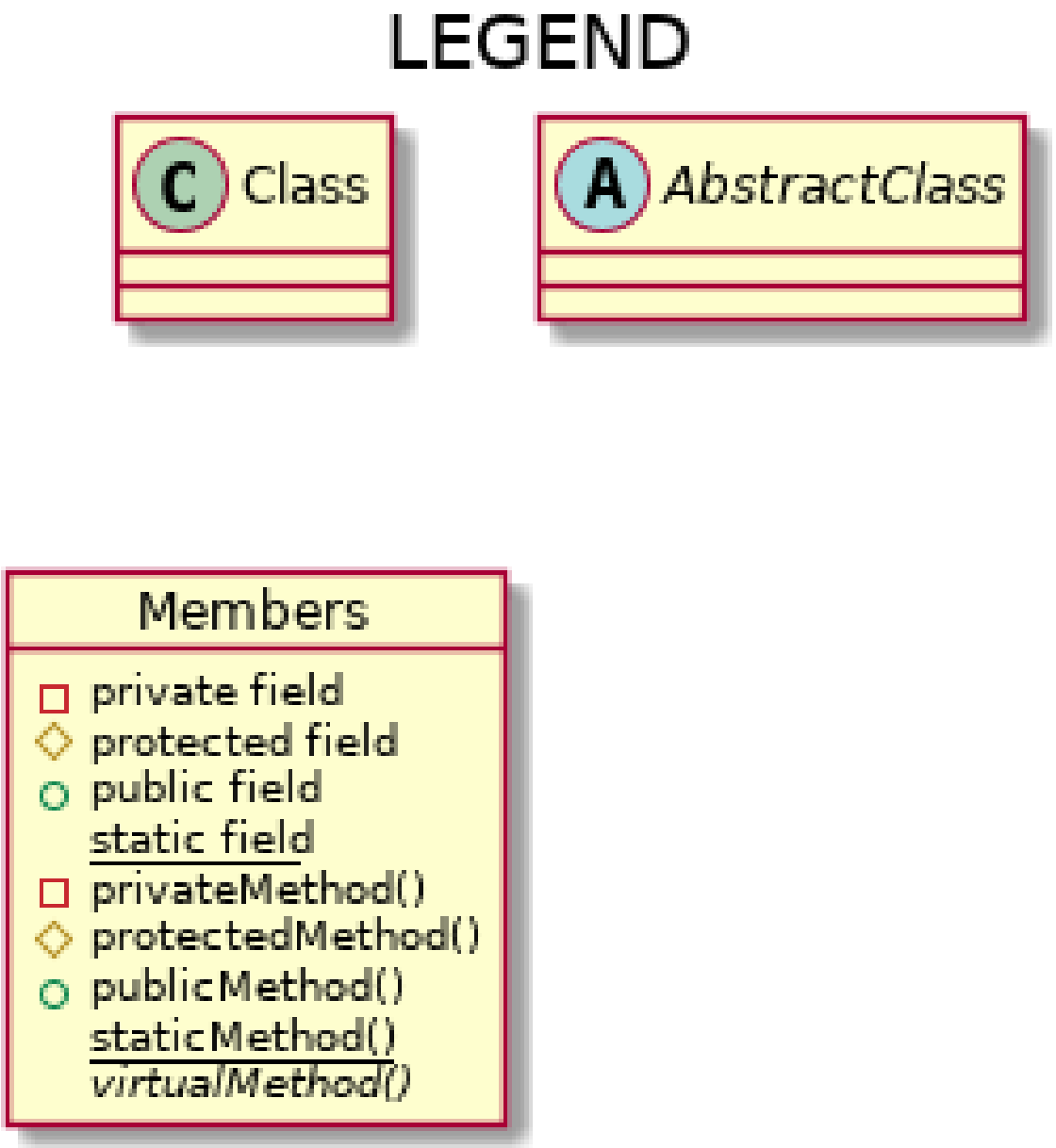
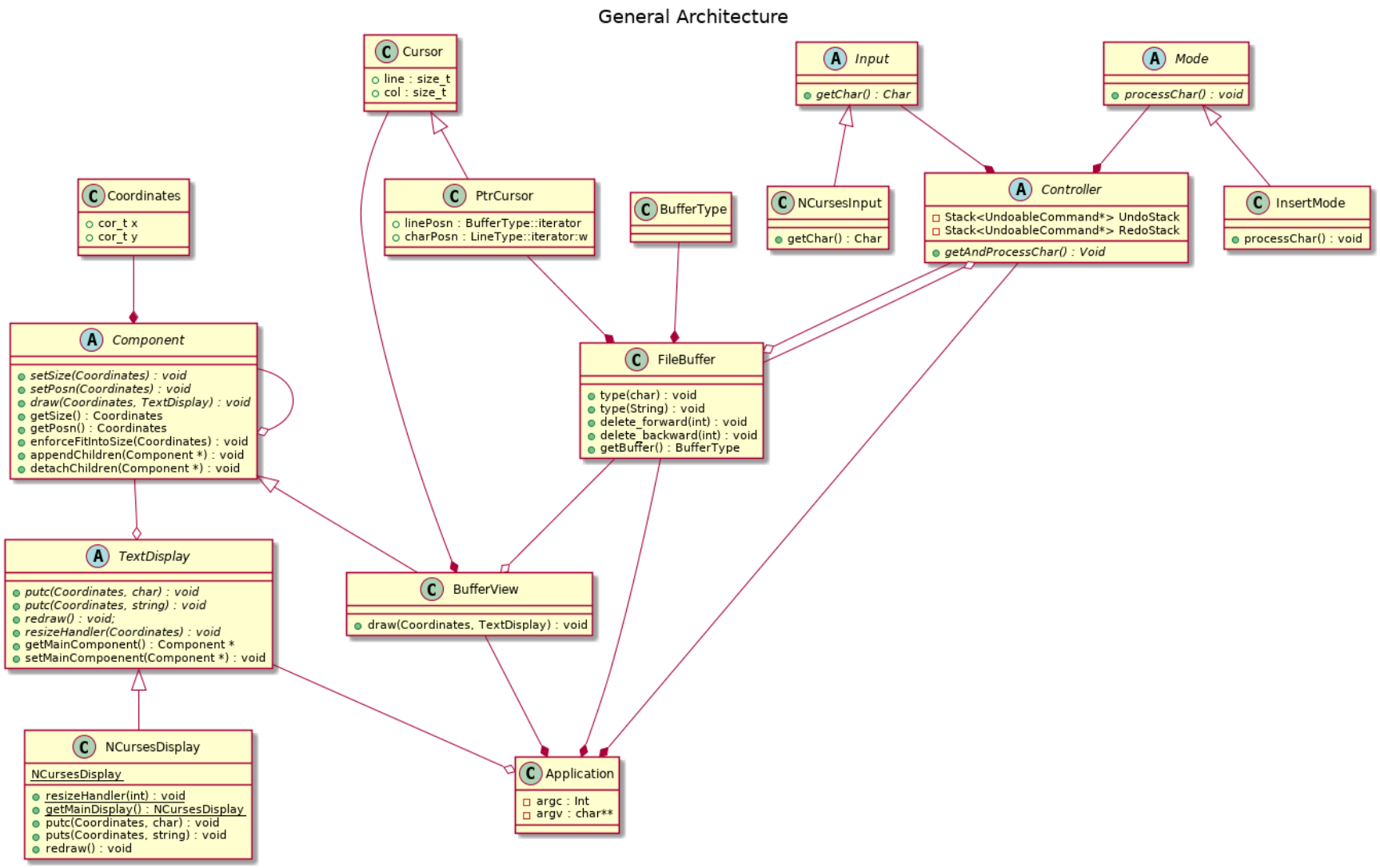
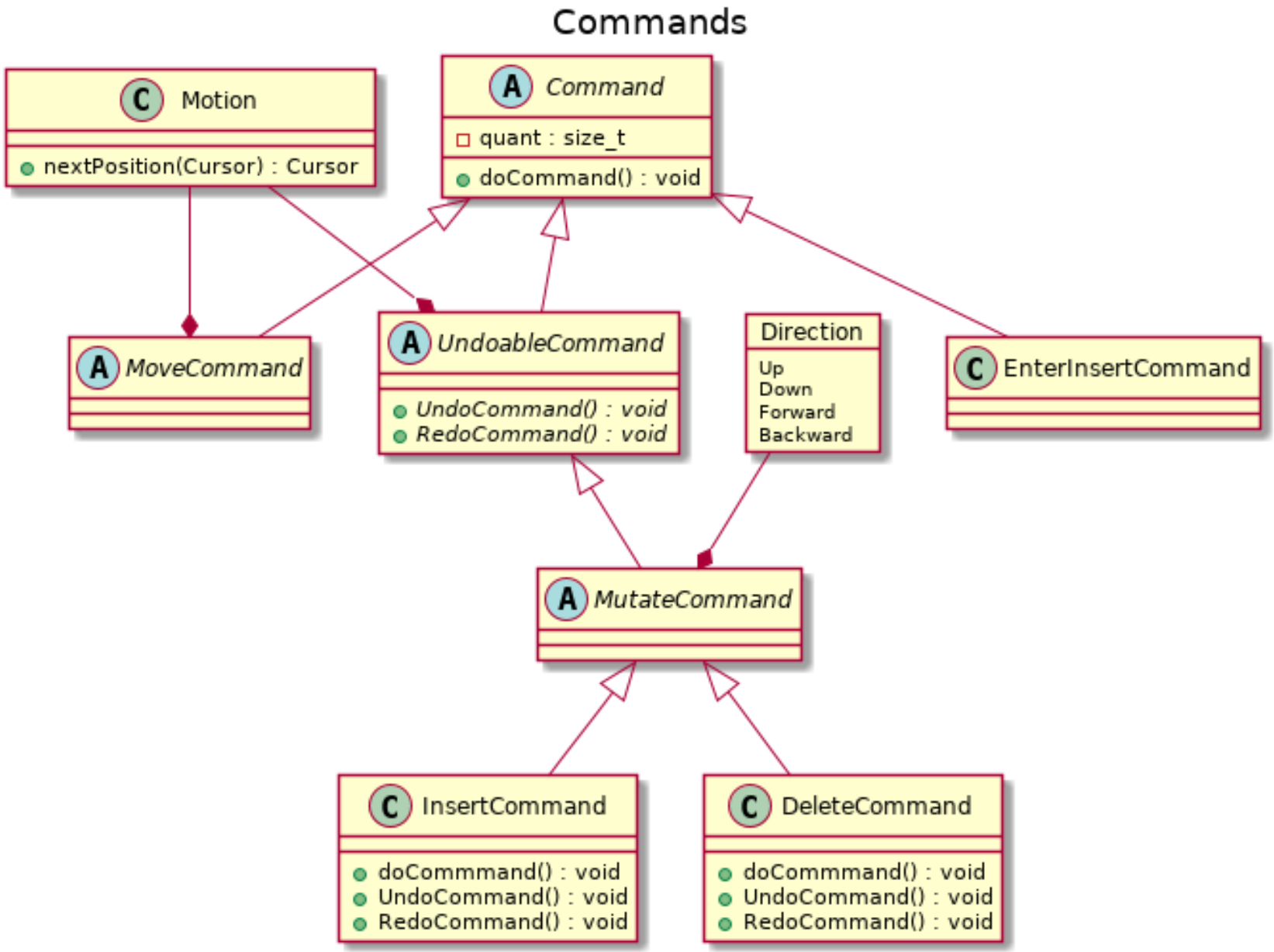

LEGEND
C Class
A AbstractClass
Members
private field
protected field
public field
static field
privateMethod()
protectedMethod()
publicMethod()
staticMethod()
virtualMethod()


General Architecture
Cursor
line : size_t
col : size_t
Input
getChar() : Char
Mode
processChar() : void
Coordinates
cor_t x
cor_t y
PtrCursor
linePosn : BufferType::iterator
charPosn : LineType::iterator:w
BufferType
NCursesInput
getChar() : Char
Controller
Stack<UndoableCommand*> UndoStack
Stack<UndoableCommand*> RedoStack
getAndProcessChar() : Void
InsertMode
processChar() : void
Component
setSize(Coordinates) : void
setPosn(Coordinates) : void
draw(Coordinates, TextDisplay) : void
getSize() : Coordinates
getPosn() : Coordinates
enforceFitIntoSize(Coordinates) : void
appendChildren(Component *) : void
detachChildren(Component *) : void
FileBuffer
type(char) : void
type(String) : void
delete_forward(int) : void
delete_backward(int) : void
getBuffer() : BufferType
TextDisplay
putc(Coordinates, char) : void
putc(Coordinates, string) : void
redraw() : void;
resizeHandler(Coordinates) : void
getMainComponent() : Component *
setMainCompoenent(Component *) : void
BufferView
draw(Coordinates, TextDisplay) : void
NCursesDisplay
NCursesDisplay
resizeHandler(int) : void
getMainDisplay() : NCursesDisplay
putc(Coordinates, char) : void
puts(Coordinates, string) : void
redraw() : void
Application
argc : Int
argv : char**


Commands
Motion
nextPosition(Cursor) : Cursor
Command
quant : size_t
doCommand() : void
MoveCommand
UndoableCommand
UndoCommand() : void
RedoCommand() : void
Direction
Up
Down
Forward
Backward
EnterInsertCommand
MutateCommand
InsertCommand
doCommmand() : void
UndoCommand() : void
RedoCommand() : void
DeleteCommand
doCommmand() : void
UndoCommand() : void
RedoCommand() : void