

Full code Refactor changelog as of 6/6/2025

Main.cpp

- has a function that receives `string initializer` set to `notinitialized`

consoleLayout.cpp

- No longer has any display elements
- Connects to various functions via the Functions.cpp and gFunctions.cpp
- Creates processes via Process.cpp
- **NEW** properly identifies -r and -s inputs
- **ISSUE** -s defaults to creating a new process if command doesn't exist

Process.cpp

- **ISSUE**: not sure how to properly make ProcessInfo a class without breaking the entire thing
- Explanation:
 - `createProcess` - makes process via taking an input of string from consoleLayout(if there is no command that matches from -s)
 - `displayProcessInfo` - looks for and shows processes made via screen -r <process name>
 - **ISSUE**: `displayAllProcessInfo` - used to work but now cannot find any created processes even though displayProcessInfo works
 - `formatTimestamp` - formats timestamps

gFunctions.cpp

- Houses general functions that are useful across the board
- Explanation
 - `clearScreen` - clears screen
 - `gotoxy` - uses windows console functions to go to a specific x and y coordinate on the CMD
 - `clearLine` - clears specific x coordinate lines

Functions.cpp

- Houses the specific function calls for screen scheduler-test etc.

Display.cpp

- Has all the output couts we have including my individual dummy Nivada CLI XD

Windows_console_minimal.h

- Has some of the functions in windows.h had to make it since windows.h and one of our .h files hate each other leading to a byte not defined scenario (best not to touch i also dont fully get it)