

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, or create new ones if they don't exist
- Standard "Edit" features: Copy, Paste, Search & Replace
- Line numbers, keyboard shortcuts, macros.
- Change display styles, including font size & style, indent spaces, and look & feel.
- Syntax coloring for several languages, including HTML
- Recognize keywords (variables) & scopes.
- View HTML alongside (basically a WYSIWYG)

III. To be added later Features

- Syntax coloring support for other languages (Java, Python, JavaScript...)
- Language compiler?
- Drag and drop HTML items, automatically inserting into HTML code. (Similar to Adobe DreamWeaver)

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/display (menubar on top and editor below) [FINISHED]

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

Phase 3 - Make the editor more practical. Syntax coloring (IMPORTANT), keyboard shortcuts, macros, line numbers. Implement StyledDocument and listen for text events.

Phase 4 - HTML suitability. Add HTML visualizer to BorderLayout, allowing for simultaneous editing and viewing capability. WYSIWYG.

Phase 5 - Add user customizability. Allow for text font, size, indent spacing changings...

V. Diagrams of features:

- You need AT LEAST 2 diagrams.
- Each Diagram should be a separate page with the typed description below OR on the subsequent page

There should be diagrams to depict different parts of your project. If you only have one screen / phase, then show examples of how the world changes.

For each Diagram:

(This is the only part that doesn't have to be typed)

1. You need draw JUST the model (the black window in netlogo) OR you can draw the



your depiction of your intended

s in a bright color if you want it to

dition of each element and what it