

<pre>EditableTextLine line = new EditableTextLine("Hello"); line.insert(2, "World");</pre>	inserting something in the middle	<pre>Char [] text = HelloWorld Length = 10 Capacity = 80</pre>	HeWorldllo
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.insert(4, "World");</pre>	inserting something close to the end	<pre>Char [] text = HellWorldo Length = 10 Capacity = 80</pre>	HellWorldo
<pre>EditableTextLine line = new EditableTextLine("oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo"); line.insert(4, "i");</pre>	inserting something that will increase capacity	<pre>Char [] text = oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo Length = 81 Capacity = 160</pre>	<pre>oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo</pre>
<pre>EditableTextLine line = new EditableTextLine("hello"); line.insert(5, "i");</pre>	inserting something out of range to throw an error	<pre>Char [] text = hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("hello"); line.insert(-1, "i");</pre>	inserting something out of range to throw an error	<pre>Char [] text = hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("hello");</pre>	replacing nothing	<pre>Char [] text = ello Length = 4 Capacity = 80</pre>	ello

line.replace(0, 0, "");			
EditableTextLine line = new EditableTextLine("hello"); line.replace(0, 0, "p");	replacing with something equal in size	Char [] text = pello Length = 5 Capacity = 80	pello
EditableTextLine line = new EditableTextLine("hello"); line.replace(0, 0, "pillow");	replacing with something larger	Char [] text = pillowello Length = 10 Capacity = 80	pillowello
EditableTextLine line = new EditableTextLine("hello"); line.replace(3, 3, "p");	replacing something in the middle	Char [] text = helpo Length = 5 Capacity = 80	helpo
EditableTextLine line = new EditableTextLine("hello"); line.replace(4, 4, "p");	replacing something at the end	Char [] text = help Length = 5 Capacity = 80	help
EditableTextLine line = new EditableTextLine("hello"); line.replace(0, 4, "pillows");	replacing everything	Char [] text = pillows Length = 7 Capacity = 80	pillows
EditableTextLine line = new EditableTextLine("hello");	replacing a portion	Char [] text = hewwo Length = 5 Capacity = 80	hewwo

line.replace(2, 3, "ww");			
<pre>EditableTextLine line = new EditableTextLine("oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo"); line.replace(1, 1, "ii");</pre>	replacing something that will increase the capacity	<pre>Char [] text = oiiooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo Length = 81 Capacity = 160</pre>	<pre>oiioooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo</pre>
<pre>EditableTextLine line = new EditableTextLine("oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo"); line.replace(80, 80, "");</pre>	replacing something that will keep the increased capacity the same	<pre>Char [] text = oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo Length = 80 Capacity = 160</pre>	<pre>oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo oooooooooooooooooooo</pre>
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(-1, 3, "");</pre>	replacing throwing error if start below out of bounds	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(5, 3, "");</pre>	replacing throwing error if start is above out of bounds	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error

<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(0, -1, "");</pre>	replacing throwing error if end is below out of bounds	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(-1, -1, "");</pre>	replacing throwing error if both below out of bounds	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(5, 5, "");</pre>	replacing throwing error if both above out of bounds	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.replace(5, -1, "");</pre>	replacing throwing error if start is above and end is below	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	Throws an error
<pre>EditableTextLine line = new EditableTextLine(); line.length();</pre>	if length is 0 when created without text	<pre>Char [] text = Length = 0 Capacity = 80</pre>	0
<pre>EditableTextLine line = new EditableTextLine("Hello"); line.length();</pre>	if length is 5 when created with text	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	5
<pre>EditableTextLine line = new EditableTextLine(</pre>	if length is 80 when created with text size 80	<pre>Char [] text = 12345678901234567 89012345678901234 56789012345678901</pre>	80

<pre>"1234567890123456 78901234567890123 45678901234567890 12345678901234567 8901234567890"; line.length();</pre>		<pre>23456789012345678 901234567890 Length = 80 Capacity = 80</pre>	
<pre>EditableTextLine line = new EditableTextLine("1234567890123456 78901234567890123 45678901234567890 12345678901234567 89012345678901"); line.length();</pre>	if length is 81 when created with text size 81	<pre>Char [] text = 12345678901234567 89012345678901234 56789012345678901 23456789012345678 9012345678901 Length = 81 Capacity = 160</pre>	81
<pre>EditableTextLine line = new EditableTextLine(); line.capacity();</pre>	if capacity is 80 when created without text	<pre>Char [] text = Length = 0 Capacity = 80</pre>	80
<pre>EditableTextLine line = new EditableTextLine("Hel lo"); line.capacity();</pre>	if capacity is 80 when created with text	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	80
<pre>EditableTextLine line = new EditableTextLine("1234567890123456 78901234567890123 45678901234567890 12345678901234567 8901234567890");</pre>	if capacity is 80 when created with text size 80	<pre>Char [] text = 12345678901234567 89012345678901234 56789012345678901 23456789012345678 901234567890 Length = 80 Capacity = 80</pre>	80

line.capacity();			
<pre>EditableTextLine line = new EditableTextLine("1234567890123456 78901234567890123 45678901234567890 12345678901234567 89012345678901"); line.capacity();</pre>	EditableTextLine	<pre>Char [] text = 12345678901234567 89012345678901234 56789012345678901 23456789012345678 9012345678901 Length = 81 Capacity = 160</pre>	160
<pre>EditableTextLine line = new EditableTextLine("Hel lo"); line.indexOf("Hello");</pre>	if this can find the whole text	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	0
<pre>EditableTextLine line = new EditableTextLine("Hel lo"); line.indexOf("Hellos") ;</pre>	if this returns -1 since hellos does not exist but hello does	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	-1
<pre>EditableTextLine line = new EditableTextLine("Hel lo"); line.indexOf("l");</pre>	if it can find the first case of l	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	2
<pre>EditableTextLine line = new EditableTextLine("Hel lo"); line.indexOf("Hello", 0);</pre>	if this can find the whole text	<pre>Char [] text = Hello Length = 5 Capacity = 80</pre>	0

EditableTextLine line = new EditableTextLine("Hello"); line.indexOf("Hello", 1);	if it can not find the text	Char [] text = Hello Length = 5 Capacity = 80	-1
EditableTextLine line = new EditableTextLine("Hello"); line.indexOf("l", 1);	if it can find the first case of l	Char [] text = Hello Length = 5 Capacity = 80	2
EditableTextLine line = new EditableTextLine("Hello"); line.indexOf("l", 3);	if it can find the second case of l	Char [] text = Hello Length = 5 Capacity = 80	3
EditableTextLine line = new EditableTextLine("Hello"); line.indexOf("l", 7);	if indexOfstring can throw an exception	Char [] text = Hello Length = 5 Capacity = 80	Throws an error
EditableTextLine line = new EditableTextLine("Hello"); line.indexOf("l", -1);	if indexOfstring can throw an exception	Char [] text = Hello Length = 5 Capacity = 80	Throws an error
EditableTextLine line = new EditableTextLine("Hello"); EditableTextLine line1 = new EditableTextLine("Hello");	if equals can detect if equals is	Obj 1 Char [] text = Hello Length = 5 Capacity = 80 Obj 2 Char [] text = Hello Length = 5 Capacity = 80	true

line.equals(line1);			
EditableTextLine line = new EditableTextLine("Hello"); line.toString();	if toString will print the correct text	Char [] text = Hello Length = 5 Capacity = 80	Hello