Assignment 2
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CS 4712
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The code for this assignment is written in the language Golang. The GUI is written using the Fyne framework, a GUI binding in Golang. The text editor is created by creating a Vbox and inserting a multi-line entry onto the Vbox. This allows for easy user input.

Quicklists should be implemented by creating both a keyboard shortcut and by creating a button the user can push to activate Quicklists. This allows for two different users to be able to use the function, those that only use keyboard shortcuts to activate features and those that only press on the GUI buttons to activate features. It's important when creating a user interface that you keep in mind the desires of multiple users.

Dialog boxes would not be a good implementation of Quicklists. When using dialog boxes, they often disrupt the workflow of the user. This can lead to frustration and annoyance and the program and sometimes even the complete dismissal of the program entirely. It's important to keep in mind when creating a GUI that one does not easily disrupt the user with multiple pop-ups or boxes that can impede them.

Screenshot of the text editor:
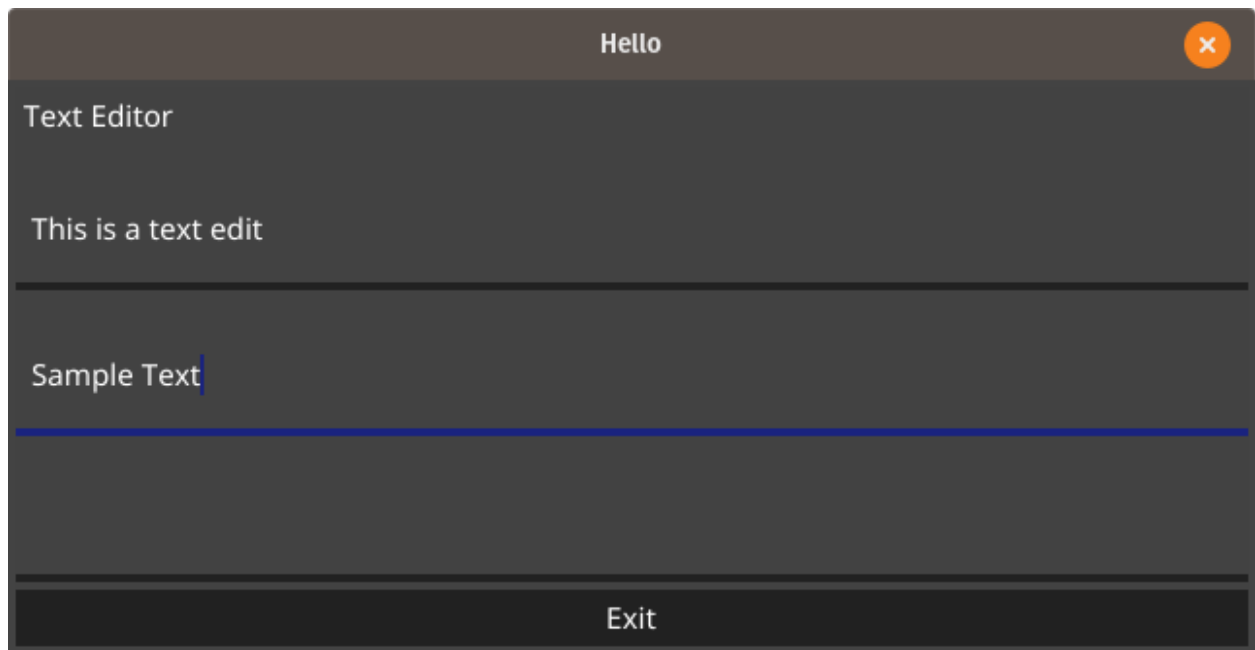
(Sample code included in the zip folder)
(Code written in Golang using Visual Studio Code)