KText Editor

Generated by Doxygen 1.9.6

1 Kamil Editor

A Text Editor for kamil

1.1 Analysis

1.1.1 Background and Identifying the problem

The Project I will be developing will be in answer to the challenge set out by the end user and friend of mine, Kamil. He challenged me to make a light weight editor that he can use in his day to day life and when doing python projects and general day to day use.

The challenge started when he commented on my use of neovim and how it would be better if I used an actual IDE. I told him that I've used IDE's in the past and overall prefer the look and feel of a customised neovim. I then suggested him to learn vim himself and that he wouldnt regret it, but he declined. Kamil then told me that I should create something easier for him to use and that could potentially change his use of IDE's.

Upon being issued with this challenge I created a few starter questions that I would research around for my NEA.

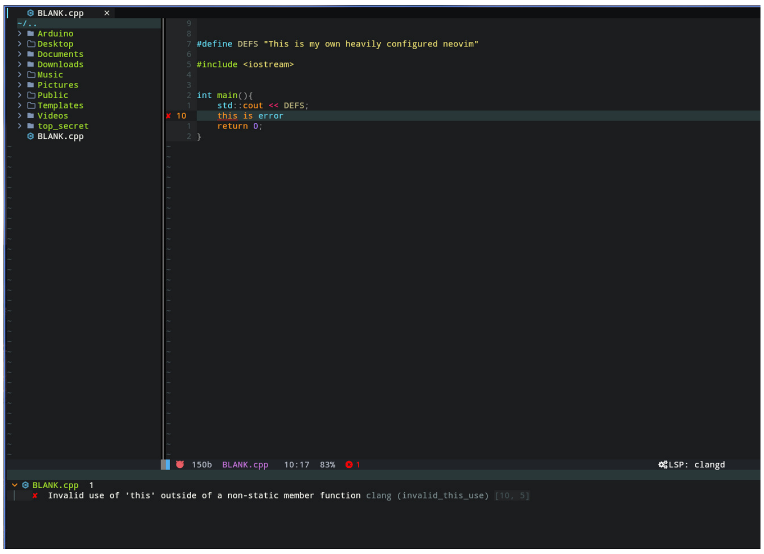
1) What is a text editor and how does it differ from an IDE? 2) How do I make a text editor for kamil 3) How do I make it efficient enough to meet his standards?

To kick things along I began to do research on Text editors and IDE's and found out that the difference between isnt limited to Operating System platforms or by how much better one is at a specific task but by the features each can do. Text Editors, as the name suggest are specifically desinged for manipulting any form of text that it can open. While an IDE (Integrated Development Environment) is specifically desinged for software development and comes with a multitude of features that engineers can make use of to streemline their workflow.

A table of pros and cons:

	Pros	cons
Text Editor	Light weight,	Limited in capability
	Fast,	
	Resource efficient	
	Very Modular	
IDE	Has everything out the box	Slow
		Not very Resource efficient
	can view memory	Too many menus
		Limited in compatability

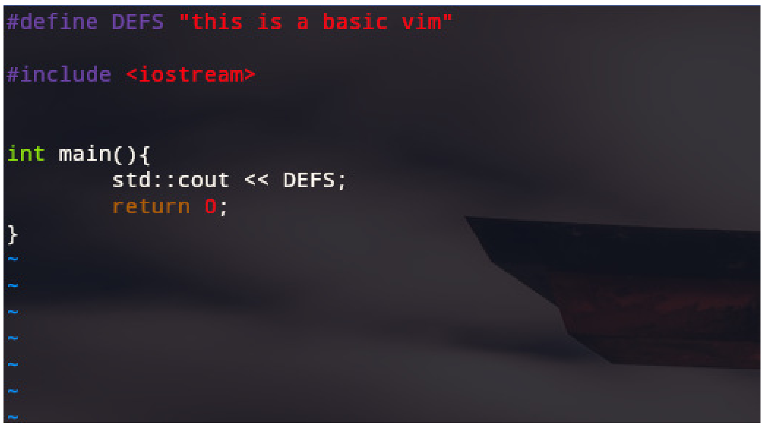
Here are pictures of some text editors and IDE's:



```


#define DEFS "This is my own heavily configured neovim"

#include <iostream>


int main(){
    std::cout << DEFS;
    this is error
    return 0;
}
```

```
150b  BLANK.cpp   10:17  83%  1                                  LSP: clangd
BLANK.cpp  1
  Invalid use of 'this' outside of a non-static member function clang (invalid_this_use) [10, 5]
```

Figure 1 My Neovim



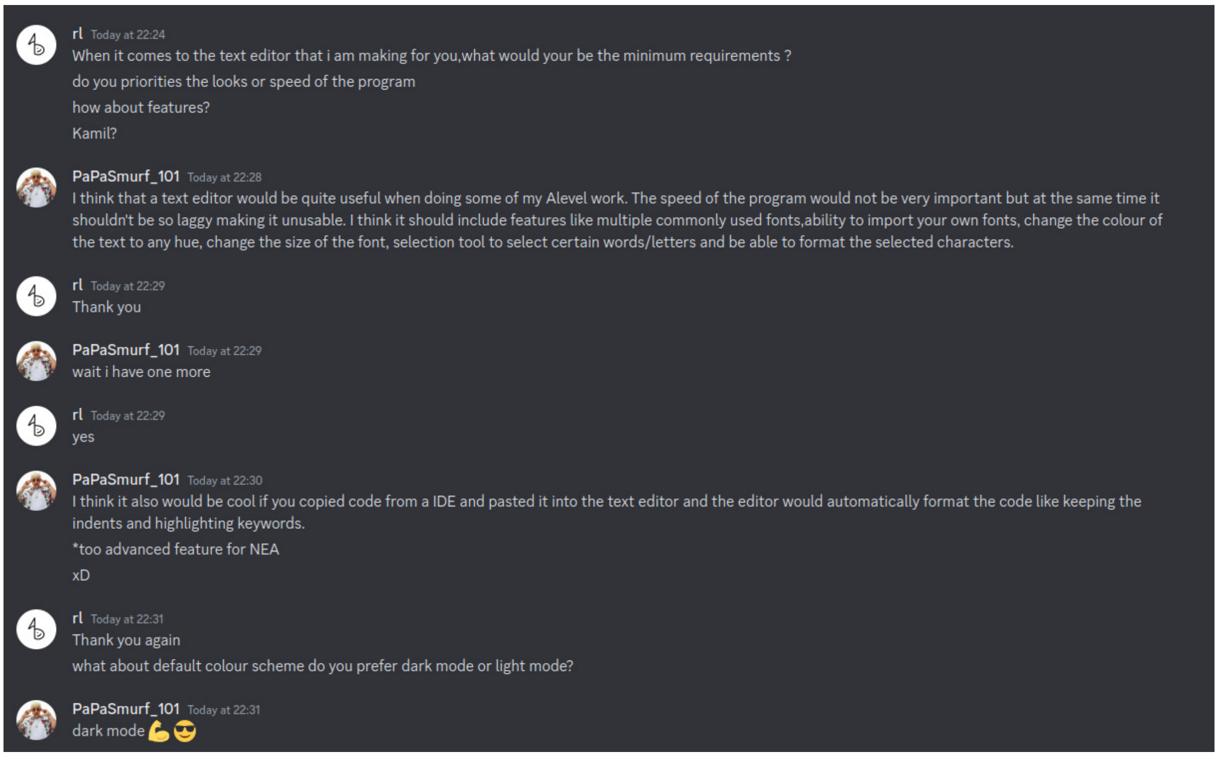
```
#define DEFS "this is a basic vim"

#include <iostream>


int main(){
        std::cout << DEFS;
        return 0;
}
~
~
~
~
~
~
~
```

Figure 2 My Vim

(annotate hte image)

1.1.2 End User needs

When talking to Kamil about his needs it was apparant that he wanted something modular in the sense that it comes with what he needs so its not a hassle to work with and it works with multiple different file types.



rl Today at 22:24
When it comes to the text editor that i am making for you,what would your be the minimum requirements ?
do you priorities the looks or speed of the program
how about features?
Kamil?

PaPaSmurf_101 Today at 22:28
I think that a text editor would be quite useful when doing some of my Alevel work. The speed of the program would not be very important but at the same time it shouldn't be so laggy making it unusable. I think it should include features like multiple commonly used fonts,ability to import your own fonts, change the colour of the text to any hue, change the size of the font, selection tool to select certain words/letters and be able to format the selected characters.

rl Today at 22:29
Thank you

PaPaSmurf_101 Today at 22:29
wait i have one more

rl Today at 22:29
yes

PaPaSmurf_101 Today at 22:30
I think it also would be cool if you copied code from a IDE and pasted it into the text editor and the editor would automatically format the code like keeping the indents and highlighting keywords.
*too advanced feature for NEA
xD

rl Today at 22:31
Thank you again
what about default colour scheme do you prefer dark mode or light mode?

PaPaSmurf_101 Today at 22:31
dark mode 💪😎

Since this is a project that could quickly grow in scale due to all the different parts of handling the editor, text and documents etc. The overall time complexity of the different algorithms coming together could exponentially increase the latency between the different commands. To ensure that the project meets the needs of Kamil, I have a few objectives.

1.1.2.1 Objective 1

Ensure that the program is properly optimised and not laggy. To ensure that the program is not laggy and has minimal delay we can get the time taken between function calls and their effect like the text being pressed and it being displayed on the screen and see how efficient it is and we can change it.

Furthermore, In the code youll see optimisation techniques such as passing classes by pointer which essentially allows me to directly access the class in memory instead of accessing a cpoy of the class

1.1.2.2 Objective 2

Allow it to be user configurable. We need the ability to load and use fonts specified by the user as well as change the theme of the program based on what the user wants.

We can check this by successfully storing font files and changing them as well as having the user use a theme through a colourscheme and successfully have the program use them.

1.1.2.3 Objective 3

Run Python programs. Since Kamil mainly codes in Python having some python compatability would help him greatly. With that said we would need to be able to write, save and run python code and have it be accurate.

This is easily measurable since a fully working python Implementation would be able to run and save our own files.

1.1.2.4 Objective 4

Allow for user data to be stored and recalled locally in a file system. For the Text editor to be a text editor we need the ability to successfully access the file tree system this allows for further I/O like file saving and writing.

To test if this feature works we need to successfully save and load a file.

1.1.2.5 Objective 5

Allow for cross platform support. Have the program successfully run on at least 2 of the 4 different Operating systems tehe four being, Windows, Mac, Linux, OpenBSD.

Upon completion the program would be completely cross-platform.

To summarise the objectives, the program must be:

- Cross-platform
- User-configurability
- file I/O
- Run Python files
- Not Laggy

1.1.3 Limitations

The Limitations of my program are what give it a general architecure to work with. The Limits my program will face are:

1.1.3.1 Limitations 1

Programming Language I chose to use c++ as it is a language that im more familiar with. I understand a lot of the optimisations in the language and it is a very fast and performant language with good cross compatability which would make it good for the project.

1.1.3.2 Limitations 2

formating standards when it comes to writing good clean code, formatting the code is a big necessity that can help the overall functionality of the code and user experience. To do this i am using LLVM formatting standards which are defined in teh cmake file and config-format file

1.1.3.3 Limitations 3

Operating System. Another limitation is the operating system since i am on linux and Kmail is on windows building the executable on one will make it not work on the other one.

1.1.3.4 Limitations 4

with the libraries There are a lot of good libraries that are useful for the project i will be using fmt, sfml and toml

When it comes to the Programming Language I wrote my project in C++ (Cpp, Cxx, cc) with access to the C++17 language standard. I chose this language becauase I am most familiar with it and prefer it over python for larger projects like this. It is fast, efficient and allows the use of pointers for memory and data management. An example of this can be shown when passing Classes to other Classes via pointer.

The formatting standard im using is own defined by LLVM in a .clang-format file, it essentially dictates the formatting of files from how many spaces are used in a tab to length of lines and how many parameters apear on one line.

By having a seperate program keep track of all code formatting and making sure its all standardised it makes the code more modular and easy to work with since any new programmers will have an easier time understanding code if its all similar.

(include the clang-format file here)

An example being:

```
//without a formatting standard

int printAninttoOutput
```

```
    (int val) {return val;}


int setintTooutPut
(int val){
    reutrn val
}
// with a formatting standard

int Print_Int_To_Out(int val){
    return val;
}

int Set_Int_To_Out(int val){
    return val
}
```

From the examples shown above its clear that with the formatting the code is easier to read without any weird (but legal) C++ syntax, it also allows programmers to see a pattern and predict what the function they want to call is called without checking documentation.

The operating System is a default limiter and denotes how everything comes together. By default I use Linux. This has the benefit of having more support for C++ coding and development in general with the caveat of programs not being very portable to other devices like windows machines. This means that I will either need to cross-compile my program or convert Kamil, who is a windows user, over to Linux.

In addition to the operating system, Libraries, specifically graphical Libraries in conjuction with config files can decide wheather a program is cross-platform or not. Some libraries make use of Os specific functionality and function calls that arent available elsewhere.

The issue for me here is that I use Linux and Kamil uses Windows, so how do I get my program to him on windows? Well the answer is by choosing libraries that are cross-compatible and using configuration files.

For the Libraries ill be using SFML to handle the events and graphics and fmt for normal printing to standard out. Both are cross platform and are built using a cmake file.

The cmake file I use to compile and build my project is: (link to cmake file)

1.1.4 Design

Throught the creation of the project I utilised an iterative deseign procedure where I would develop a basic version of the code, test it then improve on it.This form of design procedure requires a very modular and heavily commented code base so we dont get lost when adding new features and testing and checking old ones.

(show pics of the program before and after for iterative)

My workflow is as:

- Identify feature I want to add
- Write out features it should be able to do
- Create the class in a seperate file around a template SFML project i.e. similar style to main project but not 1-1 copy
- Make sure the class follows DRY (Dont Repeat Yourself)
- Test the code against what-if cases
- Implement the code to the main project and check if it runs
- Test program
- Repeat

(example of written work for TextBox class)

Moreover, when designing the project I made use of OOP and Geneic programming using templates. Each section of my code is modular so that if someone where to take parts of it like the TextBox class, It would be similar in style to a normal SFML class with little to no difference.

(TextBox)

1.1.5 Testing the code

I have made use of try, except statements –integration testing. white-box testing with the bounds checking to stop memory leaks pointer deallocation and reallocation for dangling pointers and buffer overflows Acceptance testing – tell if the user likes it (part of the evaluation)

1.1.5.1 Design Choices

When developing the project I made a series of design choices that I thought would be best for the project.

In SFML when writing text to a screen it takes a, const sf::String& string, which devolves into std::string types and char[] arrays. Due to this and a need to be efficient I made the choice to manipulate all text input and output in a dynamic one dimensional character array (std::string), By doing this any changes that can be made I just need to loop through the string checking each character for what im looking for. They take up minimal space since it is stored as a single string which is by default 24 bytes.

This also has the added benefit of always knowing its length and size as well as being able to convert into other types when needed.

Furthermore, I also made some optimisation decisions like, passing classes used through by pointer and dynamically allocating them on the heap when created. I did this because when they are passed through by pointer the program is only accessing one instance of it and not copying the class, manipulating it and then passing the values back to it when its done like what happens by default when passing a class through parameters. This choice speeds up the program since it doesnt need to copy and directly access the class.

finish commenting the header file

include the cmake file show python thing

1.2 Evalute

Could improve on command line interface, configuration file width of commands accepted string selections

2 Nerd Fonts

This is an archived font from a Nerd Fonts release.

For more information see:

- https://github.com/ryanoasis/nerd-fonts/
- https://github.com/ryanoasis/nerd-fonts/releases/latest/

3 Namespace Index

3.1 Namespace List

Here is a list of all namespaces with brief descriptions:

4 Hierarchical Index

4.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

5 Class Index

5.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

6 File Index

6.1 File List

Here is a list of all files with brief descriptions:

7 Namespace Documentation

7.1 KEYS Namespace Reference

An enum for Keyboard characters in hex form.

Enumerations

- enum {
  ESCAPE = 0x1B , ENTER = 0xD , BS = 0x8 , Shift_A = 0x41 ,
  CTRL = 0x11 , DELETE = 0x7f , CR = 0x13 , UP_ARROW = 0x48 ,
  DOWN_ARROW = 0x50 , RIGHT_ARROW = 0x4D , LEFT_ARROW = 0x4B }

7.1.1 Detailed Description

An enum for Keyboard characters in hex form.

Used for when we need to check if some characters are being entered into the textbox since not all characters can be directly drawn to the screen but SFML will try to. We can intercept them here and change or mute their behaviour.

7.1.2 Enumeration Type Documentation

7.1.2.1 anonymous enum `anonymous enum`

Enumerator

ESCAPE	
ENTER	
BS	
Shift_A	
CTRL	
DELETE	
CR	
UP_ARROW	
DOWN_ARROW	
RIGHT_ARROW	
LEFT_ARROW	

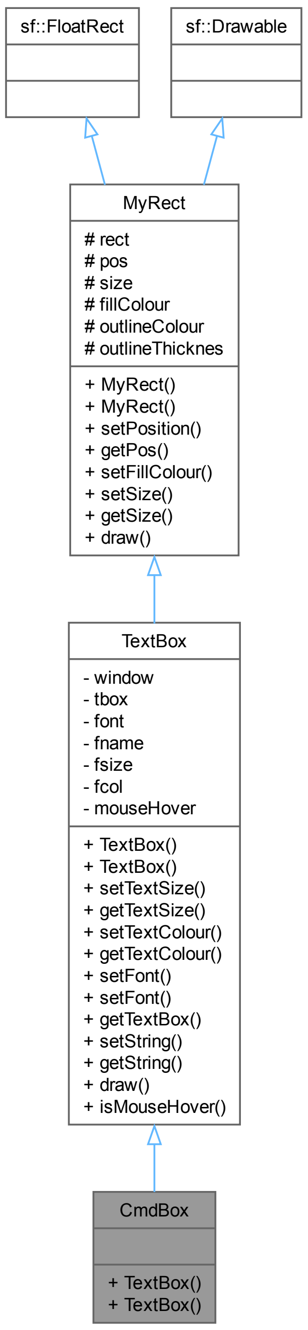
8 Class Documentation

8.1 CmdBox Class Reference

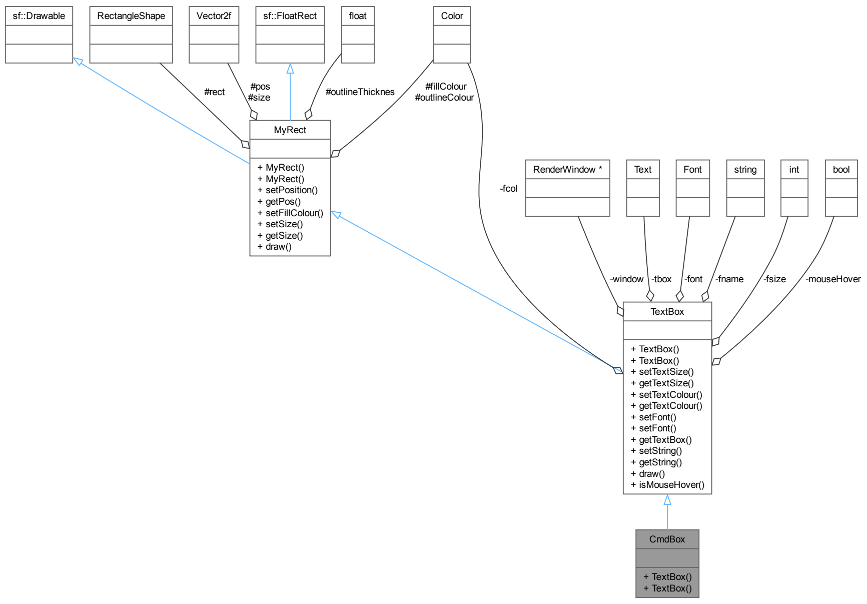
Class to handle the command TextBox.

```
#include <CmdBox.h>
```

Inheritance diagram for CmdBox:



Collaboration diagram for CmdBox:



Public Member Functions

- TextBox (sf::RenderWindow ∗win, sf::Vector2f pos, sf::Vector2f size, std::string sfont, int fsize, sf::Color fcol, sf::Color background, float thicc)

  Using the Parent class constructor html png/CmdBox/CmdBox.png latex png/CmdBox/CmdBox.eps.
- TextBox ()

  Using the Parent class constructor html png/CmdBox/CmdBox.png latex png/CmdBox/CmdBox.eps.

Public Member Functions inherited from TextBox

- TextBox (sf::RenderWindow ∗win, sf::Vector2f pos, sf::Vector2f size, std::string sfont, int fsize, sf::Color fcol, sf::Color background, float thicc)

  Constructor for TextBox.
- TextBox ()
- void setTextSize (int size)

  Set the size of the text.
- int getTextSize () const

  Get the size of the text.
- void setTextColour (sf::Color colour)

  Set the colour of the text.
- sf::Color getTextColour () const

  Get the colour of the text.
- void setFont (sf::Font &font)

  set what font you want to use
- void setFont (std::string font)

  set what font you use
- sf::Text getTextBox () const

Get sf::Text of the textbox.
- void setString (std::string nstring)

  Sets the string.
- std::string getString () const

  returns the text in tbox
- void draw (sf::RenderTarget &target, sf::RenderStates states) const override

  used to draw to the screen virutal method inherited from MyRect which inherited it from sf::Drawable thats overrided here it is an example of polymorphism as we are changing the behaviour of a method in the child class. By inheriting from sf::Drawable it allows us to keep a similar syntax to other SFML shapes and drawable objects window.draw(my←_object). This allows our code to be more modular and easy for other people to use since they dont need to fumble around with my_object.draw(window)
- bool isMouseHover ()

  check if mouse is hovering over current textbox

Public Member Functions inherited from MyRect

- MyRect (sf::Vector2f pos, sf::Vector2f size, sf::Color fillColour, sf::Color outlineColour, float outlineThicknes)

  constructor for MyRect
- MyRect ()
- void setPosition (sf::Vector2f pos)

  sets the position of rect
- sf::Vector2f getPos () const

  get the position of rect
- void setFillColour (sf::Color colour)

  set the fill colour of the rect
- void setSize (sf::Vector2f size)

  set the size of the rect
- sf::Vector2f getSize () const

  get the size of the rect
- void draw (sf::RenderTarget &target, sf::RenderStates states) const override

  virutal method to draw to window

Additional Inherited Members

Protected Attributes inherited from MyRect

- sf::RectangleShape rect
- sf::Vector2f pos
- sf::Vector2f size
- sf::Color fillColour
- sf::Color outlineColour
- float outlineThicknes

8.1.1 Detailed Description

Class to handle the command TextBox.

8.1.2 Member Function Documentation

8.1.2.1 TextBox() `[1/2]` `TextBox::TextBox ( )`

Using the Parent class constructor html png/CmdBox/CmdBox.png latex png/CmdBox/CmdBox.eps.

8.1.2.2 TextBox() `[2/2]`

```
TextBox::TextBox (
            sf::RenderWindow * win,
            sf::Vector2f pos,
            sf::Vector2f size,
            std::string sfont,
            int fsize,
            sf::Color fcol,
            sf::Color background,
            float thicc )
```

Using the Parent class constructor html png/CmdBox/CmdBox.png latex png/CmdBox/CmdBox.eps.

The documentation for this class was generated from the following file:

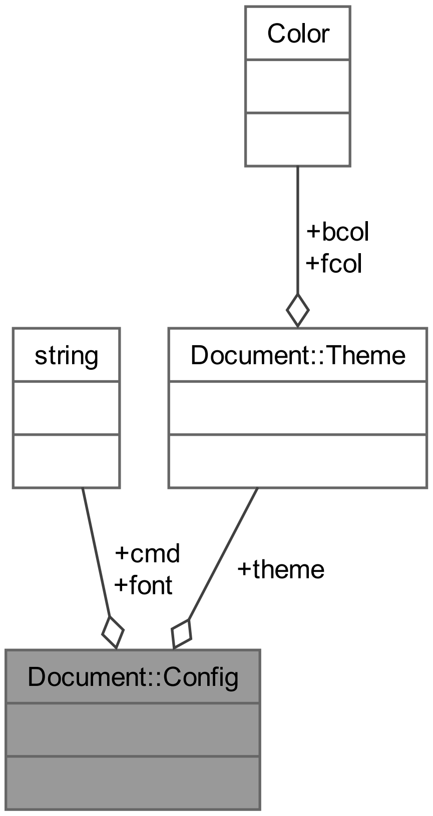
- include/Kamil/CmdBox.h

8.2 Document::Config Struct Reference

A struct for the configuration.

```
#include <Document.h>
```

Collaboration diagram for Document::Config:



Public Attributes

- std::string cmd
- std::string font
- Theme theme

8.2.1 Detailed Description

A struct for the configuration.

A struct containing all the necessary information for the configuration of the Text editor

Parameters

std::string	- The command to run the programs i.e. "python3" will execute python3
std::string	- The font
Theme	the struct containing theme information

8.2.2 Member Data Documentation

8.2.2.1 cmd `std::string Document::Config::cmd`

8.2.2.2 font `std::string Document::Config::font`

8.2.2.3 theme `Theme Document::Config::theme`

The documentation for this struct was generated from the following file:

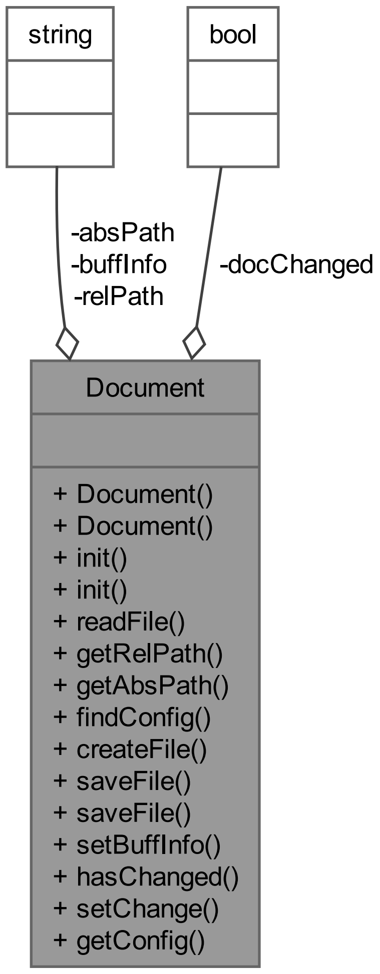
- include/Kamil/Document.h

8.3 Document Class Reference

Document class.

```
#include <Document.h>
```

Collaboration diagram for Document:



Classes

- struct Config

  A struct for the configuration.
- struct Theme

  a struct for the Theme

Public Member Functions

- Document ()

  Constructor for Document class png/Document/docConst1.png eps/Document/docConst1.eps Constructor for Document.
- Document (std::string fileP)

  Constructor for Document class.

- void init ()

  initialise the file
- void init (std::string inF)

  initialise the file
- std::string readFile ()

  read the file
- std::string getRelPath ()

  get the relative path
- std::string getAbsPath ()

  get the relative path
- bool findConfig ()

  check if the config.toml exist
- void createFile (std::string filename)

  create the file
- bool saveFile (const std::string &filename)

  save to a file
- bool saveFile ()

  save to a file
- void setBuffInfo (std::string info)

  save file infor to buffer
- bool hasChanged ()

  if the file has changed
- void setChange ()

  set file has changed
- Config getConfig ()

  retrieves information from config.toml

Private Attributes

- std::string relPath
- std::string absPath
- std::string buffInfo
- bool docChanged

8.3.1 Detailed Description

Document class.

8.3.2 Constructor & Destructor Documentation

8.3.2.1 Document() [1/2] `Document::Document ( )`

Constructor for Document class png/Document/docConst1.png eps/Document/docConst1.eps Constructor for Document.

Constructor for Document class.

Initialises the relPath by default

8.3.2.2 Document() [2/2] `Document::Document ( std::string fileP )`

Constructor for Document class.

Parameters

fileP	- file path

png/Document/docConst2.png eps/Document/docConst2.eps Constructor for Document

Creates / Opens the file passed through depending on if the file exists

Parameters

fileP	- file path

checks if the file can be opened

8.3.3 Member Function Documentation

8.3.3.1 createFile() `void Document::createFile ( std::string filename )`

create the file

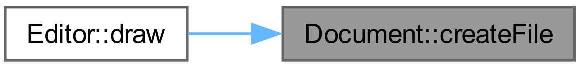
Parameters

std::string	- file name

Returns

void

html png/Document/docCreateFile.png latex eps/Document/docCreateFile.eps Here is the caller graph for this function:



8.3.3.2 findConfig() `bool Document::findConfig ( )`

check if the config.toml exist

Parameters

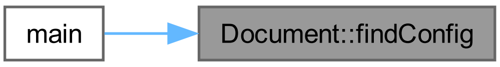
void	

Returns

bool - true if config.toml exists

html png/Document/findConfig.png latex eps/Document/findConfig.eps

find the configuration file config.toml Here is the caller graph for this function:



8.3.3.3 getAbsPath() `std::string Document::getAbsPath ( )`

get the relative path

Parameters

void	

Returns

string for absolute path

html png/Document/docgAbsPath.png latex eps/Document/docgAbsPath.eps

8.3.3.4 getConfig() `Document::Config Document::getConfig ( )`

retrieves information from config.toml

searches through the config.toml files for the necessary information and extracts it.

Parameters

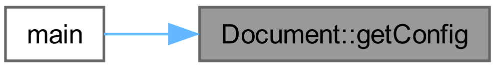
void	

Returns

Config - config.toml information

html png/Document/docgConf.png latex eps/Document/docgConf.eps

get the config file and parse it for the necessary information Here is the caller graph for this function:



8.3.3.5 getRelPath() `std::string Document::getRelPath ( )`

get the relative path

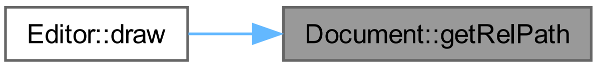
Parameters

void	

Returns

string for relative path

Here is the caller graph for this function:



8.3.3.6 hasChanged() `bool Document::hasChanged ( )`

if the file has changed

Parameters

void	

Returns

bool - true if file has changed

html png/Document/dochChange.png latex eps/Document/dochChange.eps

8.3.3.7 init() `[1/2]` `void Document::init ( )`

initialise the file

Parameters

void	

Returns

void

png/Document/docInit1.png eps/Document/docInit1.eps init method for Document

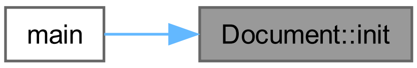
Parameters

void	

Returns

void

We get all the contents of the file into the string buffInfo using the std::getline Each time we read a line from getline the previous line in the string gets overwritten so we store it in a large string buffer (stringstream). Once all the data is read we then put it back into the string, buffInfo, for the rest of the program to use.Here is the caller graph for this function:



8.3.3.8 init() `[2/2]` `void Document::init ( std::string inF )`

initialise the file

initialise the file An example of function overloading in cpp. It does the same job as the normal init() function. We can keep the name the same but have to make sure the parameters are different. where we change the signature of a function by changing its parameters essentially creating a new function.

Parameters

inF	- file location

Returns

void

png/Document/docInit2.png eps/Document/docInit2.eps init method for Document

Parameters

std::string	- file path

Returns

void

We get all the contents of the file into the string buffInfo using the std::getline Each time we read a line from getline the previous line in the string gets overwritten so we store it in a large string buffer (stringstream). Once all the data is read we then put it back into the string, buffInfo, for the rest of the program to use.

8.3.3.9 readFile() `std::string Document::readFile ( )`

read the file

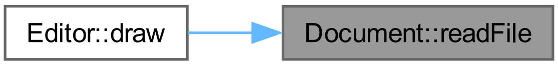
Parameters

void	

Returns

string containing the file info

html png/Document/docrFile.png latex eps/Document/docrFile.eps readFile method for Document Here is the caller graph for this function:



8.3.3.10 saveFile() `[1/2]` `bool Document::saveFile ( )`

save to a file

Parameters

void	

Returns

bool - true if saved

html png/Document/docSaveFile2.png latex eps/Document/docSaveFile2.eps

save the file when a filename is passed through

8.3.3.11 saveFile() `[2/2]` `bool Document::saveFile ( const std::string & filename )`

save to a file

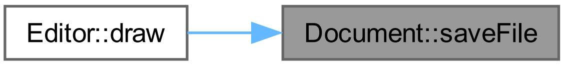
Parameters

string	- filename to save to

Returns

bool - true if saved

html png/Document/docSaveFile1.png latex eps/Document/docSaveFile1.eps save the file when a filename is passed through Here is the caller graph for this function:



8.3.3.12 setBuffInfo() `void Document::setBuffInfo ( std::string info )`

save file infor to buffer

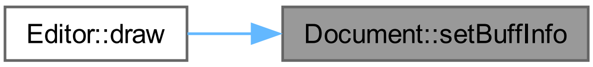
Parameters

string	buffer info

Returns

void

html png/Document/docSetBuffInfo.png latex eps/Document/docSetBuffInfo.eps Here is the caller graph for this function:



8.3.3.13 setChange() `void Document::setChange ( )`

set file has changed

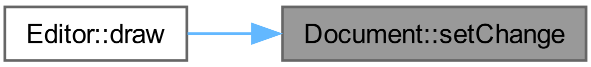
Parameters

void	

Returns

void

html png/Document/docsetChange.png latex eps/Document/docsetChange.eps Here is the caller graph for this function:



8.3.4 Member Data Documentation

8.3.4.1 absPath `std::string Document::absPath [private]`

absolute path

8.3.4.2 buffInfo `std::string Document::buffInfo [private]`

8.3.4.3 docChanged `bool Document::docChanged [private]`

buffer information (the file text) if the file has changed

8.3.4.4 relPath `std::string Document::relPath [private]`

relative path

The documentation for this class was generated from the following files:

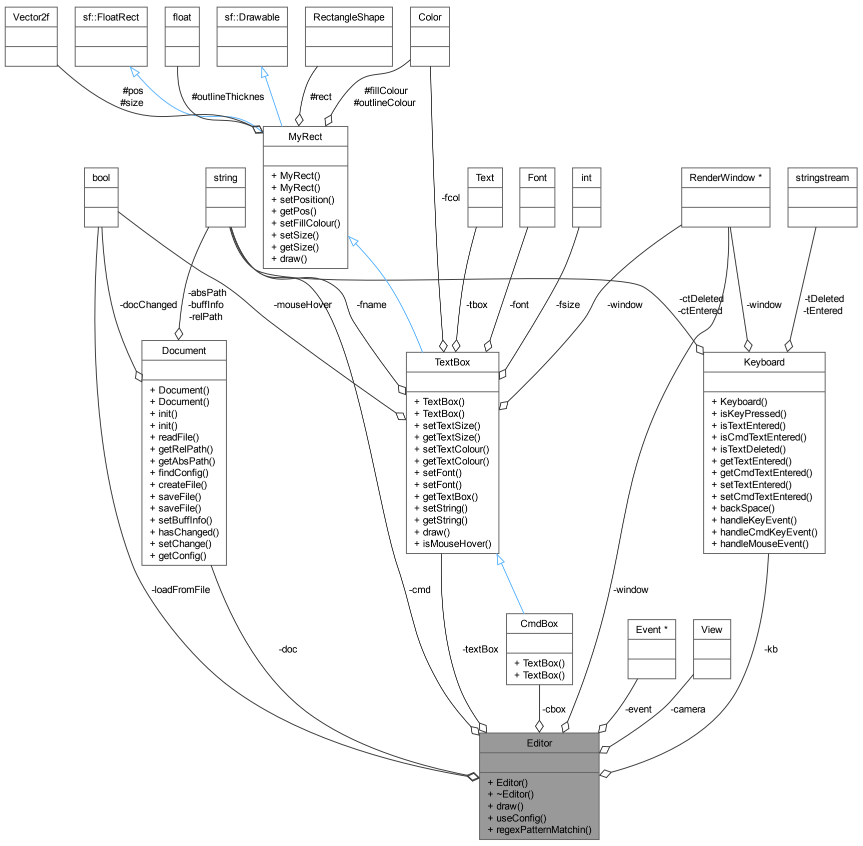
- include/Kamil/Document.h
- src/Document.cpp

8.4 Editor Class Reference

Class that is a centre for how the other classes interact with each other and draws everything in the Editor to the screen.

```
#include <Editor.h>
```

Collaboration diagram for Editor:



Public Member Functions

- Editor (sf::RenderWindow ∗window, sf::Event ∗event, Document ∗doc)

  Constructor for Editor.
- ∼Editor ()

  Destructor for Editor class png/Editor/editorDestructor.png eps/Editor/editorDestructor.eps.
- void draw ()

  function that draws everything to RenderWindow
- void useConfig (const Document::Config &conf)

  changes the editor looks and workings
- void regexPatternMatchin ()

  match patterns in the string

Private Attributes

- Document ∗ doc
- TextBox ∗ textBox
- CmdBox ∗ cbox
- sf::RenderWindow ∗ window
- sf::Event ∗ event
- sf::View camera
- Keyboard kb
- std::string cmd
- bool loadFromFile

8.4.1 Detailed Description

Class that is a centre for how the other classes interact with each other and draws everything in the Editor to the screen.

8.4.2 Constructor & Destructor Documentation

8.4.2.1 Editor()

```
Editor::Editor (
    sf::RenderWindow * window,
    sf::Event * event,
    Document * doc )
```

Constructor for Editor.

Parameters

window	- pointer to main RenderWindow
event	- pointer to main event
doc	- pointer to document

png/Editor/editorConstructor.png eps/Editor/editorConstructor.eps

8.4.2.2 ∼Editor()

```
Editor::∼Editor ( )
```

Destructor for Editor class png/Editor/editorDestructor.png eps/Editor/editorDestructor.eps.

8.4.3 Member Function Documentation

8.4.3.1 draw()

```
void Editor::draw ( )
```

function that draws everything to RenderWindow

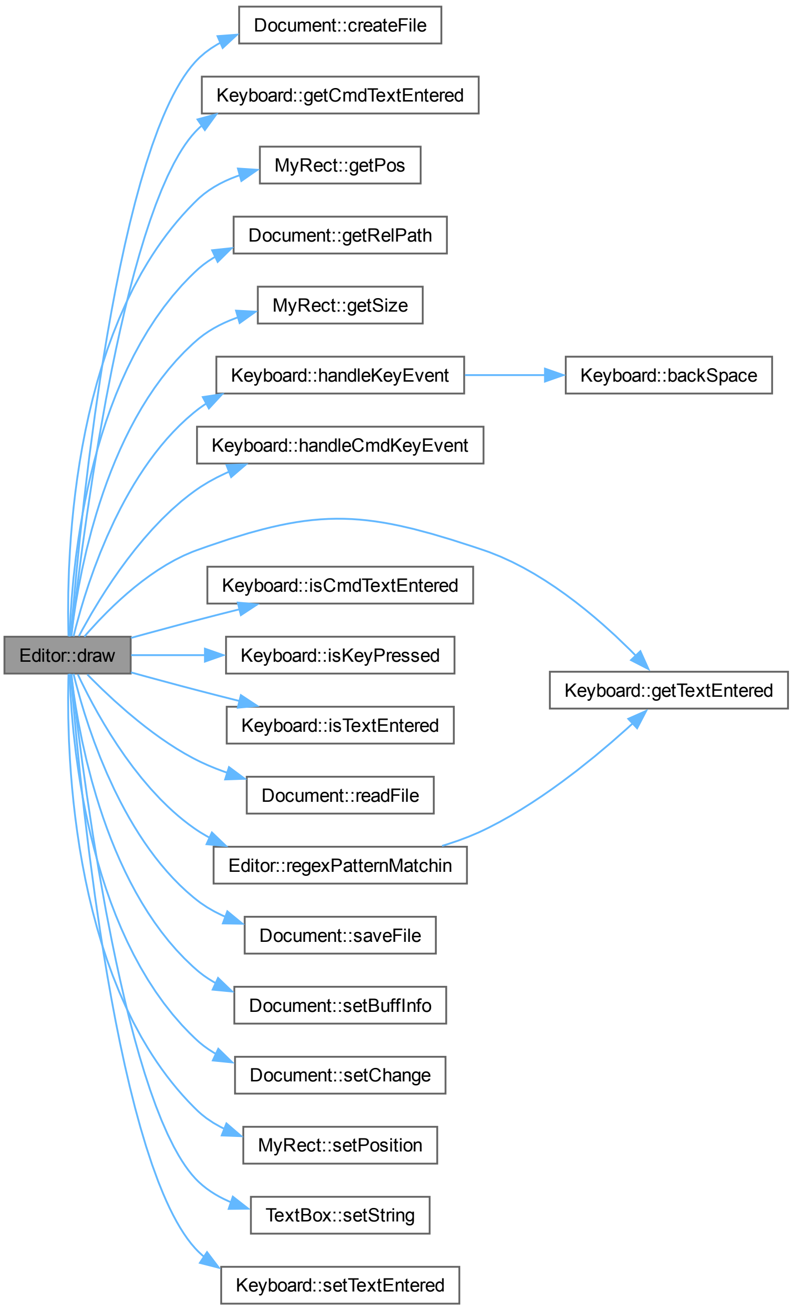
Parameters

void	

Returns

void

png/Editor/editorDraw.png eps/Editor/editorDraw.eps Here is the call graph for this function:



8.4.3.2 regexPatternMatchin() `void Editor::regexPatternMatchin ( )`

match patterns in the string

A method that is used to match and extract any math expressions in the text on the screen.

Kamil enjoys maths alot and is even doing further maths at A-level. However, he finds the small maths questions like 782∗7 tedius to type into the calculator. So to make sure he can focus only on the problem at hand and not any side questions I developed this regex method.

It extracts the text on the screen and stores it as a string. It then calls the regex_search() function passing in the string to search, an smatch type that contains the matchedsubstr and the regex to use. if the match is found then we extract it in the smatch type and preform the calculations on the substr. we then recursivly search the string by calling the smatch::suffix() method checking the rest of the string after the last match by doing this we ensure that any and all potential matches have been made

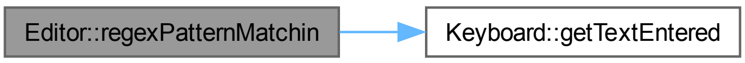
Parameters

void	

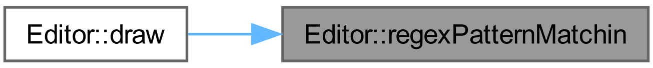
Returns

void

png/Editor/editorRegex.png eps/Editor/editorRegex.eps Here is the call graph for this function:



Here is the caller graph for this function:



8.4.3.3 useConfig()

```
void Editor::useConfig (
        const Document::Config & conf )
```

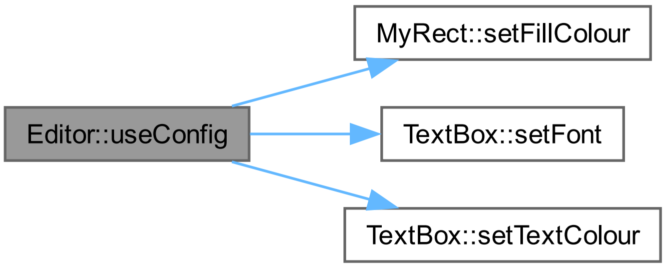
changes the editor looks and workings

uses the information of the config.toml to change how the editor looks and how it can work

Parameters

const	Document::Config& - the config.toml information @reutrn void

png/Editor/editorUseConfig.png eps/Editor/editorUseConfig.eps Here is the call graph for this function:



8.4.4 Member Data Documentation

8.4.4.1 camera `sf::View Editor::camera [private]`

for the camera

8.4.4.2 cbox `CmdBox* Editor::cbox [private]`

reference to command box that we draw

8.4.4.3 cmd `std::string Editor::cmd [private]`

8.4.4.4 doc `Document* Editor::doc [private]`

pointer to the working document

8.4.4.5 event `sf::Event* Editor::event [private]`

refernce to event

8.4.4.6 kb `Keyboard Editor::kb [private]`

handles keyboard events

8.4.4.7 loadFromFile `bool Editor::loadFromFile [private]`

check if we are loading from file

8.4.4.8 textBox `TextBox* Editor::textBox [private]`

reference to textbox that we draw

8.4.4.9 window `sf::RenderWindow* Editor::window [private]`

refernce to RenderWindow

The documentation for this class was generated from the following files:

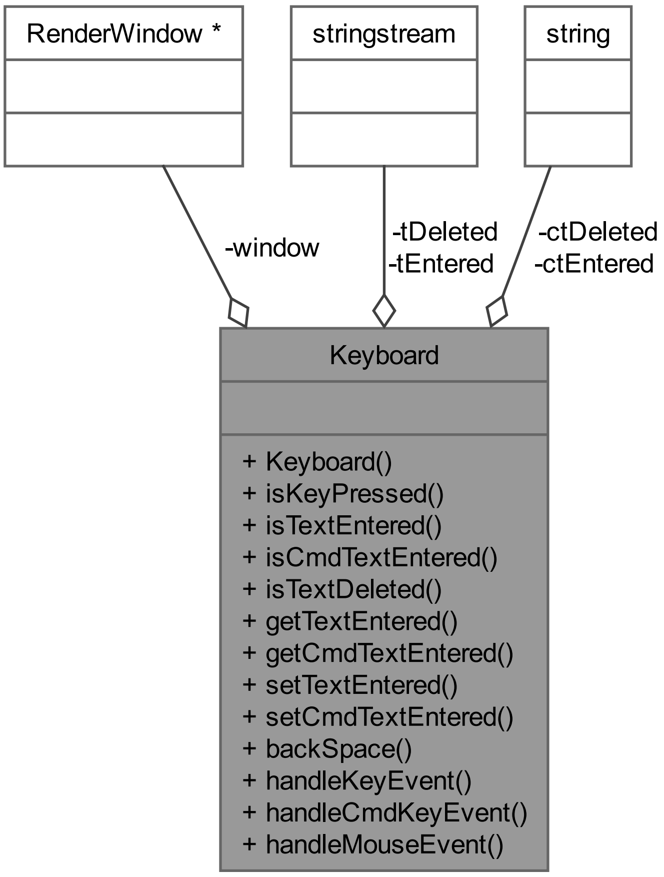
- include/Kamil/Editor.h
- src/Editor.cpp

8.5 Keyboard Class Reference

A class to handle Keyboard input.

```
#include <Keyboard.h>
```

Collaboration diagram for Keyboard:



Public Member Functions

- Keyboard (sf::RenderWindow ∗win, Document ∗doc, sf::Vector2f bounds)

  Constructor for Keyboard class.
- bool isKeyPressed (sf::Keyboard::Key)

  checks if a key is pressed
- bool isTextEntered ()

  checks if a text is entered to the text box
- bool isCmdTextEntered ()

  checks if text is entered to the command box
- bool isTextDeleted ()

  check if text is being deleted
- std::string getTextEntered ()

  returns text entered
- std::string getCmdTextEntered ()

  returns text entered from the command box
- void setTextEntered (std::string)

sets text
- void setCmdTextEntered (std::string)

  sets text A setter method that sets the new text
- void backSpace ()

  when we backspace on teh text
- void handleKeyEvent (sf::Event &event)

  handle keyboard events
- void handleCmdKeyEvent (sf::Event &event)

  handle keyboard events
- void handleMouseEvent (sf::Event &event)

  mouse keyboard events

Private Attributes

- sf::RenderWindow ∗ window
- std::stringstream tEntered
- std::stringstream tDeleted
- std::string ctEntered
- std::string ctDeleted

8.5.1 Detailed Description

A class to handle Keyboard input.

8.5.2 Constructor & Destructor Documentation

8.5.2.1 Keyboard()

```
Keyboard::Keyboard (
        sf::RenderWindow ∗ win,
        Document ∗ doc,
        sf::Vector2f bounds )
```

Constructor for Keyboard class.

Parameters

win	- reference to main window
bounds	- bounds of the window we are working in

png/Keyboard/KeyConstructor.png eps/Keyboard/KeyConstructor.eps

8.5.3 Member Function Documentation

8.5.3.1 backSpace() `void Keyboard::backSpace ( )`

when we backspace on teh text

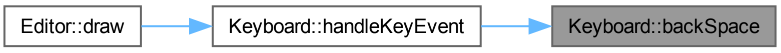
Parameters

void	

Returns

void

png/Keyboard/keyBackspace.png eps/Keyboard/keyBackspace.eps Here is the caller graph for this function:



8.5.3.2 getCmdTextEntered() `std::string Keyboard::getCmdTextEntered ( )`

returns text entered from the command box

A getter method that returns the text entered to the command box

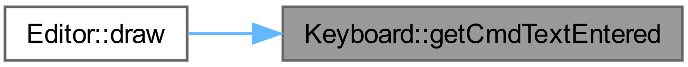
Parameters

void	

Returns

std::string text entered

Here is the caller graph for this function:



8.5.3.3 getTextEntered() `std::string Keyboard::getTextEntered ( )`

returns text entered

A getter method that returns the text entered

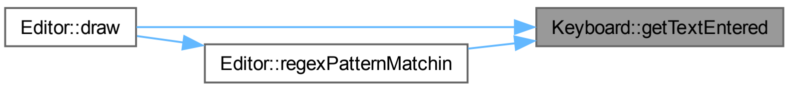
Parameters

void	

Returns

std::string text entered

png/Keyboard/keyGTextEntered.png eps/Keyboard/keyGTextEntered.eps Here is the caller graph for this function:



8.5.3.4 handleCmdKeyEvent() `void Keyboard::handleCmdKeyEvent ( sf::Event & event )`

handle keyboard events

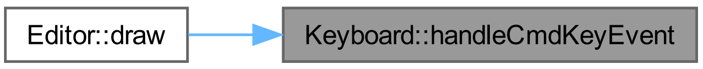
Parameters

event	- to get text entered from events

Returns

void

png/Keyboard/keyHandleCmdKeyEvent.png eps/Keyboard/keyHandleCmdKeyEvent.eps Here is the caller graph for this function:



8.5.3.5 handleKeyEvent() `void Keyboard::handleKeyEvent ( sf::Event & event )`

handle keyboard events

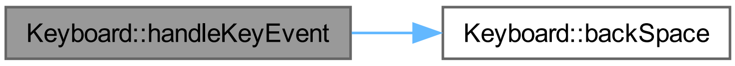
Parameters

event	- to get text entered from events

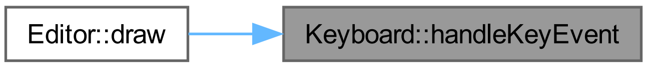
Returns

void

png/Keyboard/keyHandleKeyEvent.png eps/Keyboard/keyHandleKeyEvent.eps Here is the call graph for this function:



Here is the caller graph for this function:



8.5.3.6 handleMouseEvent() `void Keyboard::handleMouseEvent ( sf::Event & event )`

mouse keyboard events

Parameters

event	- to get text entered from events

Returns

void

8.5.3.7 isCmdTextEntered() `bool Keyboard::isCmdTextEntered ( )`

checks if text is entered to the command box

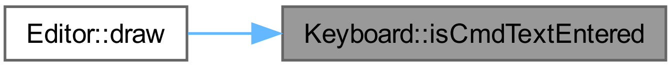
Parameters

void	

Returns

bool tru eif key is pressed false if not

png/Keyboard/keyIsCmdTextEntered.png eps/Keyboard/keyIsCmdTextEntered.eps Here is the caller graph for this function:



8.5.3.8 isKeyPressed() `bool Keyboard::isKeyPressed ( sf::Keyboard::Key key )`

checks if a key is pressed

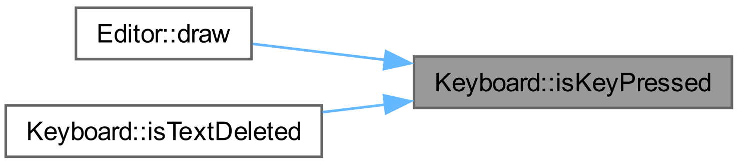
Parameters

sf::Keyboard::key	enum from SFML

Returns

bool true if key is pressed false if not

png/Keyboard/keyIsKeyPressed.png eps/Keyboard/keyIsKeyPressed.eps Here is the caller graph for this function:



8.5.3.9 isTextDeleted() `bool Keyboard::isTextDeleted ( )`

check if text is being deleted

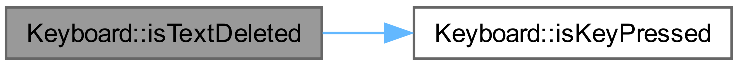
Parameters

void	

Returns

bool true if text is being deleted

png/Keyboard/keyCheckDeleted.png eps/Keyboard/keyCheckDeleted.eps Here is the call graph for this function:



8.5.3.10 isTextEntered() `bool Keyboard::isTextEntered ( )`

checks if a text is entered to the text box

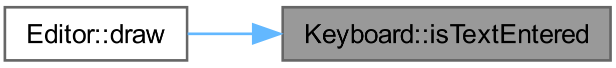
Parameters

void	

Returns

bool true if key is pressed false if not

png/Keyboard/keyIsTextEntered.png eps/Keyboard/keyIsTextEntered.eps Here is the caller graph for this function:



8.5.3.11 setCmdTextEntered() `void Keyboard::setCmdTextEntered ( std::string nstring )`

sets text A setter method that sets the new text

Parameters

std::string	- new string

Returns

void

png/Keyboard/keyCmdEntered.png eps/Keyboard/keyCmdEntered.eps

8.5.3.12 setTextEntered() `void Keyboard::setTextEntered ( std::string nstring )`

sets text

A setter method that sets the new text

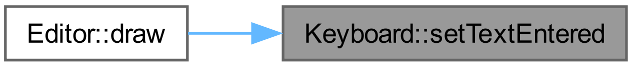
Parameters

std::string	- new string

Returns

void

png/Keyboard/keyTextEntered.png eps/Keyboard/keyTextEntered.eps Here is the caller graph for this function:



8.5.4 Member Data Documentation

8.5.4.1 ctDeleted `std::string Keyboard::ctDeleted [private]`

temporary for text deleted to cmd not working

8.5.4.2 ctEntered `std::string Keyboard::ctEntered [private]`

temporary for text enterd to cmd not working

8.5.4.3 tDeleted `std::stringstream Keyboard::tDeleted [private]`

the text deleted from main box

8.5.4.4 tEntered `std::stringstream Keyboard::tEntered [private]`

the text entered to main box

8.5.4.5 window `sf::RenderWindow* Keyboard::window [private]`

refernce to window

The documentation for this class was generated from the following files:

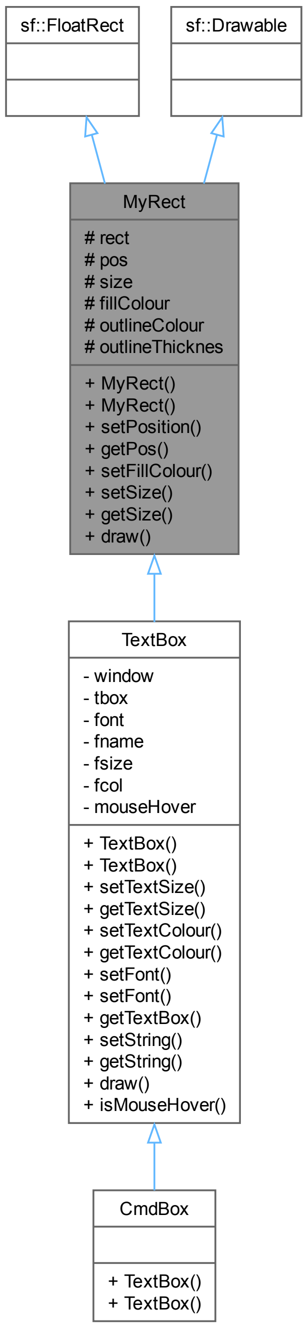
- include/Kamil/Keyboard.h
- src/Keyboard.cpp

8.6 MyRect Class Reference

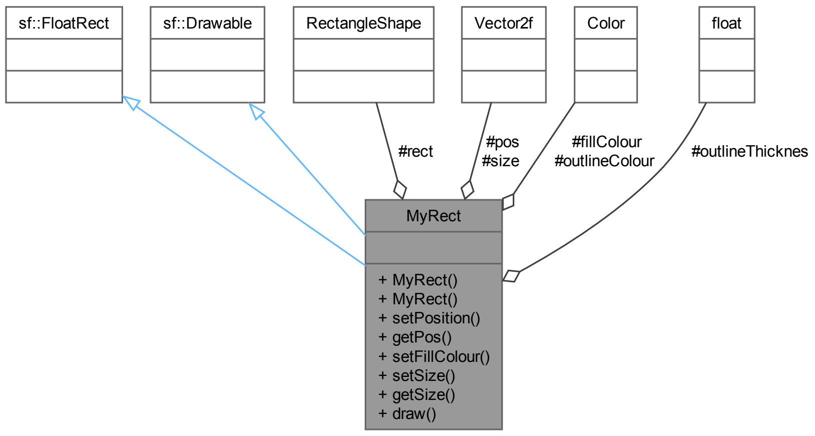
gives extra functionality to FloatRect

```
#include <MyRect.h>
```

Inheritance diagram for MyRect:



Collaboration diagram for MyRect:



Public Member Functions

- MyRect (sf::Vector2f pos, sf::Vector2f size, sf::Color fillColour, sf::Color outlineColour, float outlineThicknes)

    constructor for MyRect
- MyRect ()
- void setPosition (sf::Vector2f pos)

    sets the position of rect
- sf::Vector2f getPos () const

    get the position of rect
- void setFillColour (sf::Color colour)

    set the fill colour of the rect
- void setSize (sf::Vector2f size)

    set the size of the rect
- sf::Vector2f getSize () const

    get the size of the rect
- void draw (sf::RenderTarget &target, sf::RenderStates states) const override

    virutal method to draw to window

Protected Attributes

- sf::RectangleShape rect
- sf::Vector2f pos
- sf::Vector2f size
- sf::Color fillColour
- sf::Color outlineColour
- float outlineThicknes

8.6.1 Detailed Description

gives extra functionality to FloatRect

Uses FloatRect for the ability to collision detect better than RectangleShape and inherits from Drawable so we are able to keep uniform sytax of window.draw(Drawable object)

8.6.2 Constructor & Destructor Documentation

8.6.2.1 MyRect() [1/2]

```
MyRect::MyRect (
        sf::Vector2f pos,
        sf::Vector2f size,
        sf::Color fillColour,
        sf::Color outlineColour,
        float outlineThicknes )
```

constructor for MyRect

Parameters

pos	- position of rect
size	- size of rect
fillColour	- fill colour of rect
outlineColour	- ouline colour of rect
outlineThicknes	- outline thickness of rect

8.6.2.2 MyRect() [2/2]

```
MyRect::MyRect ( )
```

8.6.3 Member Function Documentation

8.6.3.1 draw()

```
void MyRect::draw (
        sf::RenderTarget & target,
        sf::RenderStates states ) const [override]
```

virutal method to draw to window

Inherited from sf::Drawable it is what allows us to draw to the screen using window.draw(MyRect); instead of My↩ Rect.draw(window) keeping similar drawing standard to base SFML code making our class more modular and familiar to those who use SFML

Example of polymorphism by overriding a virtual method

8.6.3.2 getPos()

```
sf::Vector2f MyRect::getPos ( ) const
```

get the position of rect

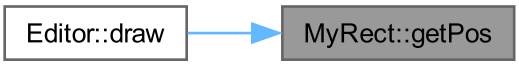
Parameters

void	

Returns

sf::Vector2f pos

Here is the caller graph for this function:



8.6.3.3 getSize() `sf::Vector2f MyRect::getSize ( ) const`

get the size of the rect

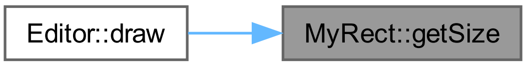
Parameters

void	

Returns

sf::Vector2f size

Here is the caller graph for this function:



8.6.3.4 setFillColour() `void MyRect::setFillColour ( sf::Color colour )`

set the fill colour of the rect

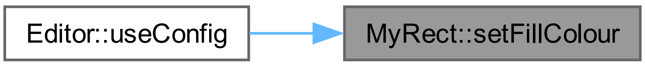
Parameters

sf::Color	colour

Returns

void

Here is the caller graph for this function:



8.6.3.5 setPosition()

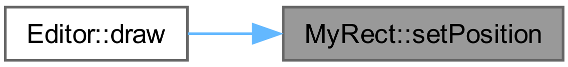
```
void MyRect::setPosition (
        sf::Vector2f pos )
```

sets the position of rect

Parameters

sf::Vector2f	pos

Here is the caller graph for this function:



8.6.3.6 setSize()

```
void MyRect::setSize (
        sf::Vector2f size )
```

set the size of the rect

Parameters

sf::Vector2f	size

Returns

void

8.6.4 Member Data Documentation

8.6.4.1 fillColour `sf::Color MyRect::fillColour [protected]`

colour of rect

8.6.4.2 outlineColour `sf::Color MyRect::outlineColour [protected]`

outline colour of rect

8.6.4.3 outlineThicknes `float MyRect::outlineThicknes [protected]`

outline thickness of rect

8.6.4.4 pos `sf::Vector2f MyRect::pos [protected]`

position of rect

8.6.4.5 rect `sf::RectangleShape MyRect::rect [protected]`

8.6.4.6 size `sf::Vector2f MyRect::size [protected]`

size of rect

The documentation for this class was generated from the following files:

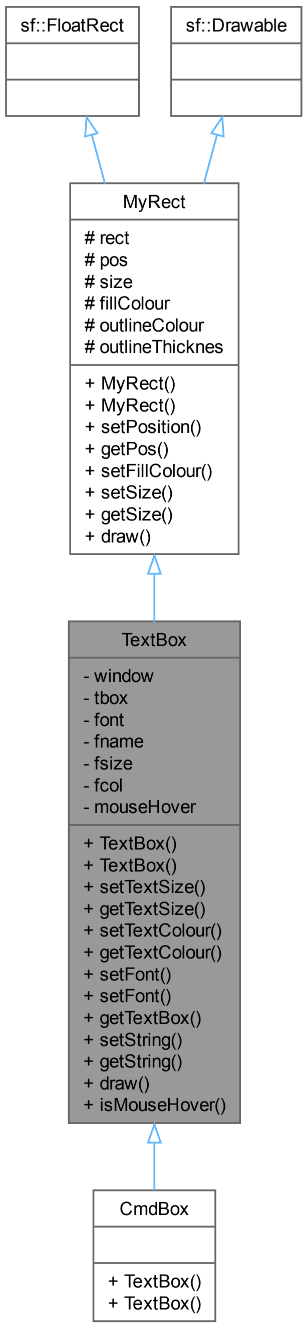
- include/Kamil/MyRect.h
- src/MyRect.cpp

8.7 TextBox Class Reference

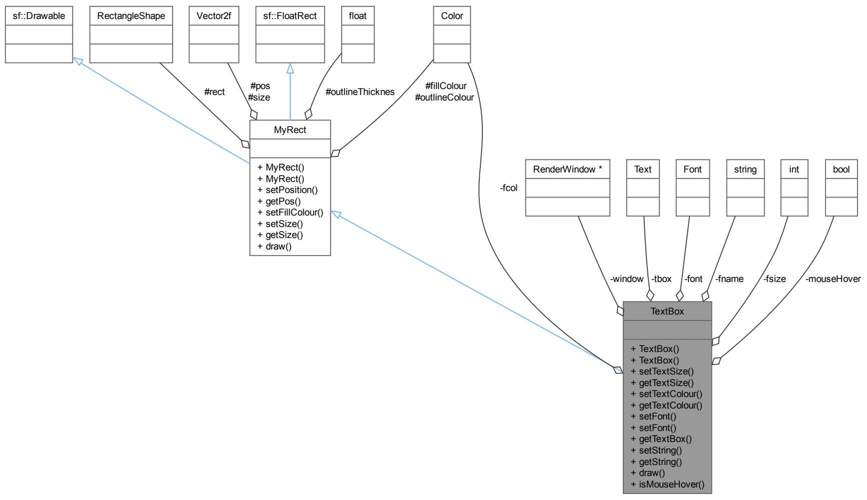
A class that makes a Textbox in SFML.

```
#include <TextBox.h>
```

Inheritance diagram for TextBox:



Collaboration diagram for TextBox:



Public Member Functions

- TextBox (sf::RenderWindow ∗win, sf::Vector2f pos, sf::Vector2f size, std::string sfont, int fsize, sf::Color fcol, sf::Color background, float thicc)

    Constructor for TextBox.
- TextBox ()
- void setTextSize (int size)

    Set the size of the text.
- int getTextSize () const

    Get the size of the text.
- void setTextColour (sf::Color colour)

    Set the colour of the text.
- sf::Color getTextColour () const

    Get the colour of the text.
- void setFont (sf::Font &font)

    set what font you want to use
- void setFont (std::string font)

    set what font you use
- sf::Text getTextBox () const

    Get sf::Text of the textbox.
- void setString (std::string nstring)

    Sets the string.
- std::string getString () const

    returns the text in tbox
- void draw (sf::RenderTarget &target, sf::RenderStates states) const override

    used to draw to the screen virutal method inherited from MyRect which inherited it from sf::Drawable thats overrided here it is an example of polymorphism as we are changing the behaviour of a method in the child class. By inheriting from sf::Drawable it allows us to keep a similar syntax to other SFML shapes and drawable objects window.draw(my←_object). This allows our code to be more modular and easy for other people to use since they dont need to fumble around with my_object.draw(window)
- bool isMouseHover ()

    check if mouse is hovering over current textbox

Public Member Functions inherited from MyRect

- MyRect (sf::Vector2f pos, sf::Vector2f size, sf::Color fillColour, sf::Color outlineColour, float outlineThicknes)

    constructor for MyRect
- MyRect ()
- void setPosition (sf::Vector2f pos)

    sets the position of rect
- sf::Vector2f getPos () const

    get the position of rect
- void setFillColour (sf::Color colour)

    set the fill colour of the rect
- void setSize (sf::Vector2f size)

    set the size of the rect
- sf::Vector2f getSize () const

    get the size of the rect
- void draw (sf::RenderTarget &target, sf::RenderStates states) const override

    virutal method to draw to window

Private Attributes

- sf::RenderWindow ∗ window
- sf::Text tbox {}
- sf::Font font {}
- std::string fname {}
- int fsize {}
- sf::Color fcol {}
- bool mouseHover

Additional Inherited Members

Protected Attributes inherited from MyRect

- sf::RectangleShape rect
- sf::Vector2f pos
- sf::Vector2f size
- sf::Color fillColour
- sf::Color outlineColour
- float outlineThicknes

8.7.1 Detailed Description

A class that makes a Textbox in SFML.

The class creates a textbox for inputting and handling text and Keyboard commands and allows the use of commands in the secondary textbox cmdbox

8.7.2 Constructor & Destructor Documentation

8.7.2.1 TextBox() `[1/2]`

```
TextBox::TextBox (
        sf::RenderWindow * win,
        sf::Vector2f pos,
        sf::Vector2f size,
        std::string sfont,
        int fsize,
        sf::Color fcol,
        sf::Color background,
        float thicc )
```

Constructor for TextBox.

Constrcutor Implementation for TextBox class.

Parameters

win	- RenderWindow the TextBox is drawn onto
pos	- the initial position of the TextBox
size	- the initial size of the TextBox
sfont	- the initial font used by the TextBox
fsize	- the inital font size
fcol	- the initial font colour
background	- the initial background colour
thicc	- the padding for the RectangleShape

./png/TextBox/textConstructor.png ./eps/TextBox/textConstructor.eps

Implementation of the TextBox class

Note

other structs or classes may be used here

Parameters

win	- RenderWindow the TextBox is drawn onto
pos	- the initial position of the TextBox
size	- the initial size of the TextBox
sfont	- the initial font used by the TextBox
fsize	- the inital font size
fcol	- the initial font colour
background	- the initial background colour
thicc	- the padding for the RectangleShape

setting up the text and font

8.7.2.2 TextBox() `[2/2]`

```
TextBox::TextBox ( )
```

8.7.3 Member Function Documentation

8.7.3.1 draw()

```
void TextBox::draw (
        sf::RenderTarget & target,
        sf::RenderStates states ) const  [override]
```

used to draw to the screen virutal method inherited from MyRect which inherited it from sf::Drawable thats overrided here it is an example of polymorphism as we are changing the behaviour of a method in the child class. By inheriting from sf::Drawable it allows us to keep a similar syntax to other SFML shapes and drawable objects window.↩ draw(my_object). This allows our code to be more modular and easy for other people to use since they dont need to fumble around with my_object.draw(window)

./png/TextBox/textDraw.png ./eps/TextBox/textDraw.eps An example of polymorphism, we are inheriting a virtual method from sf::Drawable and overriding its behaviour here

8.7.3.2 getString()

```
std::string TextBox::getString ( ) const
```

returns the text in tbox

A getter method that returns the string thats displayed on the screen

Parameters

void	

Returns

type std::string

./png/TextBox/textGetString.png ./eps/TextBox/textGetString.eps

8.7.3.3 getTextBox()

```
sf::Text TextBox::getTextBox ( ) const
```

Get sf::Text of the textbox.

A getter method for getting the sf::Text part of the TextBox class this is the part responsible for displaying all the text

Parameters

void	

Returns

sf::Text - contains the part responsible for drawing text on the screen

./png/TextBox/textGetTextBox.png ./eps/TextBox/textGetTextBox.eps

8.7.3.4 getTextColour()

```
sf::Color TextBox::getTextColour ( ) const
```

Get the colour of the text.

A getter method that returns the colour of the text

Parameters

void	

Returns

sf::Colour textColour

./png/TextBox/textGetTextCol.png ./eps/TextBox/textGetTextCol.eps

8.7.3.5 getTextSize() `int TextBox::getTextSize ( ) const`

Get the size of the text.

A getter method that returns the size of the text

Parameters

void	

Returns

an int of the text size

./png/TextBox/textGetTextSize.png ./eps/TextBox/textGetTextSize.eps

8.7.3.6 isMouseHover() `bool TextBox::isMouseHover ( )`

check if mouse is hovering over current textbox

Useful for when you want specific events to happen only when the mouse hovers over like text inputting.

We are able to check if the mouse is hovering through the extra collision functionality that FloatRect gives us. see MyRect

Returns

bool - yes if hovering over the text box

./png/TextBox/textIsMouseHover.png ./eps/TextBox/textIsMouseHover.eps

8.7.3.7 setFont() [1/2] `void TextBox::setFont ( sf::Font & font )`

set what font you want to use

A setter method overload of setFont function that sets the font using an object of type sf::Font

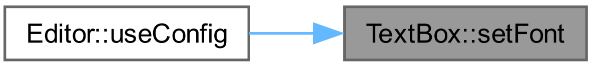
Parameters

font	file dir of font

Returns

void

./png/TextBox/textSetTextFont.png ./eps/TextBox/textSetTextFont.eps Here is the caller graph for this function:



8.7.3.8 setFont() [2/2]

```
void TextBox::setFont (
        std::string font )
```

set what font you use

A setter method overload of setFont function that sets the font Allows the passing of strings instead of sf::Font types.

Parameters

font	file dir of font

Returns

void

./png/TextBox/textSetTextFont2.png ./eps/TextBox/textSetTextFont2.eps

8.7.3.9 setString()

```
void TextBox::setString (
        std::string nstring )
```

Sets the string.

A setter method that sets the string that is displayed on the screen

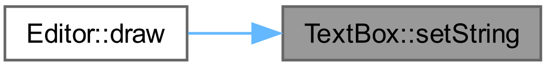
Parameters

std::string	- new string placed on tbox

Returns

void

./png/TextBox/textGetTextBox.png ./eps/TextBox/textGetTextBox.eps Here is the caller graph for this function:



8.7.3.10 setTextColour()

```
void TextBox::setTextColour (
            sf::Color colour )
```

Set the colour of the text.

A setter mehod that sets the colour of the text

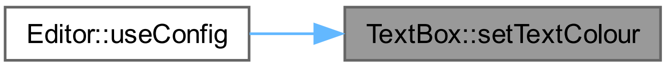
Parameters

fill	font colour

Returns

void

./png/TextBox/textSetTextCol.png ./eps/TextBox/textSetTextCol.eps Here is the caller graph for this function:



8.7.3.11 setTextSize()

```
void TextBox::setTextSize (
            int size )
```

Set the size of the text.

A setter method that sets the size of the text

Parameters

size	text size

Returns

void

./png/TextBox/textSetTextSize.png ./eps/TextBox/textSetTextSize.eps

8.7.4 Member Data Documentation

8.7.4.1 fcol `sf::Color TextBox::fcol {} [private]`

the font colour

8.7.4.2 fname `std::string TextBox::fname {} [private]`

the name of the font used

8.7.4.3 font `sf::Font TextBox::font {} [private]`

the font that the TextBox uses

8.7.4.4 fsize `int TextBox::fsize {} [private]`

the font size

8.7.4.5 mouseHover `bool TextBox::mouseHover [private]`

if the mouse is hovering over

8.7.4.6 tbox `sf::Text TextBox::tbox {} [private]`

the text that everything is written onto

8.7.4.7 window `sf::RenderWindow* TextBox::window [private]`

pointer to the main RenderWindow variable

The documentation for this class was generated from the following files:

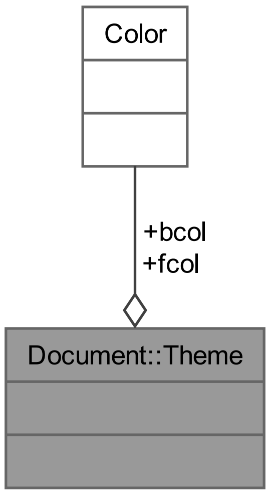
- include/Kamil/TextBox.h
- src/TextBox.cpp

8.8 Document::Theme Struct Reference

a struct for the Theme

`#include <Document.h>`

Collaboration diagram for Document::Theme:



Public Attributes

- sf::Color bcol
- sf::Color fcol

8.8.1 Detailed Description

a struct for the Theme

A struct containing all the information for the Theme of the Text editor

Parameters

sf::Color	- background colour
sf::Color	- font colour

8.8.2 Member Data Documentation

8.8.2.1 bcol `sf::Color Document::Theme::bcol`

8.8.2.2 fcol `sf::Color Document::Theme::fcol`

The documentation for this struct was generated from the following file:

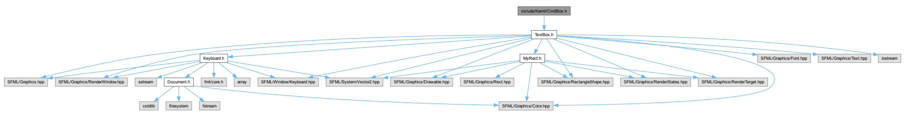
- include/Kamil/Document.h

9 File Documentation

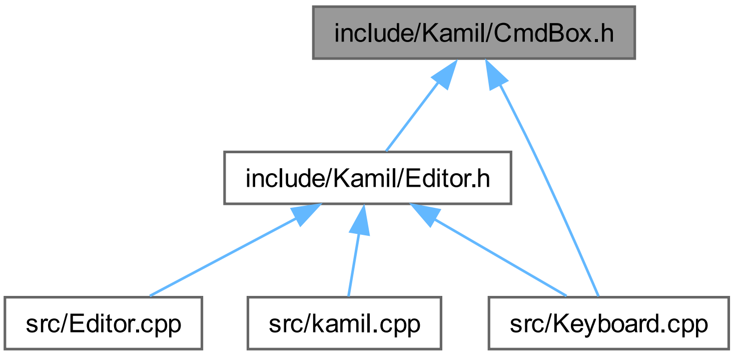
9.1 include/Kamil/CmdBox.h File Reference

```
#include "TextBox.h"
```

Include dependency graph for CmdBox.h:



This graph shows which files directly or indirectly include this file:



Classes

- class CmdBox

  Class to handle the command TextBox.

9.2 CmdBox.h

Go to the documentation of this file.

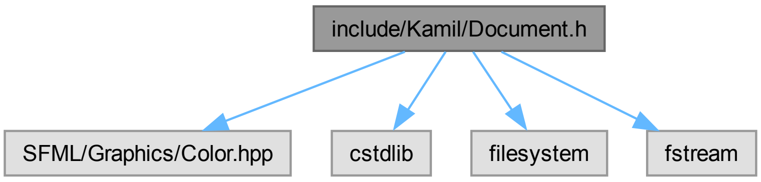
```
#ifndef KAMIL_CMDBOX_H
#define KAMIL_CMDBOX_H

#include "TextBox.h"

class CmdBox : public TextBox {
public:
  using TextBox::TextBox;
};
#endif // KAMIL_CMDBOX_H
```

9.3 include/Kamil/Document.h File Reference

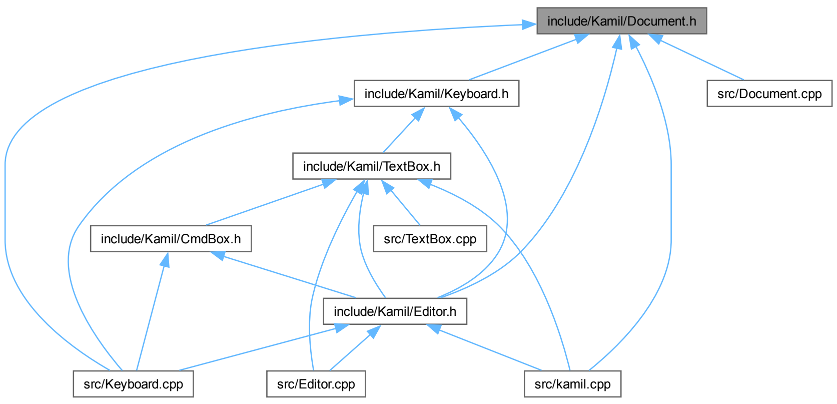
Interface file for the Document class.

```
#include "SFML/Graphics/Color.hpp"
#include <cstdlib>
#include <filesystem>
#include <fstream>
```

Include dependency graph for Document.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Document

    Document class.
- struct Document::Theme

    a struct for the Theme
- struct Document::Config

    A struct for the configuration.

9.3.1 Detailed Description

Interface file for the Document class.

The Document.h file is responsible for all File I/O between the system and the program it can read and write files. It is also responsible for the configuration file in the 'config.toml' format

9.4 Document.h

Go to the documentation of this file.

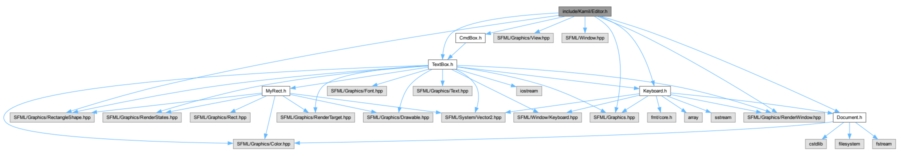
```
#ifndef KAMIL_DOCUMENT_H
#define KAMIL_DOCUMENT_H

#include "SFML/Graphics/Color.hpp"
#include <cstdlib>
#include <filesystem>
#include <fstream>


class Document {
public:
    struct Theme{
        sf::Color bcol;
        sf::Color fcol;
    };

    struct Config{
        std::string cmd;
        std::string font;
        Theme theme;
    };
  Document();

  Document(std::string fileP);

  void init();

  void init(std::string inF);

  std::string readFile();

  std::string getRelPath();

  std::string getAbsPath();


  bool findConfig();


  void createFile(std::string filename);

  bool saveFile(const std::string &filename);

  bool saveFile();

  void setBuffInfo(std::string info);

  bool hasChanged();

  void setChange();

  Config getConfig();


private:
  std::string relPath;
  std::string absPath;
  std::string buffInfo;
  bool docChanged;
};
#endif // KAMIL_DOCUMENT_H
```

9.5 include/Kamil/Editor.h File Reference

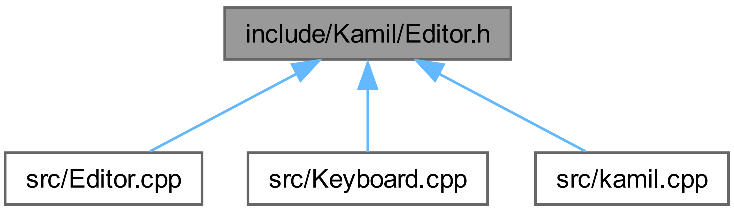
Interface file for the Editor class.

```
#include <SFML/Graphics.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/Graphics/View.hpp>
#include <SFML/Window.hpp>
#include "CmdBox.h"
#include "Document.h"
#include "Keyboard.h"
#include "TextBox.h"
```

Include dependency graph for Editor.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Editor

  Class that is a centre for how the other classes interact with each other and draws everything in the Editor to the screen.

9.5.1 Detailed Description

Interface file for the Editor class.

The Editor class is responsible for the interaction between the different classes. All things outside the main while loop will be checked or initialise. Anything to do with the Editor Window will happen here

9.6 Editor.h

Go to the documentation of this file.

```
#ifndef KAMIL_EDITOR_WINDOW_HPP
#define KAMIL_EDITOR_WINDOW_HPP

#include <SFML/Graphics.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/Graphics/View.hpp>
#include <SFML/Window.hpp>

#include "CmdBox.h"
#include "Document.h"
#include "Keyboard.h"
#include "TextBox.h"

class Editor {
public:
  Editor(sf::RenderWindow *window, sf::Event *event, Document *doc);

  ~Editor();

  void draw();


  void useConfig(const Document::Config& conf);

  void regexPatternMatchin();

private:
  Document *doc;
  TextBox *textBox;
  CmdBox *cbox;
  sf::RenderWindow *window;
  sf::Event *event;
  sf::View camera;
  Keyboard kb;
  std::string cmd;
  bool loadFromFile;
};

#endif // KAMIL_EDITOR_WINDOW_HPP
```

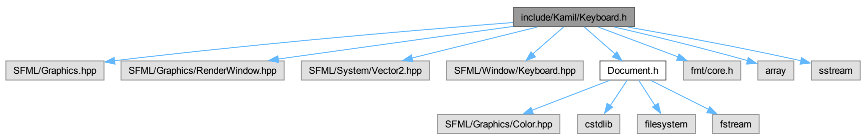
9.7 include/Kamil/Keyboard.h File Reference

Interface file for Keyboard.h.

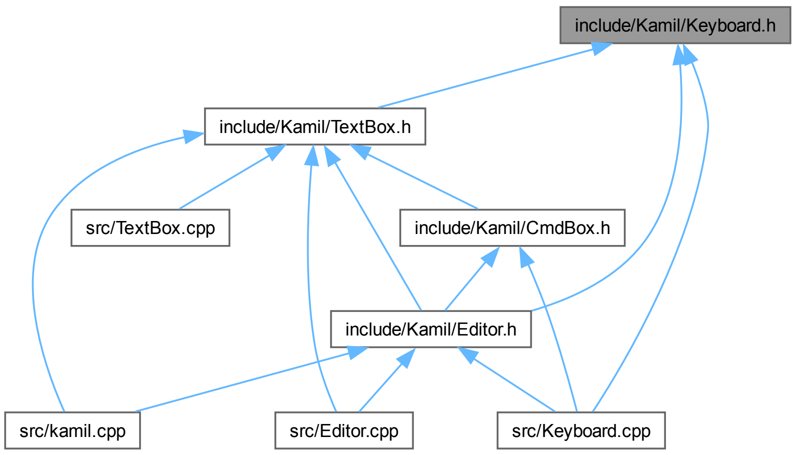
```
#include <SFML/Graphics.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>
#include "Document.h"
#include <fmt/core.h>
#include <array>
```

`#include <sstream>`

Include dependency graph for Keyboard.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Keyboard

  A class to handle Keyboard input.

Namespaces

- namespace KEYS

  An enum for Keyboard characters in hex form.

Enumerations

- enum {
  KEYS::ESCAPE = 0x1B , KEYS::ENTER = 0xD , KEYS::BS = 0x8 , KEYS::Shift_A = 0x41 ,
  KEYS::CTRL = 0x11 , KEYS::DELETE = 0x7f , KEYS::CR = 0x13 , KEYS::UP_ARROW = 0x48 ,
  KEYS::DOWN_ARROW = 0x50 , KEYS::RIGHT_ARROW = 0x4D , KEYS::LEFT_ARROW = 0x4B }

9.7.1 Detailed Description

Interface file for Keyboard.h.

A class that handles all keyboard and mouse events for the editor is responsible for manging input of keyboard data and their corresponding command

9.8 Keyboard.h

Go to the documentation of this file.

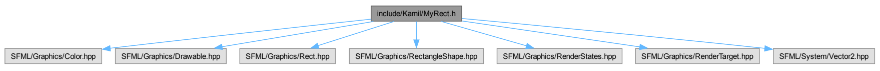
```
#ifndef KAMIL_KEYBOARD_H
#define KAMIL_KEYBOARD_H

#include <SFML/Graphics.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>

#include "Document.h"
#include <fmt/core.h>

#include <array>
#include <sstream>

namespace KEYS {
enum {
  ESCAPE = 0x1B,
  ENTER = 0xD,
  BS = 0x8,
  Shift_A = 0x41,
  CTRL = 0x11,
  DELETE = 0x7f,
  CR = 0x13,
  UP_ARROW = 0x48,
  DOWN_ARROW = 0x50,
  RIGHT_ARROW = 0x4D,
  LEFT_ARROW = 0x4B,
};
}

class Keyboard {
public:
  Keyboard(sf::RenderWindow *win, Document *doc, sf::Vector2f bounds);


  bool isKeyPressed(sf::Keyboard::Key);

  bool isTextEntered();

  bool isCmdTextEntered();

  bool isTextDeleted();

  std::string getTextEntered();

  std::string getCmdTextEntered();

  void setTextEntered(std::string);

  void setCmdTextEntered(std::string);


  void backSpace();

  void handleKeyEvent(sf::Event &event);

  void handleCmdKeyEvent(sf::Event& event);

  void handleMouseEvent(sf::Event &event); // not implemented yet


private:
  sf::RenderWindow *window;
  std::stringstream tEntered;
  std::stringstream tDeleted;
  std::string ctEntered;
  std::string ctDeleted;
};
#endif // KAMIL_KEYBOARD_H
```

9.9 include/Kamil/MyRect.h File Reference

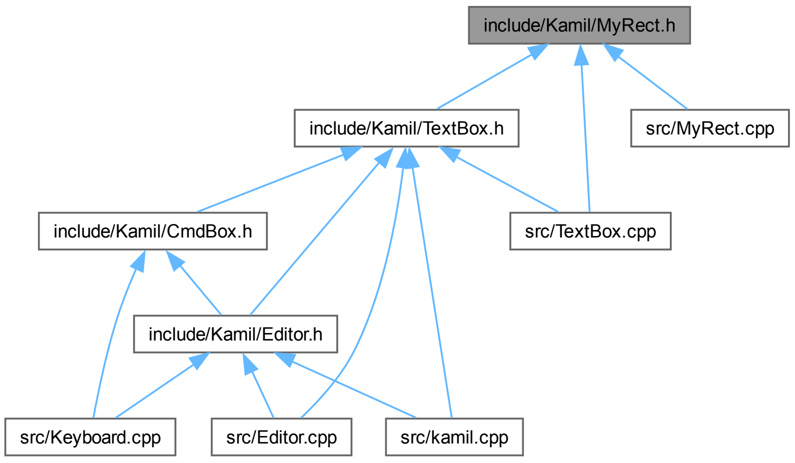
Interface file for the MyRect class.

```
#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Drawable.hpp>
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/RenderTarget.hpp>
#include <SFML/System/Vector2.hpp>
```

Include dependency graph for MyRect.h:


include/Kamil/MyRect.h
SFML/Graphics/Color.hpp
SFML/Graphics/Drawable.hpp
SFML/Graphics/Rect.hpp
SFML/Graphics/RectangleShape.hpp
SFML/Graphics/RenderStates.hpp
SFML/Graphics/RenderTarget.hpp
SFML/System/Vector2.hpp

This graph shows which files directly or indirectly include this file:



Classes

- class MyRect

  gives extra functionality to FloatRect

9.9.1 Detailed Description

Interface file for the MyRect class.

Inherits from sf::FloatRect and sf::Drawable. sf::FloatRect is a templated class of sf::Rect<float> and its primary use is for defining the border and creating a hollow rectangle, as such it only has methods for collision detection and intersections. The normal RectangleShape class creates a basic rectangle without the collision and intersections checking so we inherit this functionality from FloatRect and in effect add it to the instantiated RectangleShape in the MyRect class.

The sf::Drawable is only here to add a draw property to our class so when we draw to the RenderTarget, in this case RenderWindow, we can use the same code of window.draw(our_own_object) instead of the general our_own_↩ object.draw(window). This is done so when others use this code it makes it easier for them to follow a standard way of drawing to the RenderTarget and not having to worry about passing parameters into the objects.

9.10 MyRect.h

Go to the documentation of this file.

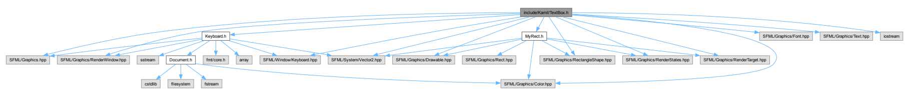
```
#ifndef KAMIL_MYRECT_H
#define KAMIL_MYRECT_H

#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Drawable.hpp>
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/RenderTarget.hpp>
#include <SFML/System/Vector2.hpp>

class MyRect : public sf::FloatRect, public sf::Drawable {
public:
  MyRect(sf::Vector2f pos, sf::Vector2f size, sf::Color fillColour,
         sf::Color outlineColour, float outlineThicknes);
  MyRect();

  void setPosition(sf::Vector2f pos);

  sf::Vector2f getPos() const;

  void setFillColour(sf::Color colour);

  void setSize(sf::Vector2f size);

  sf::Vector2f getSize() const;

  void draw(sf::RenderTarget &target, sf::RenderStates states) const override;

protected:
  sf::RectangleShape rect;
  sf::Vector2f pos;
  sf::Vector2f size;
  sf::Color fillColour;
  sf::Color outlineColour;
  float outlineThicknes;
};

#endif // KAMIL_MYRECT_H
```

9.11 include/Kamil/TextBox.h File Reference

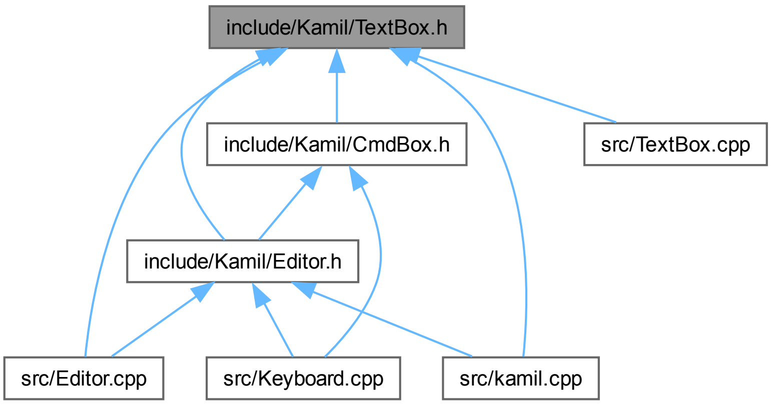
```
#include <SFML/Graphics.hpp>
#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Drawable.hpp>
#include <SFML/Graphics/Font.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/RenderTarget.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/Graphics/Text.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <iostream>
#include "Keyboard.h"
```

```
#include "MyRect.h"
```

Include dependency graph for TextBox.h:



This graph shows which files directly or indirectly include this file:



Classes

- class TextBox

  A class that makes a Textbox in SFML.

9.12 TextBox.h

Go to the documentation of this file.

```
#ifndef KAMIL_TEXTBOX_HPP
#define KAMIL_TEXTBOX_HPP

#include <SFML/Graphics.hpp>
#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Drawable.hpp>
#include <SFML/Graphics/Font.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/RenderTarget.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/Graphics/Text.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <iostream>

#include "Keyboard.h"
#include "MyRect.h"

class TextBox : public MyRect {
public:
  TextBox(sf::RenderWindow *win, sf::Vector2f pos, sf::Vector2f size,
          std::string sfont, int fsize, sf::Color fcol, sf::Color background,
          float thicc);
  TextBox();



  void setTextSize(int size);

  int getTextSize() const;

  void setTextColour(sf::Color colour);

  sf::Color getTextColour() const;

  void setFont(sf::Font &font);


  void setFont(std::string font);

  sf::Text getTextBox() const;

  void setString(std::string nstring);

  std::string getString() const;

  void draw(sf::RenderTarget &target, sf::RenderStates states) const override;

  bool isMouseHover();

private:
  sf::RenderWindow *window;
  sf::Text tbox{};
  sf::Font font{};
  std::string fname{};
  int fsize{};
  sf::Color fcol{};
  bool mouseHover;
};
#endif // KAMIL_TEXTBOX_HPP
```

9.13 README.md File Reference

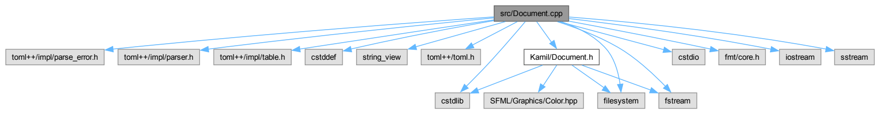
9.14 resource/fonts/Agave/readme.md File Reference

9.15 src/Document.cpp File Reference

The Implementation for Document.h.

```
#include "toml++/impl/parse_error.h"
#include "toml++/impl/parser.h"
#include "toml++/impl/table.h"
#include <cstddef>
#include <string_view>
#include <toml++/toml.h>
#include <Kamil/Document.h>
#include <cstdio>
#include <cstdlib>
#include <fmt/core.h>
#include <fstream>
#include <iostream>
#include <sstream>
#include <filesystem>
```

Include dependency graph for Document.cpp:



9.15.1 Detailed Description

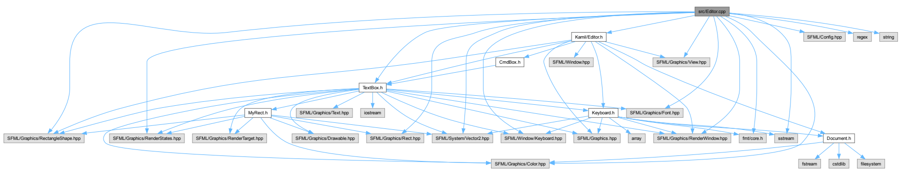
The Implementation for Document.h.

This is the Implementation code for the interface file Document.h It is where all the code for file I/O is handled.

9.16 src/Editor.cpp File Reference

```
#include <Kamil/Editor.h>
#include <Kamil/TextBox.h>
#include <SFML/Config.hpp>
#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Font.hpp>
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/Graphics/View.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <regex>
#include <fmt/core.h>
#include <sstream>
#include <string>
```

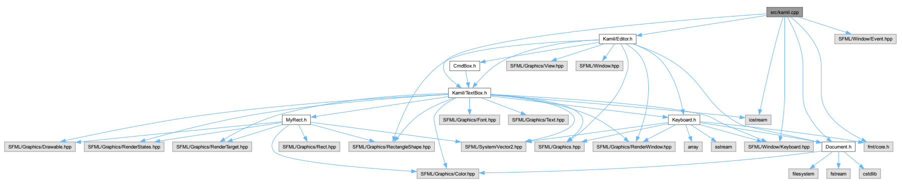
Include dependency graph for Editor.cpp:



9.17 src/kamil.cpp File Reference

```
#include <Kamil/TextBox.h>
#include <Kamil/Editor.h>
#include <SFML/Window/Event.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <fmt/core.h>
#include <iostream>
#include <Kamil/Document.h>
```

Include dependency graph for kamil.cpp:



Functions

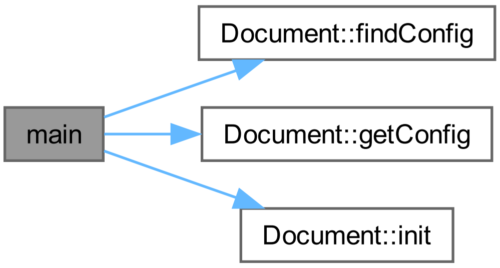
- int main (int argc, char ∗argv[ ])

9.17.1 Function Documentation

9.17.1.1 main()

```
int main (
        int argc,
        char ∗ argv[ ] )
```

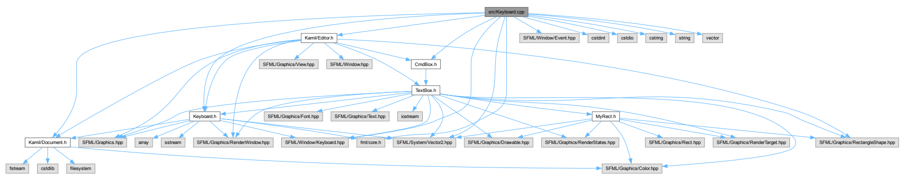
Here is the call graph for this function:



9.18 src/Keyboard.cpp File Reference

```
#include <Kamil/Document.h>
#include <Kamil/Editor.h>
#include <Kamil/Keyboard.h>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Event.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <Kamil/CmdBox.h>
#include <cstdint>
#include <cstdio>
#include <cstring>
#include <fmt/core.h>
#include <string>
#include <vector>
```

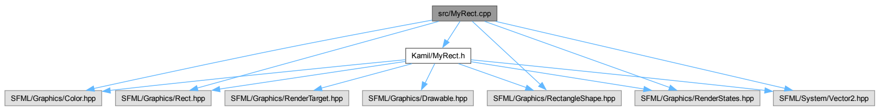
Include dependency graph for Keyboard.cpp:



9.19 src/MyRect.cpp File Reference

```
#include <Kamil/MyRect.h>
#include <SFML/Graphics/Color.hpp>
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/System/Vector2.hpp>
```

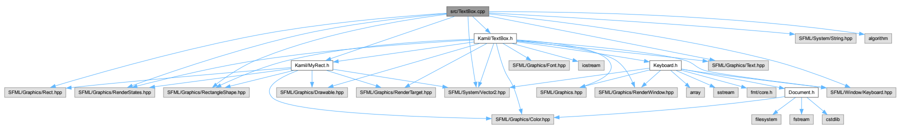
Include dependency graph for MyRect.cpp:


src/MyRect.cpp
Kamil/MyRect.h
SFML/Graphics/Color.hpp
SFML/Graphics/Rect.hpp
SFML/Graphics/RenderTarget.hpp
SFML/Graphics/Drawable.hpp
SFML/Graphics/RectangleShape.hpp
SFML/Graphics/RenderStates.hpp
SFML/System/Vector2.hpp

9.20 src/TextBox.cpp File Reference

```
#include <Kamil/MyRect.h>
#include <Kamil/TextBox.h>
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/RectangleShape.hpp>
#include <SFML/Graphics/RenderStates.hpp>
#include <SFML/Graphics/Text.hpp>
#include <SFML/System/String.hpp>
#include <SFML/System/Vector2.hpp>
#include <SFML/Window/Keyboard.hpp>
#include <algorithm>
```

Include dependency graph for TextBox.cpp:



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