users have go back and forth to terminal and text editor.

3 Objectives

The main objective of our text editor is to make user experience better. It will save a lot of time of a user by providing suggestion for completing a sentence, by autocompletion of word. It will also work as the IDE of c, c++, java, python, LaTeX language because an user will be able to compile a c, c++, java, python, LaTeX file from the text editor by clicking a compile button. We have also included searching option the solution of error which occur during compilation of a language. So users don't have to go to the browser and type the error himself and get suggestion from stackoverflow through data connection .

4 Project Features

1. Open files.
2. Save files.
3. Copy files.
4. Paste files.
5. Delete files.
6. Syntax provided for:
 - C
 - C++
 - Java
 - Assembly language
 - Python
 - LaTeX
7. Auto Completion of word.
8. Suggestion provided for completion of sentences.

9. User can compile language such as

- C
- C++
- Java
- Python
- LaTeX

10. Suggestion provider when an error occurred compiling a file

11. Browser Integration

5

6 Team Member Responsibilities

Md. Al-helal have implemented textpad features with strategy, factory method and Singleton patterns.

Md. Inzamam have implemented suggestion features with adapter and command patterns. Md. Toukir

Ahmed design the whole features and have contribution in command pattern and factory patterns.

7 System Architecture

- JDK 8.0 or above
- Supported on Windows, Linux and MAC
- Minimum 2GB RAM required
- Minimum Memory 100MB

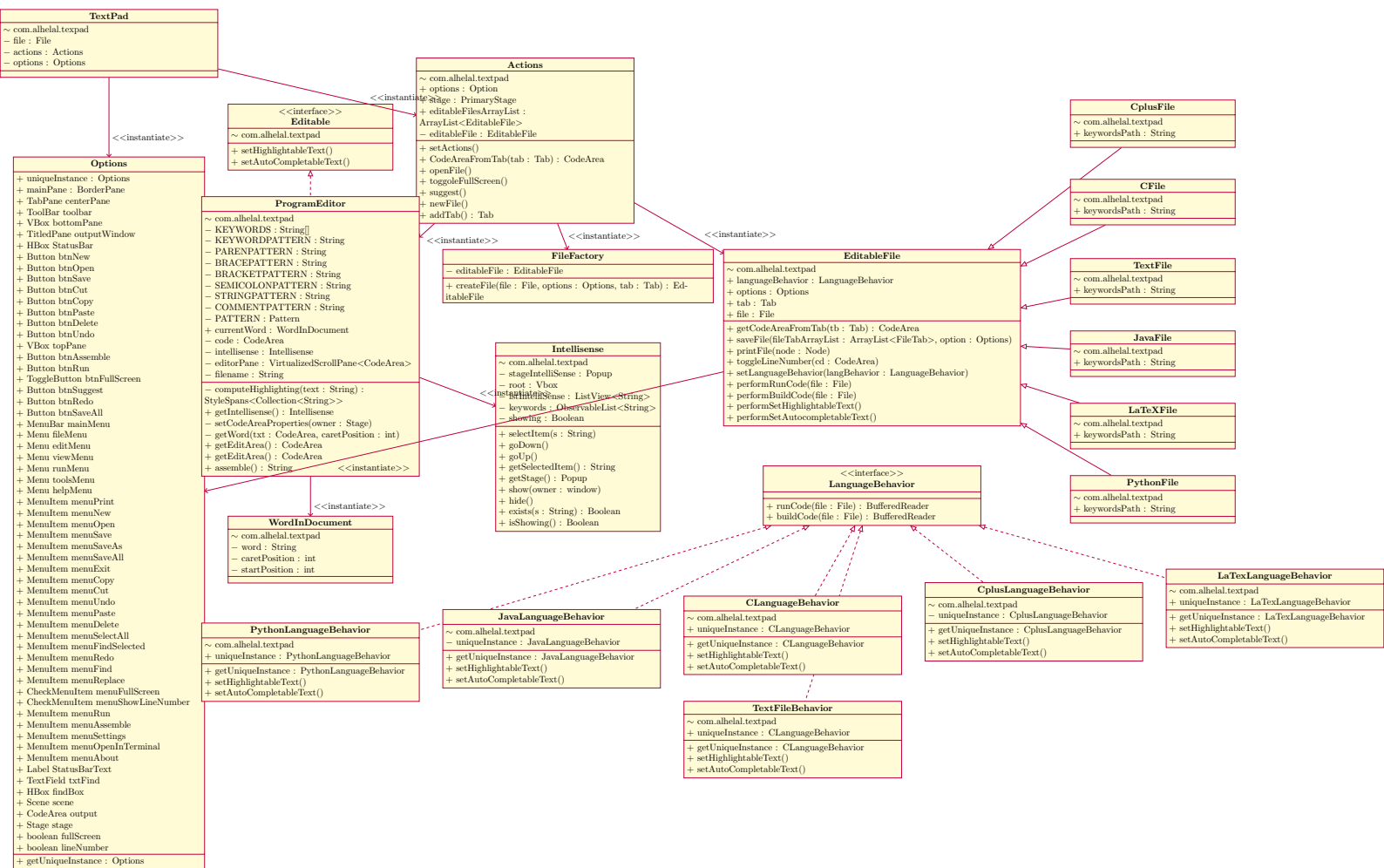
8 Platform, Library & Tools

We have used Java Platform to implement our text editor. We have used JavaFx library for developing our project. This project has all the frames prepared in JavaFx. JavaFx offers stronger and manageable GUI components as compared to Swing and AWT. Modern Java GUI is represented by JavaFx. We have also used FXMisc RichTextFX using maven dependency and Jsoup library. The tools we have used to implement the text editor is IntelliJ IDEA IDE.

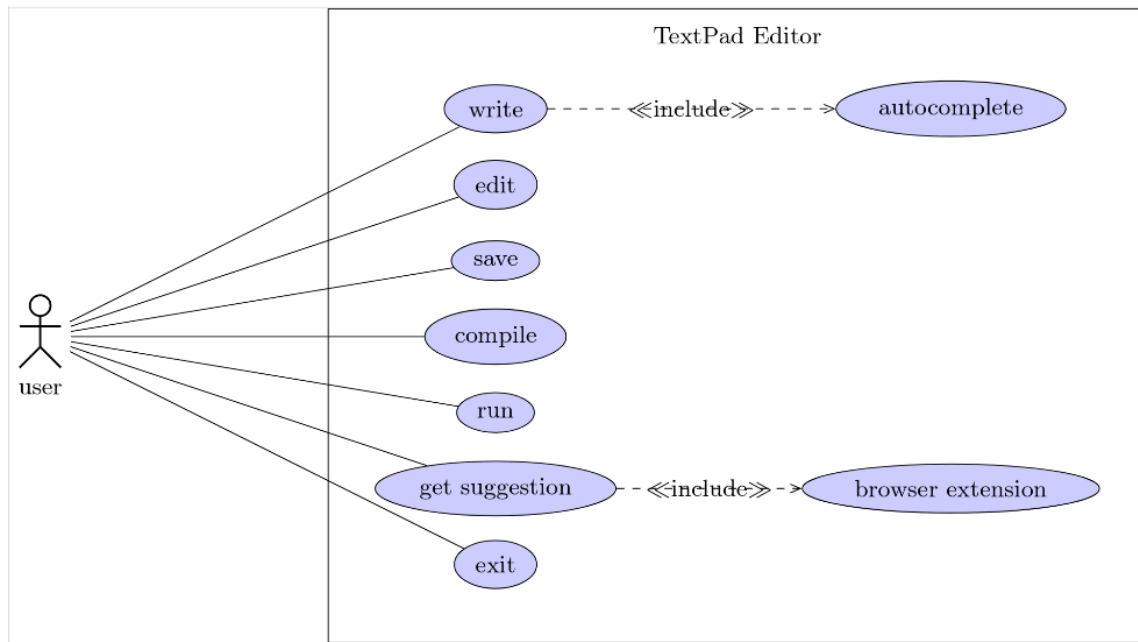
9 Limitations

- Data Connection is needed to get suggestion.
- Offline Suggestion are not added this version.
- Exact Suggestion limit is not fixed and also be improved in future.
- Autocomplete features are not fully implemented.
- Several features are not implemented in Textpad like font change, font size etc.
- Supports encoding="UTF-8".
- Response time is slow.

10 Class Diagram



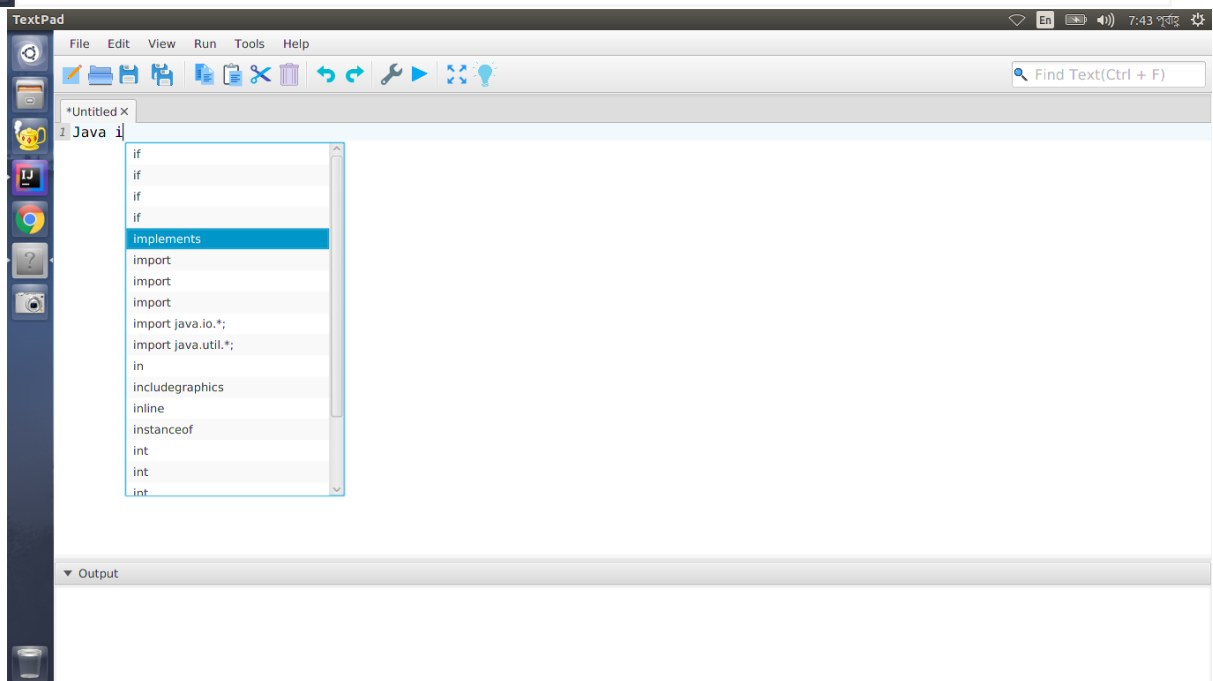
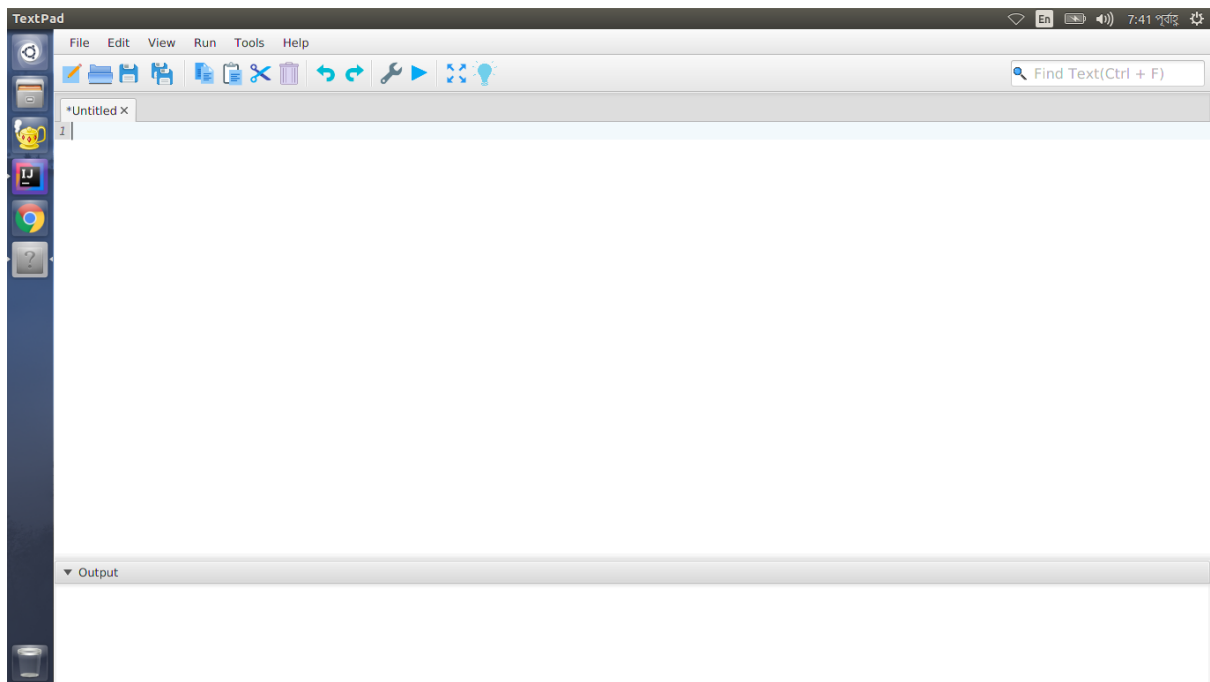
11 Use Cases

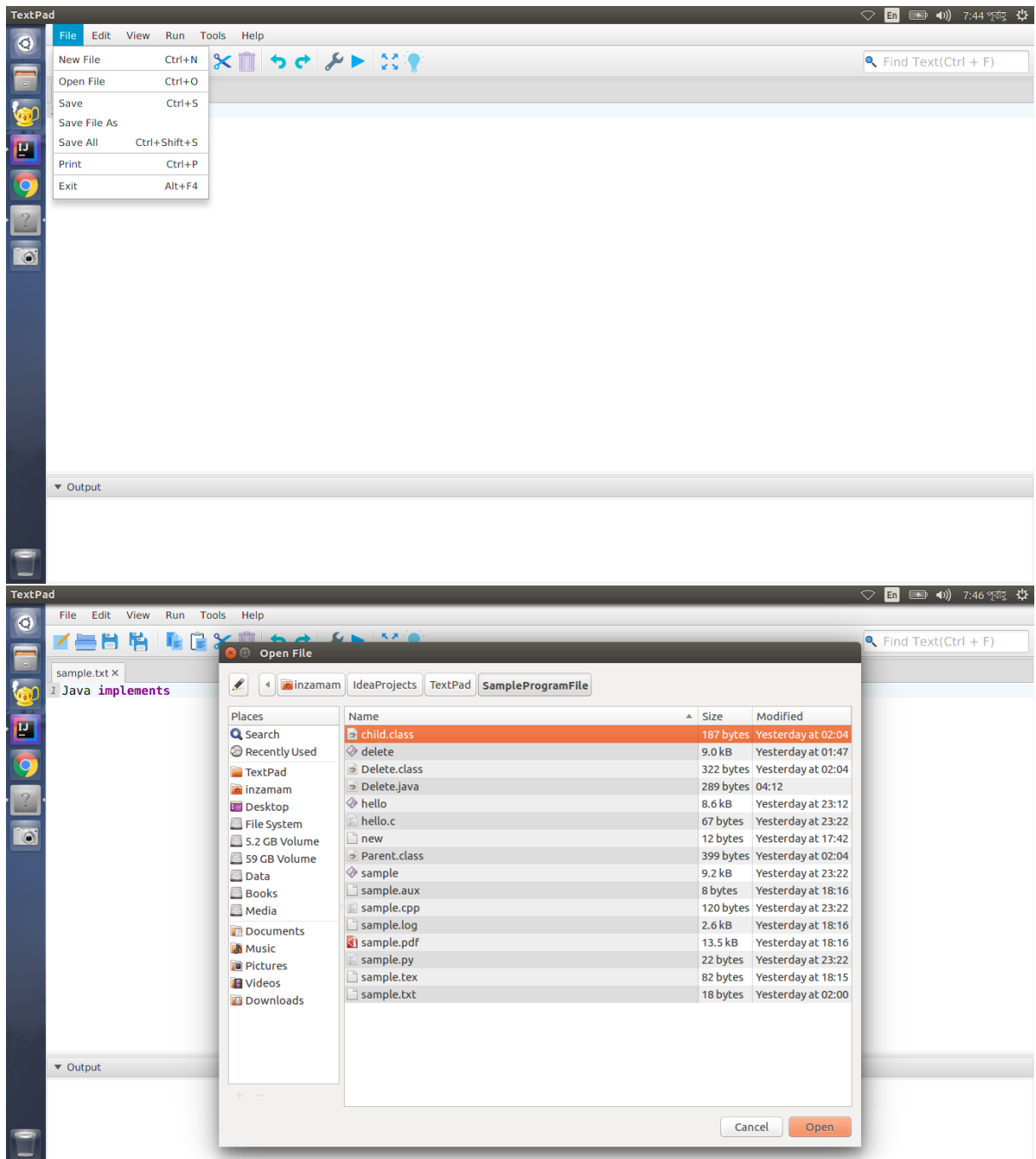


sectionPattern Used

- Singleton
- Strategy
- Factory
- Adapter
- Command

12 Screenshots





TextPad

File Edit View Run Tools Help

Find Text(Ctrl + F)

hello.c x

```
1 #include<stdio.h>
2 int main()
3 {
4     printf("Hello World");
5     return 0;
6 }
7
```

Output

Hello World

TextPad

File Edit View Run Tools Help

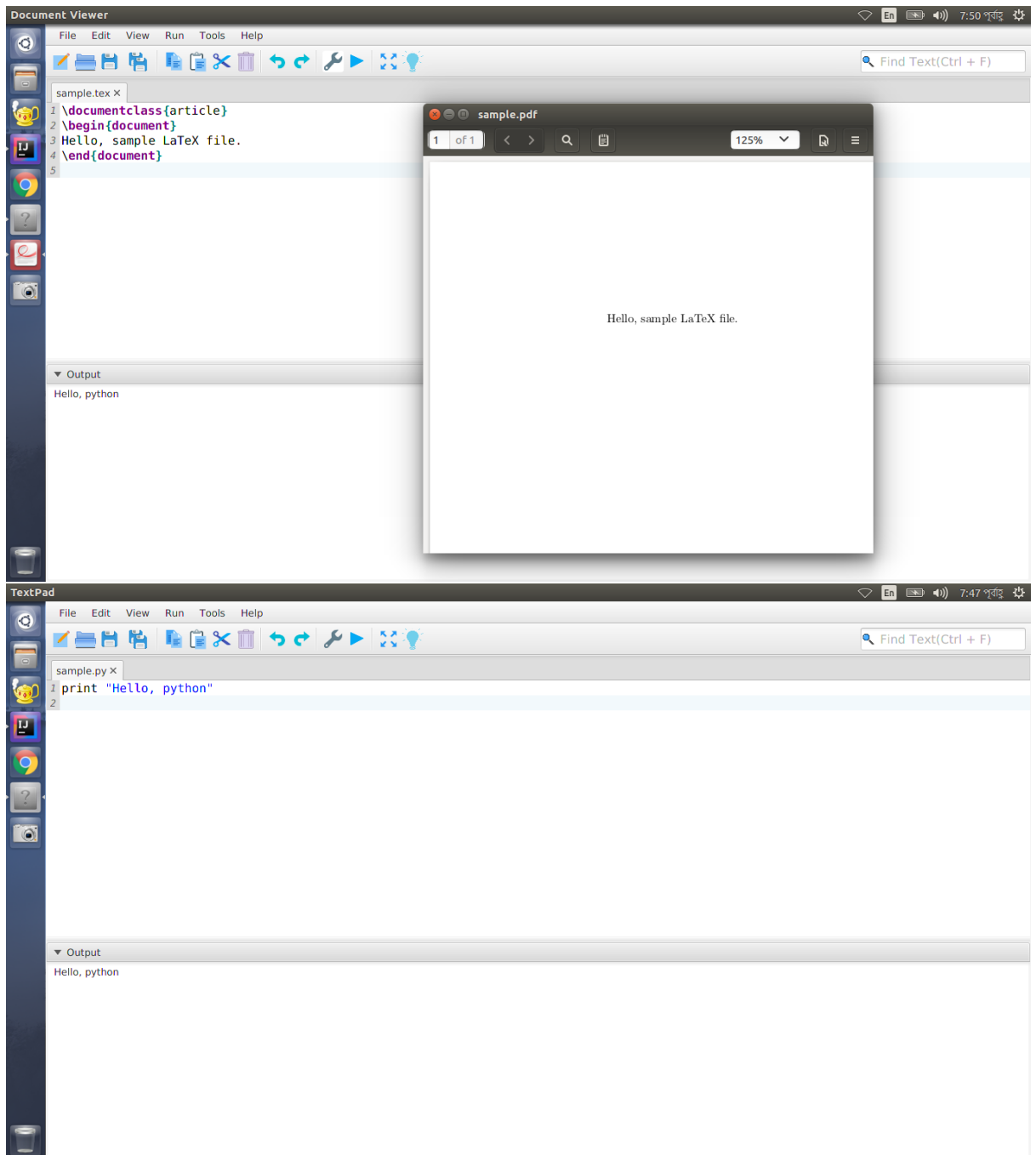
Find Text(Ctrl + F)

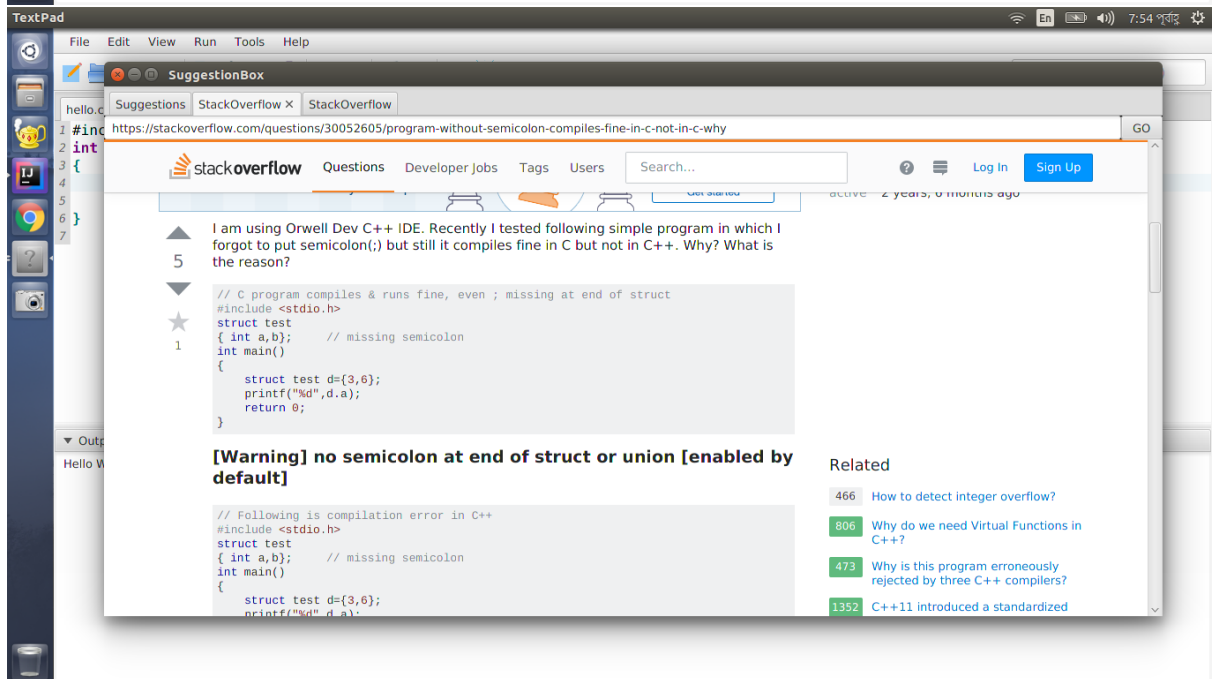
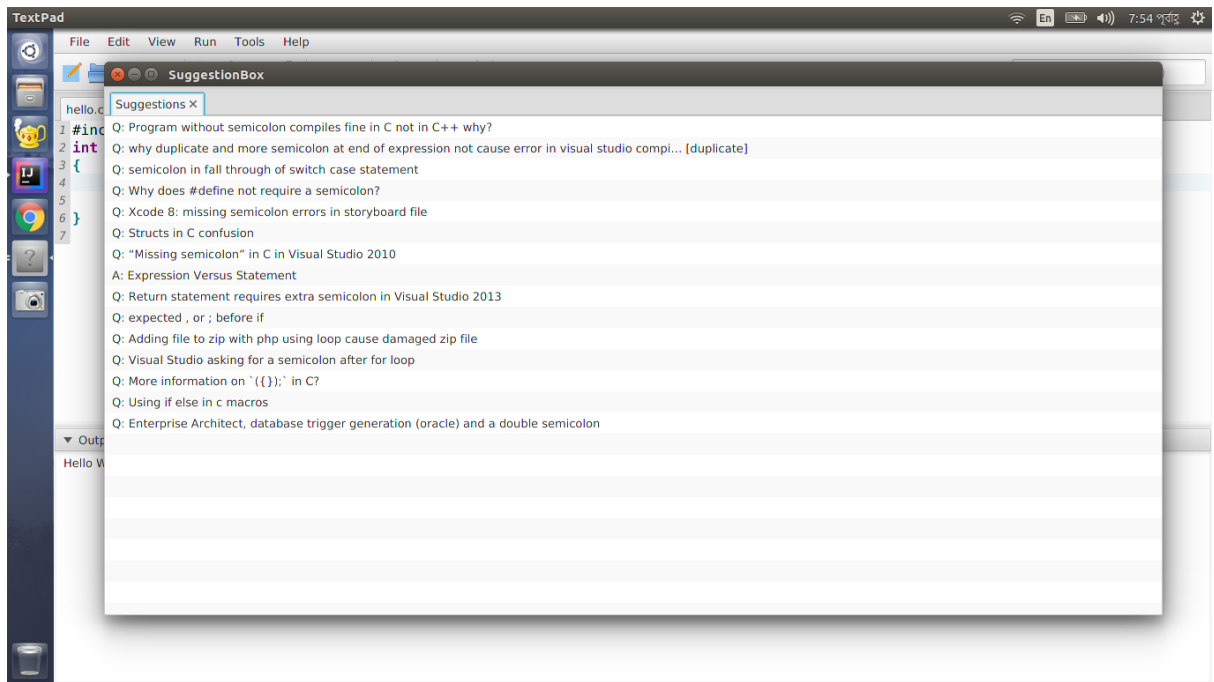
sample.cpp x

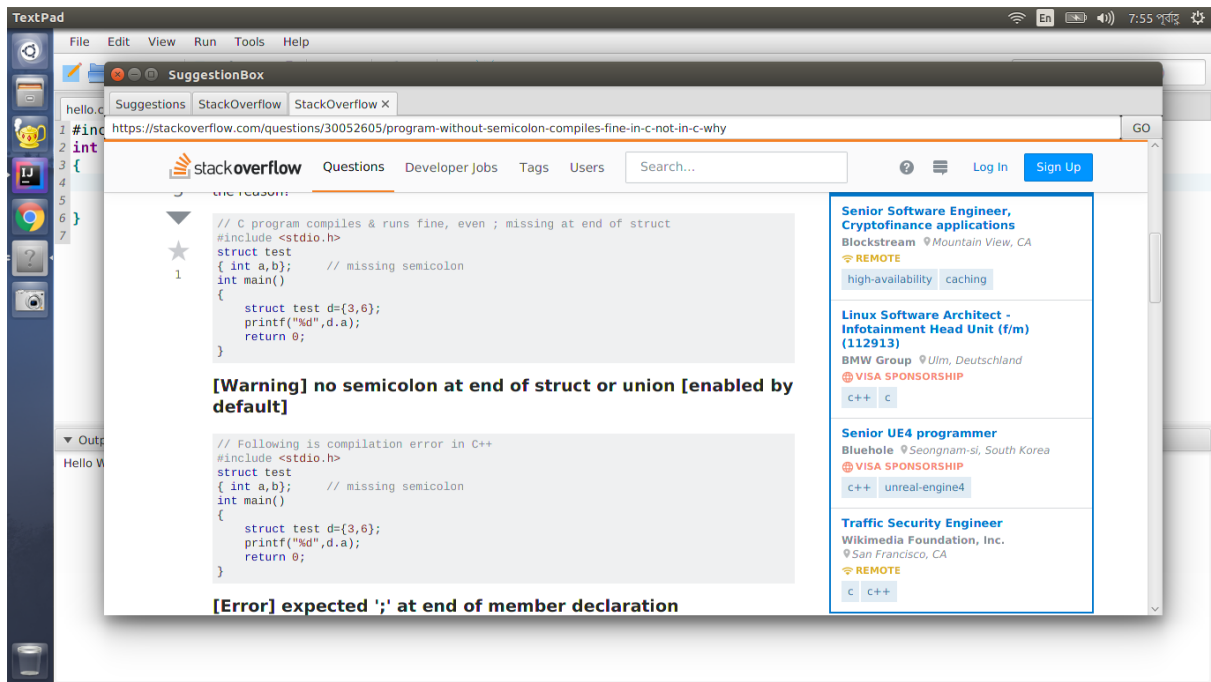
```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     cout << "This is a sample C++ code" << endl;
7     return 0;
8 }
9
```

Output

This is a sample C++ code







13 Conclusions

We have tried to implement various kind of design pattern through this project and learnt about various kind of design pattern. Finding various design pattern to implement our project was a bit difficult but we have successfully applied them in our project. In spite of tremendous hard work we had a lot of fun during this project. We have faced many difficulties to implement the project but we have overcome them successfully.

14 Future Plan

- Some features are not implemented we will complete them in future.
- We will convert our application into web app.
- Now our app gives only online error suggestion. We will make it offline.
- Language behavior will be improved in future.

References

- Head First Design Patterns by Bert Bates, Kathy Sierra, Eric Freeman, Elisabeth Robson
- <http://fxmisc.github.io/richtext/javadoc/0.8.0/org/fxmisc/richtext/package-tree.html>
- <https://docs.oracle.com/javase/8/javafx>
- <https://www.tutorialspoint.com/designpattern/>
- <https://www.google.com>
- <https://www.stackoverflow.com>
- <https://www.youtube.com>
- we would specially thank our honourable course teachers for their continuous guidance and suggestions.