

CISC 322 Fall 2017
Group Project: Editor Framework

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DRAFT – will be revised in response to questions and/or comments

Table of Contents

1 Overview.....	1
2 Getting Started.....	2
3 Version Management.....	2
4 Sketch of Necessary Changes.....	2
4.1 MainPanel.java.....	2
4.2 TextType.java.....	2
4.3 TextContents.java.....	3
4.4 TextDocument.java.....	3
4.5 TextEditor.java.....	3
4.6 Other Files.....	3
5 Advice.....	3

1 Overview

Maintenance programming (modifying existing software) is a very common task in both industrial and academic software projects. In the group project (see handout) you incorporate your own work into an editor framework provided in the directory `/cas/student/cisc322/f2016/editor`.¹ This will require you to do a small amount of *design recovery*: learning the structure and functionality of an existing piece of software, so that you can modify it subject to its structural constraints.

1. Review the concept of Java interfaces and having classes implement interfaces.
2. Familiarize yourself with the AbstractFactory and FactoryMethod design patterns from the readings. It would be wise to start this in advance of when we cover the material in class, but you can start the project without doing so.
3. Read the Editor Framework overview at <http://cs.queensu.ca/home/dalamb/java/docs/ca/queensu/cs/dal/edfmwk/package-summary.html>
4. Read the brief directions on how to add your own editing classes to the framework at <http://cs.queensu.ca/home/dalamb/java/docs/ca/queensu/cs/dal/txt/package-summary.html> and familiarize yourself with the three interfaces (`Document`, `DocumentType`, and `Application`) mentioned in the brief text editor description.

You won't need to create a `.jar` file or a manifest (`.mf`) file until the last phase of the project.

It should not be necessary to learn the inner details of the framework itself, beyond how the existing `TextXXX` classes interact with it. However, if you wish to read further, the full documentation of the framework and several other programs (in varying stages of completion) is at <http://cs.queensu.ca/home/dalamb/java/docs>.

¹ If there is time for me to write new editor code to help in your implementation, the new version will be in a 2017 folder.