

## PART-A

**Title of Micro Project:** Text Editor.

### 1.0 Brief Introduction:

- JAVA was developed by James Gosling at Sun Microsystems Inc in the year 1991, later acquired by Oracle Corporation.
- It is a simple programming language. Java makes writing, compiling, and debugging programming easy. It helps to create reusable code and modular programs.
- It is an advanced technology or advance version of Java specially designed to develop web-based, network-centric or enterprise applications, it includes the concepts like Servlet, JSP, JDBC, RMI, Socket programming, etc.
- A text editor is a tool that allows a user to create and revise documents in a computer. Though this task can be carried out in other modes.
- The word text editor commonly refers to the tool that does this interactively.
- For this project, we are using the jdk 1.8 and sublime editor.

### 2.0 Aim of the Micro Project:

The main objectives of this Text Editor are as follows:

- User should able to write text in this text editor.
- User should able to new blank editor.
- User should able to save the typing text file.
- User should also able to open the file.
- User should able to change the font color, font size and also the font styles.
- User should also to use the short key such as ctrl+S for saving the file and ctrl+O for opening the file.

### 3.0 Action Plan:

Sr. No.	Details of Activity	Planned Start Date	Planned Finish Date	Name of Responsible Team Members
1	Deciding the Topic	30-11-2021	30-11-2021	Kaushik Shigavan Harshad Raurale
2	Writing the Code	03-12-2021	07-12-2021	Kaushik Shigavan Harshad Raurale
3	Making Report	07-12-2021	10-12-2021	Kaushik Shigavan Harshad Raurale

**4.0 Resources Required (Such as raw material, some machining facility, software etc.)**

<b>Sr. No.</b>	<b>Name of Resource/Material</b>	<b>Specifications</b>	<b>Qty</b>	<b>Remarks</b>
1	Notes and useful websites	For collecting information	-	
2	JKD 1.8 and Sublime Editor	To write the Code	1	
3	Microsoft Word	To make report	1	

### PART-B

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#### 3.0 Course Outcomes Integrated:

- Develop programs using GUI Framework (AWT and Swing).
- Handle events of AWT and Swings components.
- Develop programs to handle events in Java Programming.

#### 4.0 Actual Procedure Followed:

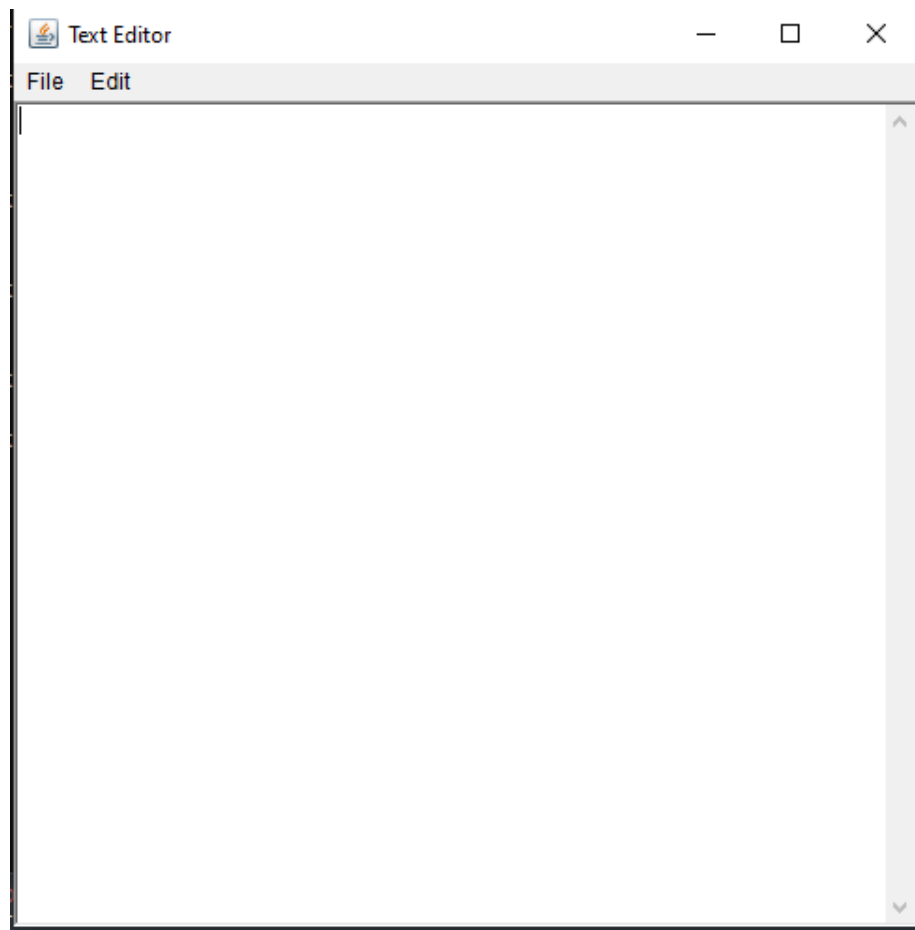
- First, we created the class such as "My\_Notepad" and extend to frame and implements the ActionListener.
- Then we created all the components such as "TextArea", "MenuItem", "Menu", "MenuBar", "MenuShortcut" in private.
- Then we created the constructor of class My\_Notepad and assign all the components.
- After that we add all the component in the frame sequence wise.
- Then we assigned "addActionListener" to all components by using "this" keyword.
- By using "setTitle" and "setSize" we assign the frame title and frame size.
- After we used the addWindowListener to close the frame.
- Then we created a "actionPerformed(ActionEvent ae)" function to assign all the action and event to all the components.

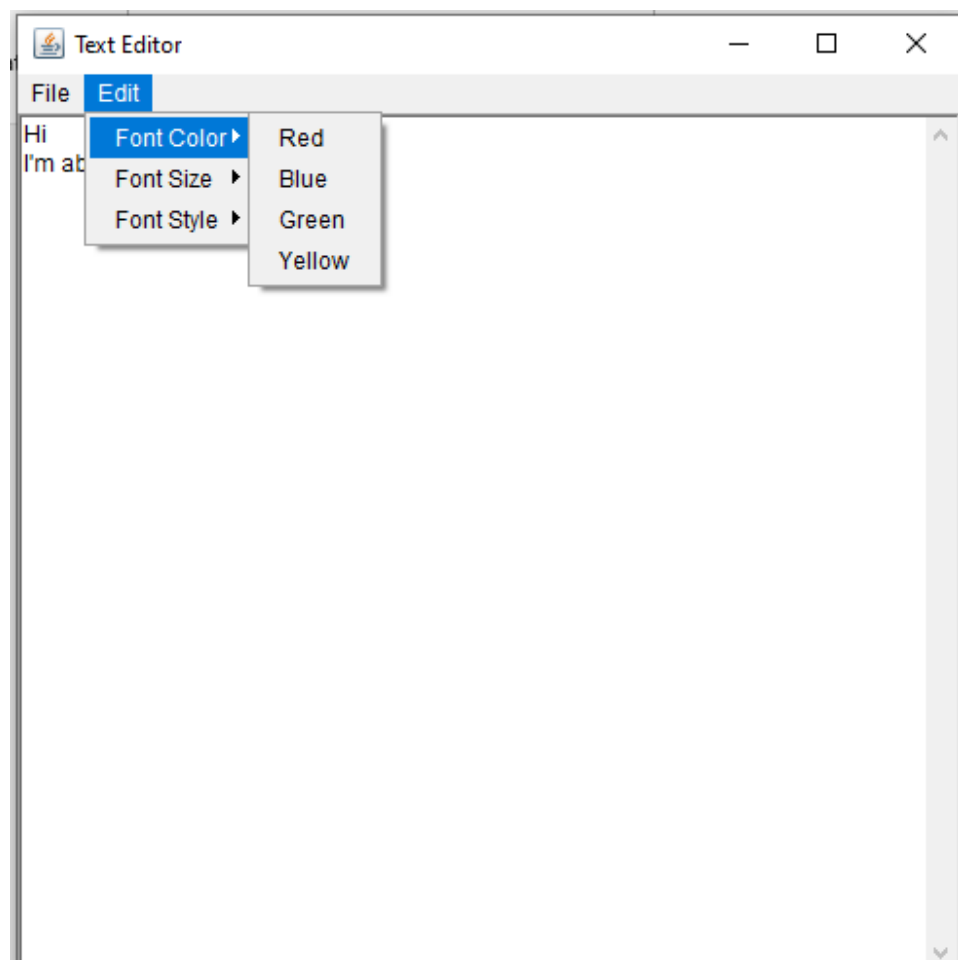
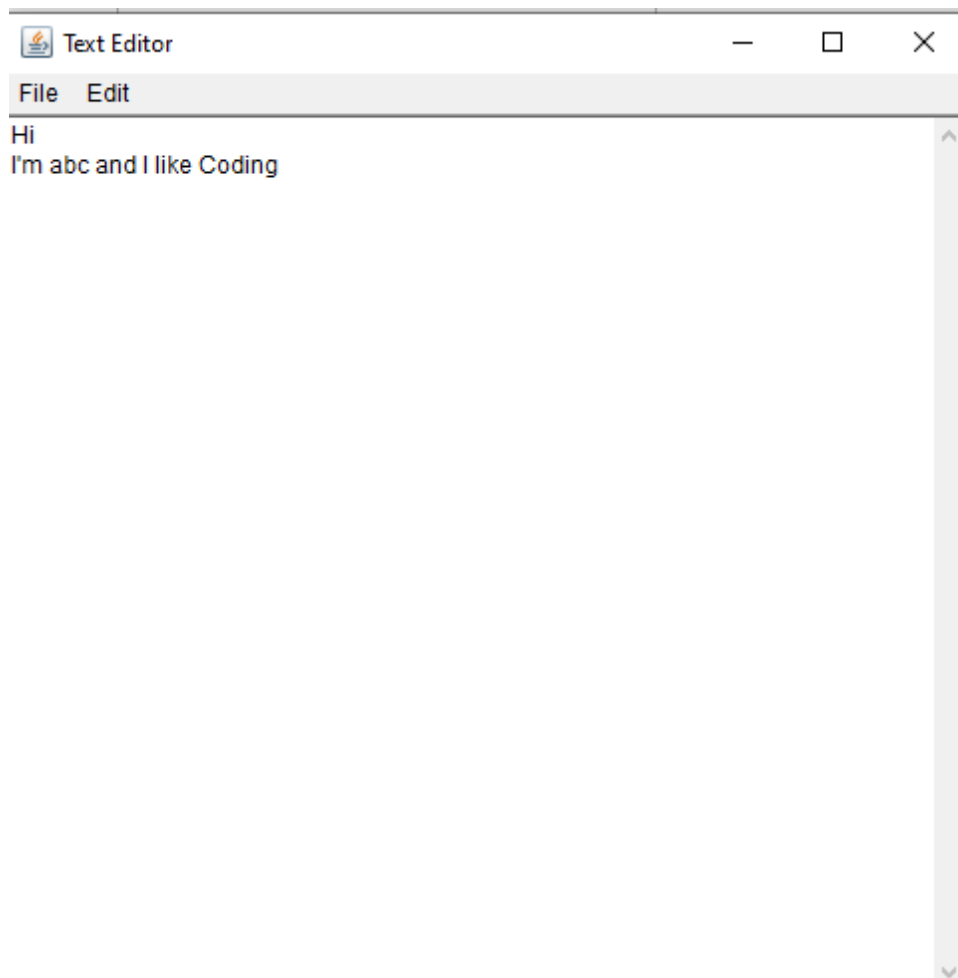
- Then we created the class named “Notepad” and in main function we call the constructor of class “My\_Notepad”.

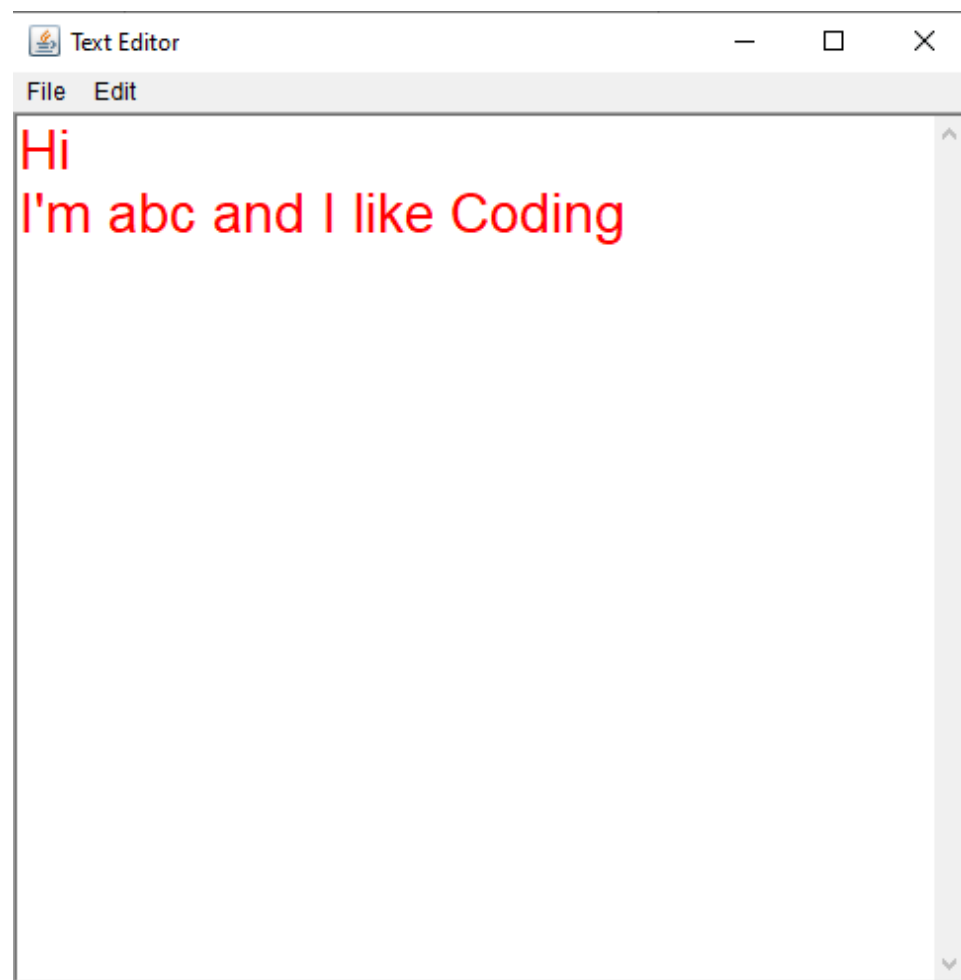
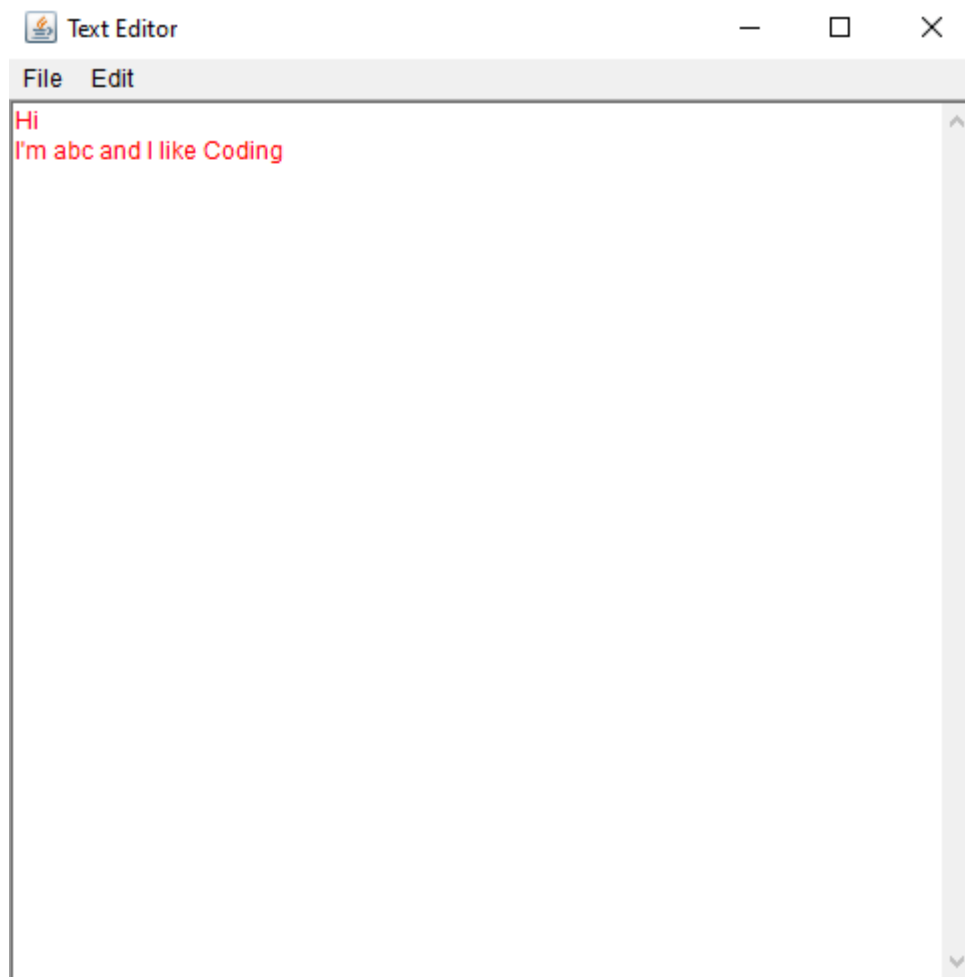
#### 5.0 Actual Resources Used:

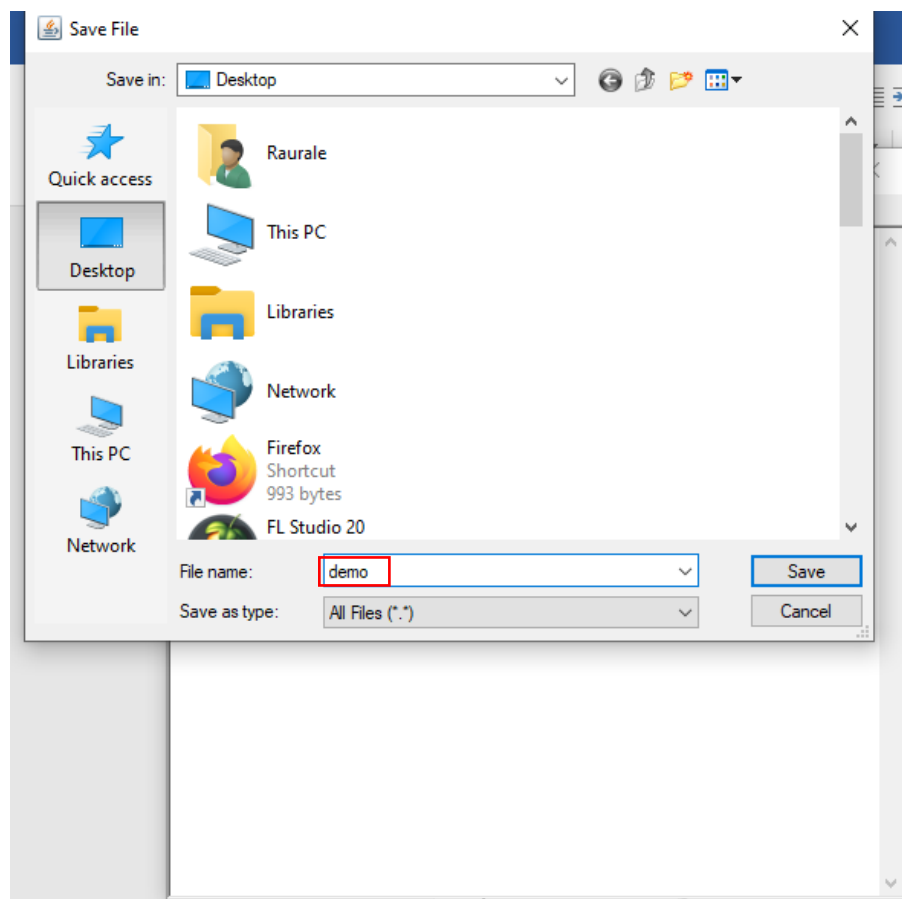
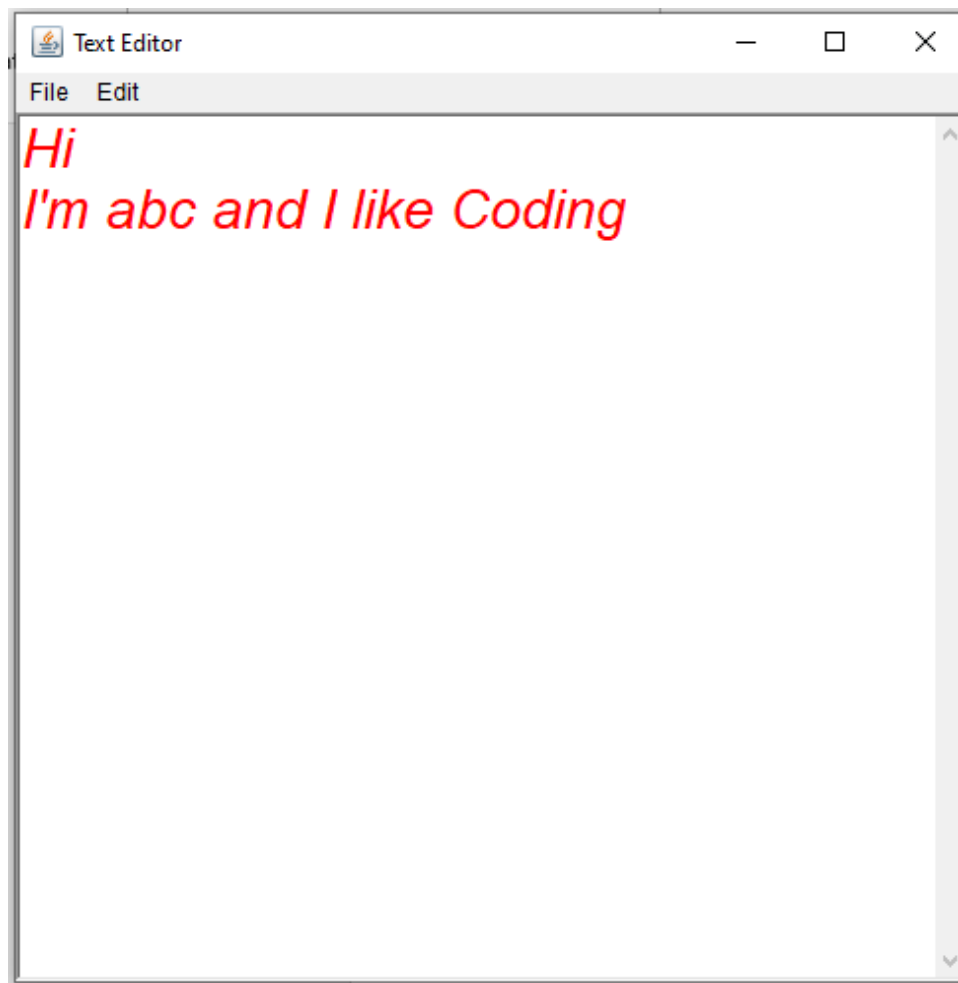
Sr. No.	Name of Resource/Material	Specifications	Qty	Remarks
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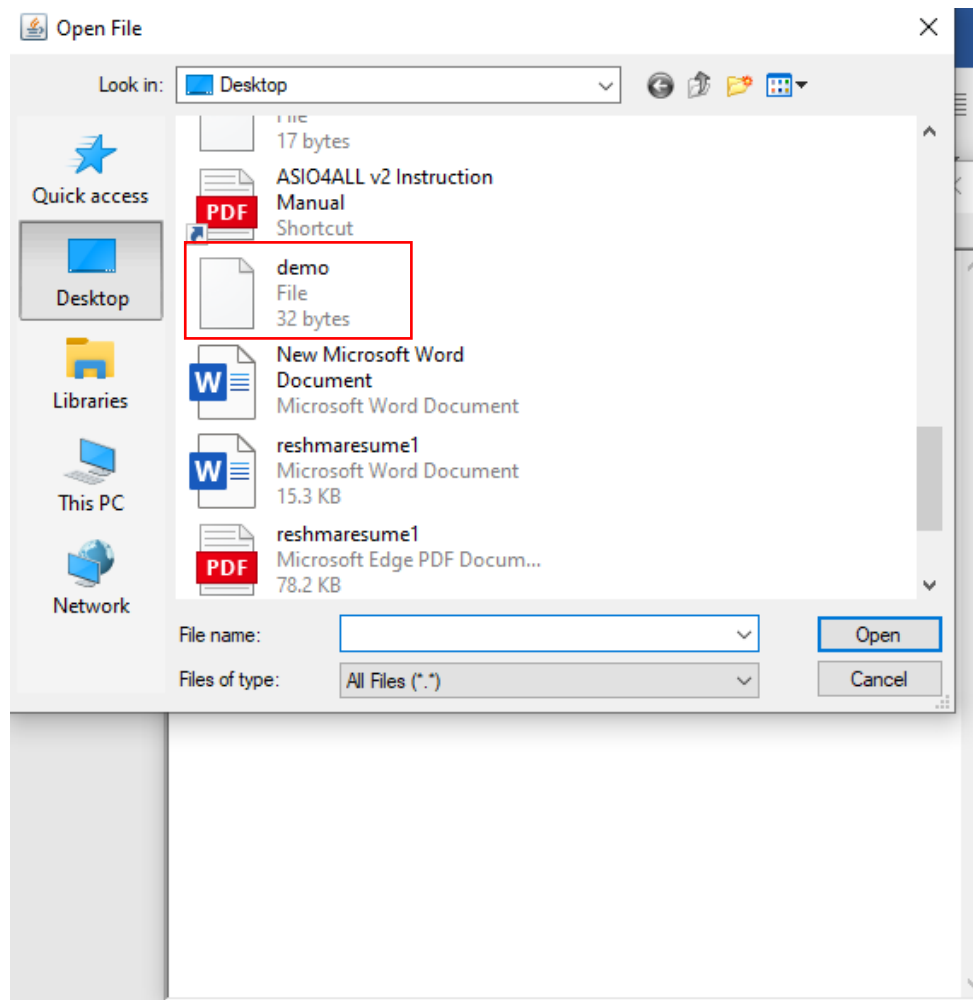
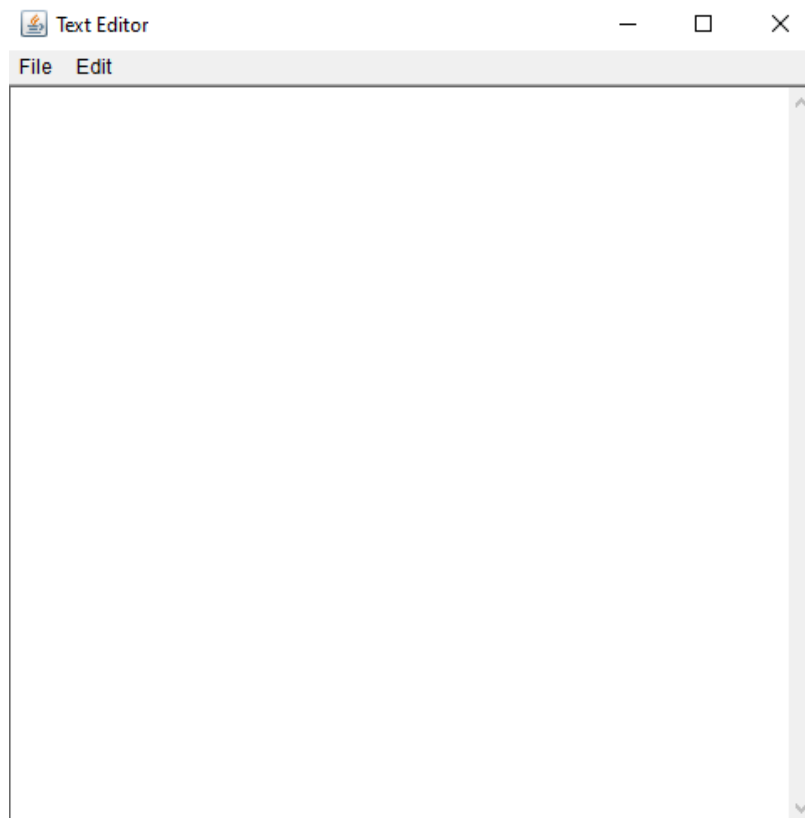
#### 6.0 Outputs of the Micro Project:



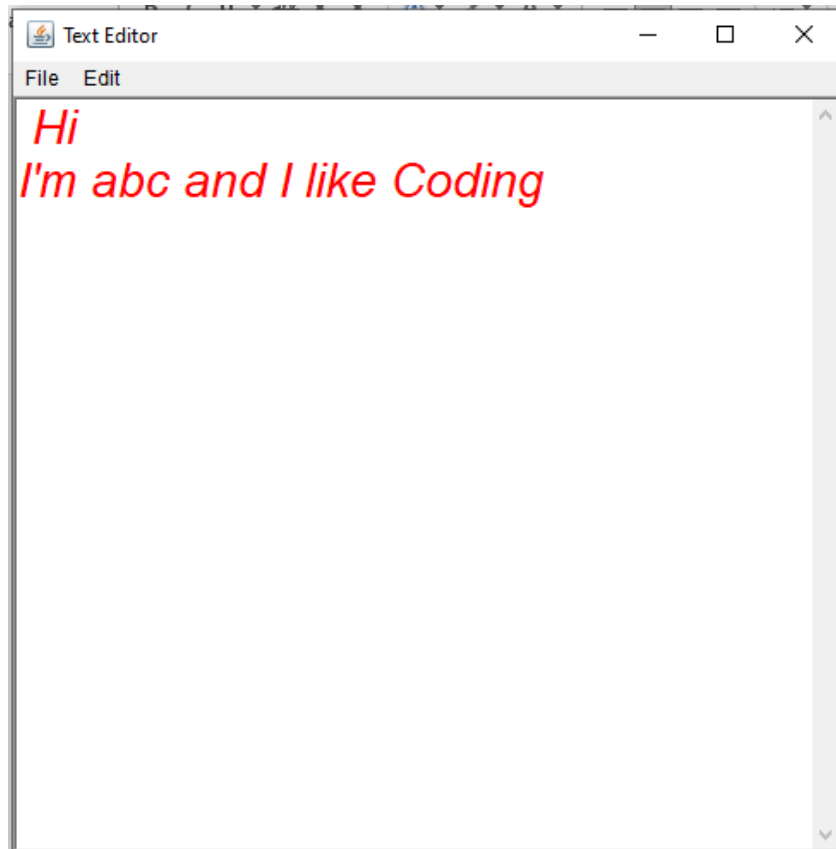












#### **7.0 Skills Developed/ Learning of the Micro Project:**

- Teamwork and good leadership lead to the success of the job that we have been assigned.
- All the team members were responsible enough to handle their jobs and did great work throughout the project.
- The opinions and suggestions of all the team members were taken and heartily respected.
- We gathered information and studied different functions, methods and constructors.
- This microproject helped us in understanding as how to use Java AWT, Swing and Event Handling.

GROUP MEMBERS	ROLL NO.
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