

# Cobbler

## Overview

Cobbler is a desktop application for text editing of COBOL program text files. The tool offers basic light editing features and syntax highlighting. Cobbler was written by [Joshua Horvath](#).



## Quick Start

On first launch of the Cobbler application a new Cobbler folder is created at the root level of the current user's user folder. This folder is used to store application settings such as what display theme to load and locations of recently opened files.

## Open Files

To open a COBOL text file:

1. From the **File** menu select the **Open...** menu option.
  - a. If there are unsaved changes, a confirmation dialog will be presented allowing a chance to stop the current operation and save the current document.
    - i. This unsaved changes check takes place for all operations were a file is opened, created, closed, or the application is shut down.
2. In the **Select a COBOL file** dialog, navigate to and select a COBOL text file.
  - a. The file suffix filter is available, and on by default, to only allow COBOL files to be selected.
    - i. The current COBOL file suffixes supported by this filter are:
      1. .cob, .cbl, .cpy, .pco, .fd, .sel, .ws
        - a. These suffixes will be recognized with all lowercase or uppercase versions.
    - ii. The filter may be turned off to allow other types of text files to be opened.
3. Click the **Open** button.
4. The contents of the text file are displayed in the main text pane of the application window.

## To open a recent file:

Files that have been opened in Cobbler in the past can be reopened under the Recent Files menu.

1. From the **File** menu select the **Recent Files** submenu.
  - a. Files that have been opened are listed in the Recent Files menu with full file paths displayed.
2. Select a file path from the submenu to open the file and display the contents in the Cobbler application.
  - a. If the file was moved, renamed, or deleted, an error will be displayed.

## Save Files

1. From the **File** menu select the **Save** or **Save As...** menu option.
  - a. If the **Save** option was selected, and file exists on the disk, then the changes will be written to the file and the operation ends. If the **Save** option was selected and the file does not exist on disk, then the **Save As** dialog is displayed.
2. In the **Save As** dialog, select a location to save the file, and edit the name of the file as needed, and click the **Save** button.
  - a. If a file suffix is not added by hand, the file suffix “.cob” will automatically be appended.

## Edit Menu

The edit menu features contain controls that are standard for a text editor including:

- Undo
- Redo
- Select All
- Copy
- Cut
- Paste

## Settings Dialog

From the Utilities menu exists a menu option to open the Settings dialog. In this dialog the user can select a visual theme for the cobbler application, including a dark mode. From the settings dialog there is also an option to clear the Recent Files menu.

## New Document Template

Because COBOL is a verbose programming language, a feature that can be helpful is to autogenerate a basic file structure without having to manually type some of the boilerplate header information.

1. From the **File** menu select the **New Document Template** menu option.
2. A new hello world COBOL program is displayed in the main text pane of the application window.
  - a. The current user name is displayed as the Author.
  - b. The current date, in the form MM/DD/YYYY is displayed as Date Written.

## Current Issues:

- Syntax highlighting is not complete.
  - COBOL keywords containing a word space may not highlight correctly in the second word.
  - Sometimes a word may not highlight correctly if there is not a word space after the keyword.
  - Keywords containing a hyphen may not highlight.
  - Keywords are recognized in lowercase, uppercase, and title case.
    - Recognized:
      - DISPLAY
      - display
      - Display
    - Not recognized:
      - disPLAY
- The feature checking for unsaved changes is currently a little buggy sometimes.