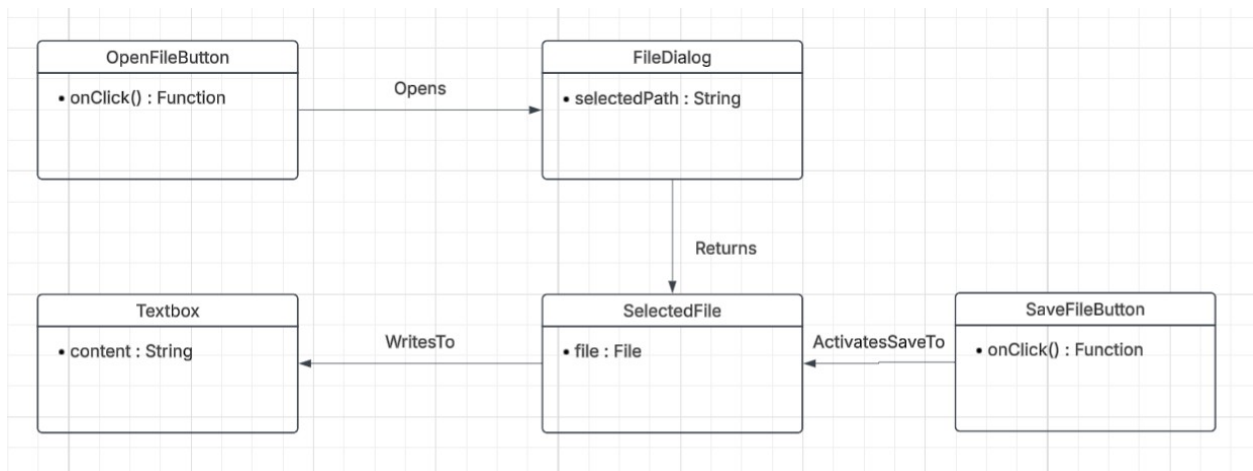


1.3. Domain description

The domain of the application is that of a basic text editor. The application begins with the user clicking an open file button to prompt a file dialog and select a target file. This file is used as the selected file and the contents are loaded into a textbox. The textbox can be edited by the user and later saved. Clicking the save button will overwrite the contents of the selected file with the contents of the textbox.



Entities	Description
Textbox	The main component of the application. This is the component in which the user inputs text that can be saved to a file. The content of the TextBox is taken from the selected file.
SelectedFile	The target file to be edited.
OpenFileButton	When pressed it will open the FileDialog to select the target file.
FileDialog	Used to navigate the explorer and select a target file.
SaveFileButton	When pressed the content of the TextBox will overwrite the contents of the selected file.

Relationship	Name	Description
OpenFileButton -> OpenFileDialog	Opens	The OpenFileDialog is opened when the OpenFileButton is pressed.
FileDialog -> SelectedFile	Returns	The OpenFileDialog returns a file selected by the user. The file is opened and stored as the SelectedFile.
SelectedFile -> Textbox	WritesTo	Once the SelectedFile is opened, the content of the file is written into the Textbox.
SaveFileButton -> SelectedFile	ActivatesSaveTo	The content of the Textbox is written into the SelectedFile when the SaveFileButton is pressed.

Events	Description
Open File	Triggered once a file from the OpenFileDialog is selected. This causes the contents of the TextBox to be overwritten by the contents of the selected file.
Save File	Triggered when the SaveButton is pressed. Overwrites the contents of the TextBox onto the selected file.
Edit Text	Change the contents of the TextBox based on the user's keyboard input.
Close Document	Clear the contents of the TextBox and set the selected file to null.