

Team Members

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Period

6

Team Name

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Project Title

Java-based Text & HTML Editor

I. Project Idea

Create a fully functional text editor that can have an HTML viewer on the side.

II. Critical Features

Text editor capabilities:

- Open files from any directory
- Edit files and save them

III. To be added later Features

Useful properties:

- Save & Save as
- Standard "Edit" features: Copy, Paste, Search & Replace
- Line numbers, keyboard shortcuts, macros
- Change fonts
- Syntax coloring (for HTML & Java?)

This page does not have the actual prototype, it explains what you need to do. The length of the explanation is not indicative of the length of your prototype.

IV. Development stages:

This is where you Say How you plan to progress adding features, and how you plan on breaking up the tasks. You cannot have two people work on the same parts all the time, most of the time at home, you should be working on different aspects of the project, so try to lay out how you want to break it up into smaller chunks here. This is different per project and you should write at least 4-5 phases so you have goals that you can try to reach. Decide what your minimum functionality phase is. That is your most critical goal because after that point, your project should WORK. WORK means it runs, and does at least what it did in the previous version. It should never be broken by new features. Every time you update your project it should remain in a functional state, or you should comment out the changes. As you develop it, it should work BETTER.

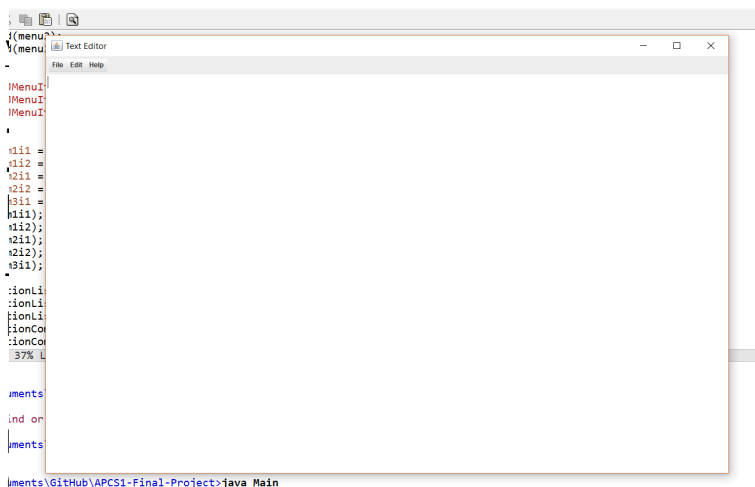
Phase 1 - Basic setup of window (menubar on top and editor below) [FINISHED]

Phase 2 - File controls (in menubar); Setup save, open features. **Minimal text editor features.** [FINISHED]

Phase 3 - Add user customizability. Allow for text font, size, indent spacing changings...

Phase 4 - Make editor more practical. Syntax coloring (IMPORTANT), keyboard shortcuts, macros, line numbers...

Phase 5 - HTML suitability. Add HTML visualizer to BorderLayout to view HTML while simultaneously



with the typed description

arts of your project. If you only
of how the world changes.

'ped)

1-You can draw JUST the world(the black window in netlogo) OR you can draw the world + the interface (buttons).

2-You must draw with a computer or by hand your depiction of your intended project.

3-Circle and Numerically label the parts. Do this in a bright color if you want it to stand out.

(Back to typing)

4-Type a list of the numbers with a typed description of each element and what it does.