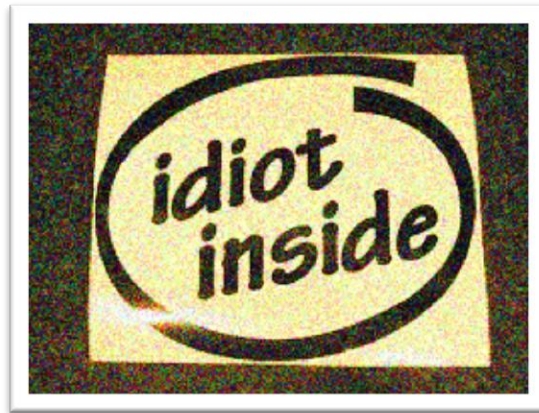


# IDIOT IDE User's Manual



"In the first place, God made idiots. That was for practice.  
Then he made School boards."

*Mark Twain*

**CPSC101 winter 2015 UNBC**

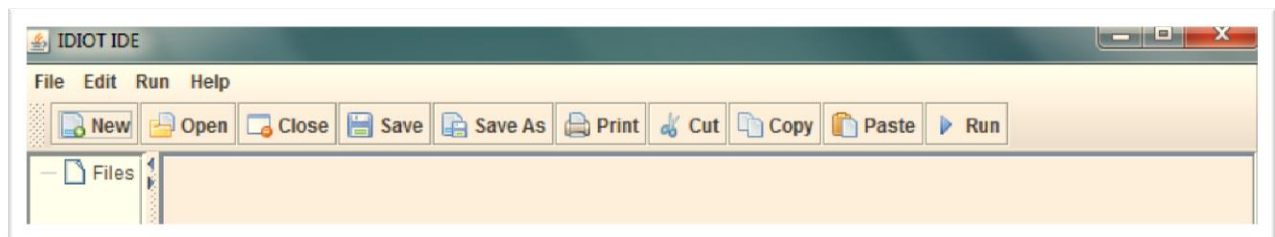
**Team Project**

**Group 5**

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**April 13, 2015**

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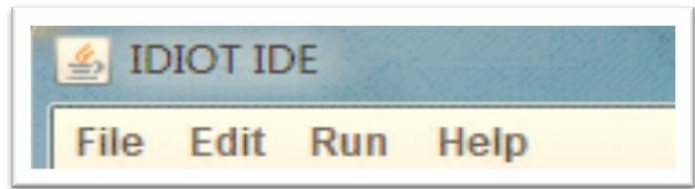
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# 1 Overview



IDiOT IDE is an integrated editor to create IDiOT application. IDiOT IDE is compact, quick, and easy to use.

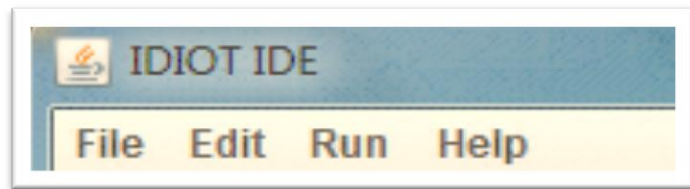
IDiOT IDE is small. The whole application is about ... MB. It does not take up lots of room in your computer. It sits in the corner and works by itself.

IDiOT IDE is quick. It takes only a few seconds to be ready.

IDiOT IDE is easy to use. You only need to know IDiOT language.

Just have fun!

## 2 Installations



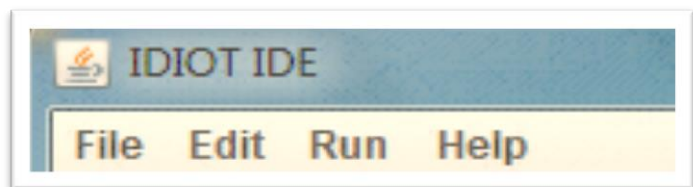
### 2.1 Preparation

There is no hassle. Hope you have a computer, and some way to supply electricity to it.

### 2.2 Launching

IDiOT IDE does not require any installation. It can be directly run from the jar file.

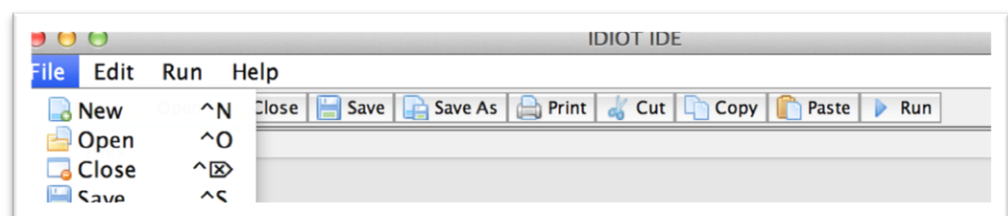
## 3 Basic Usages



### 3.1 Creating a new file

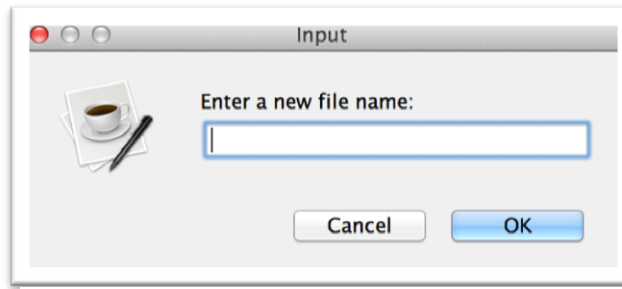
Step1. Click the "New" icon on the menu bar to create a new file. (Or use the shortcut key

"control + n")



1: File drop-down menu

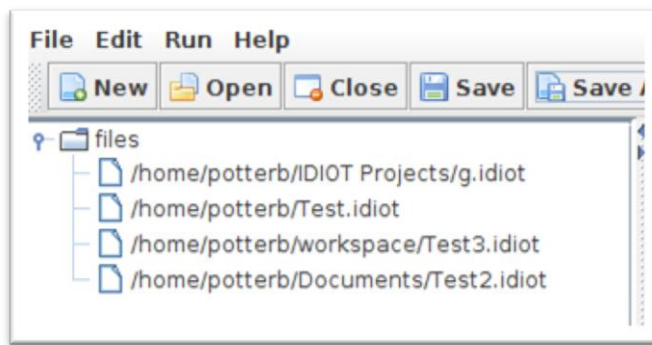
*Step2. Give the name to the file and click ok. (The error bar would occur if you did not enter the file not)*



**2:** New File Dialogue Box

## 3.2 The file tree

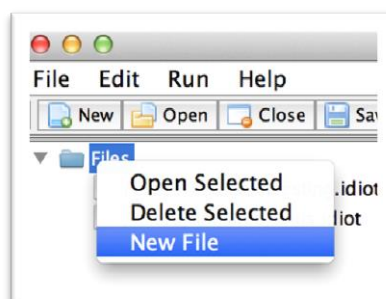
*File tree is the place where you can manage all the idiot files in your file folder.*



**3:** File Tree Window

### 3.2.1 Creating new file from the file tree

*In the file tree you can right click the folder on the file tree console and click "New" to create a new file.*



**4:** File Control in the File Tree

### 3.2.2 Open and delete the file from file tree

Right click on the file in the file tree and choose “**Open Selected**” to open a file and “**Delete Selected**” to delete the file.

## 3.3 The Editor tabs

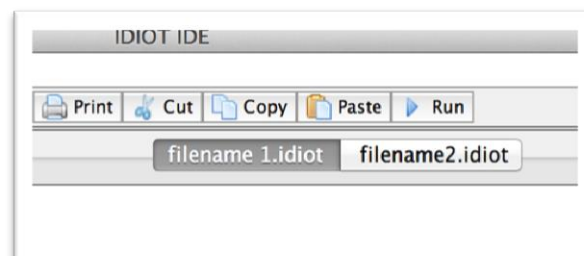
### 3.3.1 Basics

#### A New Tab

appears when you create a new file. You can have multiple tabs open at the same time.

#### Switching between files

Double click the file from the file tree, or click the filename tab above the editing console

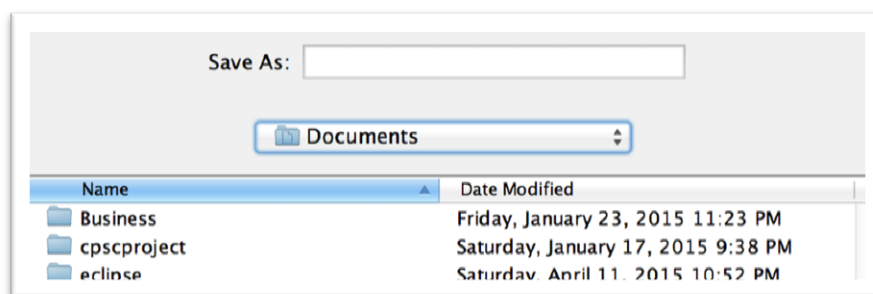


5: Multiple Tabs Open

#### Save the file

Click the “**Save**” icon, or shortcut key “control + S” to save the content of the current file.

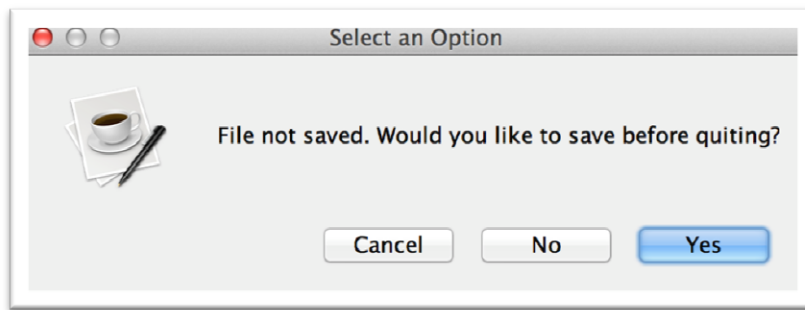
Click the “**Save As**” icon, or shortcut key “Control + Shift + S” to save the contents to a new file.



6: Save As Dialogue Box

### ***Close the file tab***

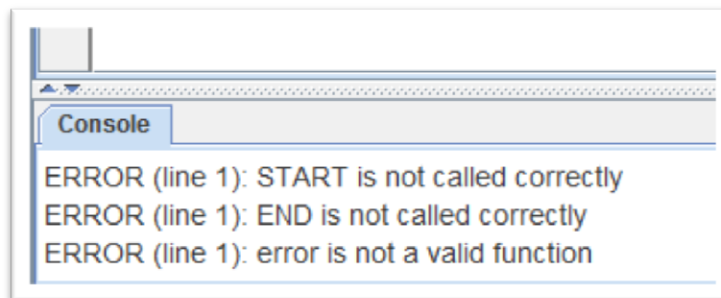
Select the file tab and click the “**close**” icon on the menu bar. System would ask you if you want to save the change of file before closing it.



**7:** Close Window

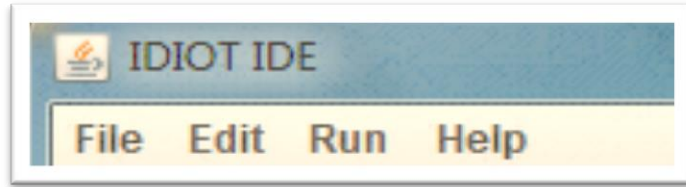
## ***3.4 The Output Window***

The output from running the codes will be displayed in the output window. Errors are also displayed there for your reference.



**8:** Error Messages displayed in the Console





## *4.1 Acknowledgments*

Many thanks to Mr. Allan Krantz who guided us with his humour and wit through the perilous passage in the electronic forest to the light of realization that there is nothing in this world we cannot do if we are determined...well, almost nothing.

Many thanks to Mani, our lab instructor, who was always very patient and shared his knowledge with us.

Thank you.

## *4.2 IDiOT IDE History*

IDiOT IDE was the team project for the Computer Science Program, Programming 101 in the winter semester of 2015. The teams were put together by our instructor, Allan Krantz, by whatever the reasons he came up with at the beginning of the course in

January, and we have met almost every Saturday since then. Now it is middle of April nearing to the end of the semester, the project is also complete, at least to the demonstration.

The first time we met we had some vague idea of how the end product would be like rather than the fact that we were pretty clear on how our IDE would look like. The GUI part was what we tackled first. Building the simple interface from scratch was more complicated than how innocent our little IDE presents itself.

The interpreter part was more formidable than

### *4.3 IDiOT IDE Design*

Since we used it all the time to write Java code, Eclipse was naturally our guide for the design of the IDiOT IDE.

### *4.4 IDiOT IDE TO DO*

Pretty much covered all the items in the TO DO List, except the printing and keyword balding. If the semester had continued through the summer, the IDE would have come

closer to the perfection. Indeed the as a human being matures all through his life, IDiOT IDE should keep growing.

## 4.5 IDiOT IDE Version History

We were not particularly meticulous about keeping historical information. Therefore we recommend always use the latest version of the IDE. The current and thus latest version is 4.0.

## 4.6 Shortcuts Reference

**Ctrl-N** lets you create a new file

**Ctrl-O** lets you open a file

**Ctrl-Delete** lets you close the file

**Ctrl-S** lets you save a file

**Ctrl-Shift-S** lets you save a file type specific

**Ctrl-P** lets you print the file

**Ctrl-Q** closes the file

**Ctrl-X** cuts the highlighted

**Ctrl-C** copies the highlighted

**Ctrl-V** pastes the cut or copied

**Ctrl-R** runs the code

**Ctrl-D** debugs

**Ctrl-H** lets you look at the help menu

**Ctrl-Z** lets you view the About My IDE

## 4.7 License

IDiOT IDE is free software. This program was written for the purpose of learning and we hope other people will learn from what they see in IDiOT IDE as well.

## 4.8 Illustration Index

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## *4.9 References*

SUN Java homepage <http://java.sun.com>

TutorialPoint <http://www.tutorialpoint.com/>

Uml-diagrams.org <http://www.uml-diagrams.org/>

famfamfam <http://www.famfamfam.com/>

camick.com <http://www.camick.com/>