

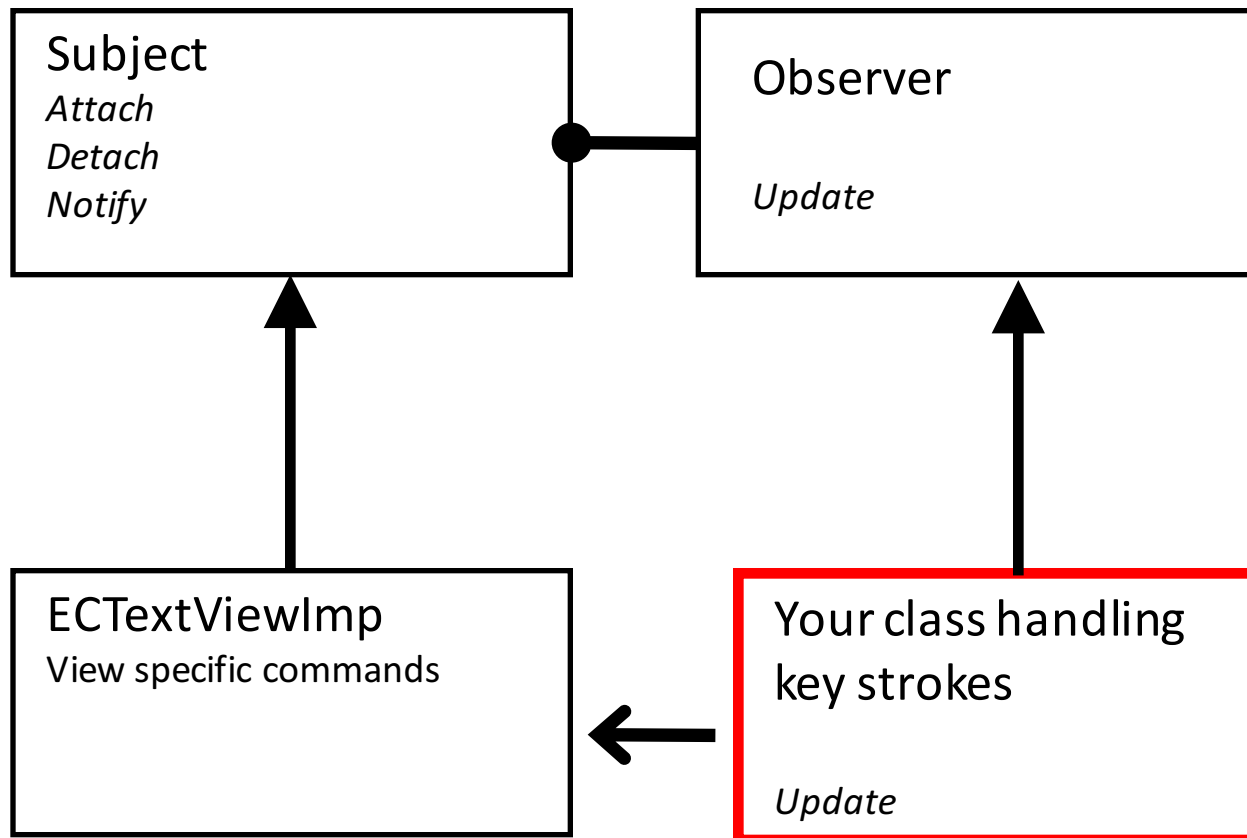
Object Oriented Design for Console-based Text Editor

CSE 3150

Yufeng Wu

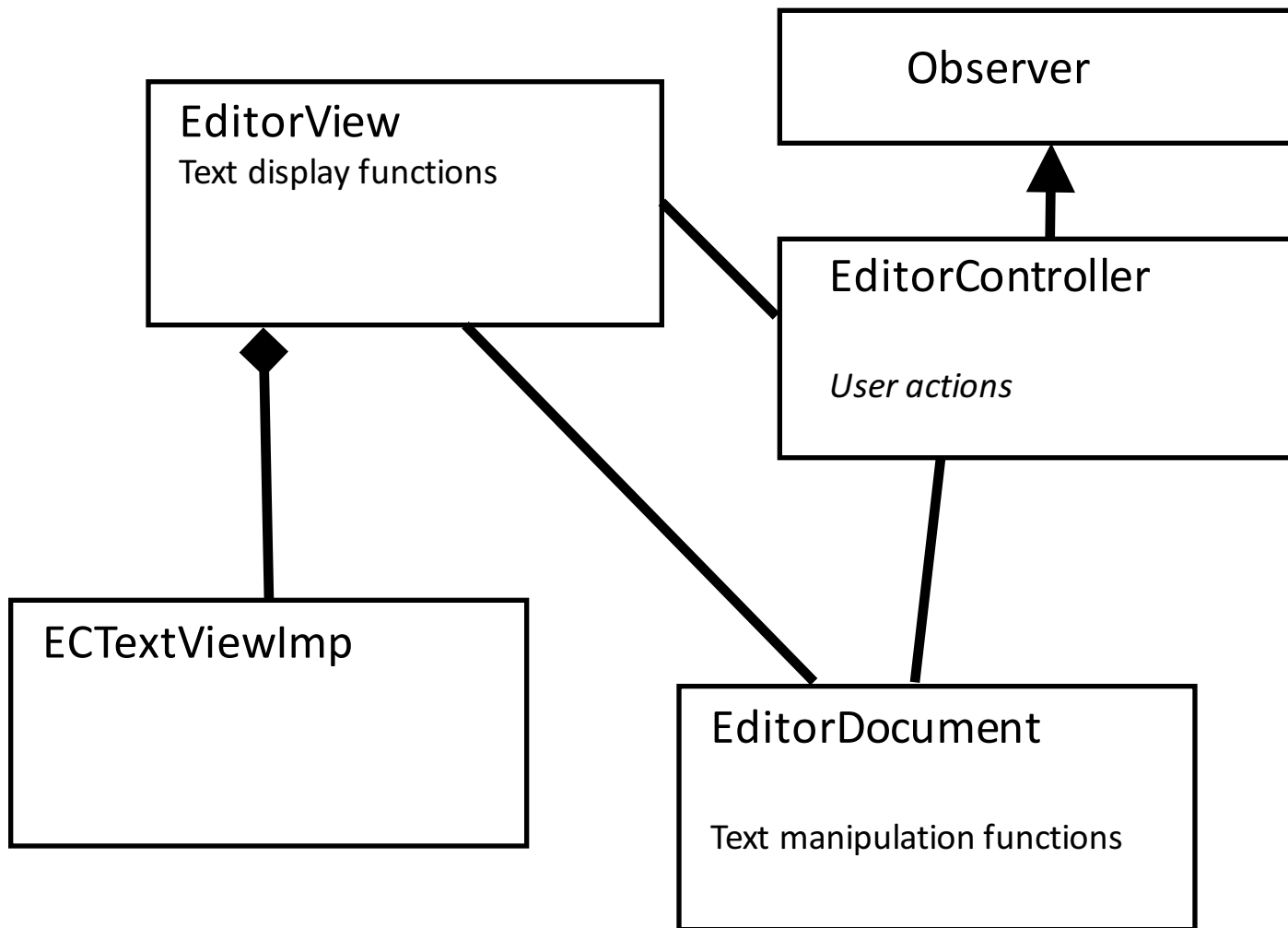
About the project

- Writing a working text editor is good but not the (only) objective
 - Practice object orientation!
 - Apply design patterns. Implement in good C++. Write reusable and maintainable code. Document your design nicely in UML...
 - Structure your code nicely. Avoid messy code.
- Good time to practice good software engineering techniques
 - Project management: milestones, scheduling.
 - Design for change.



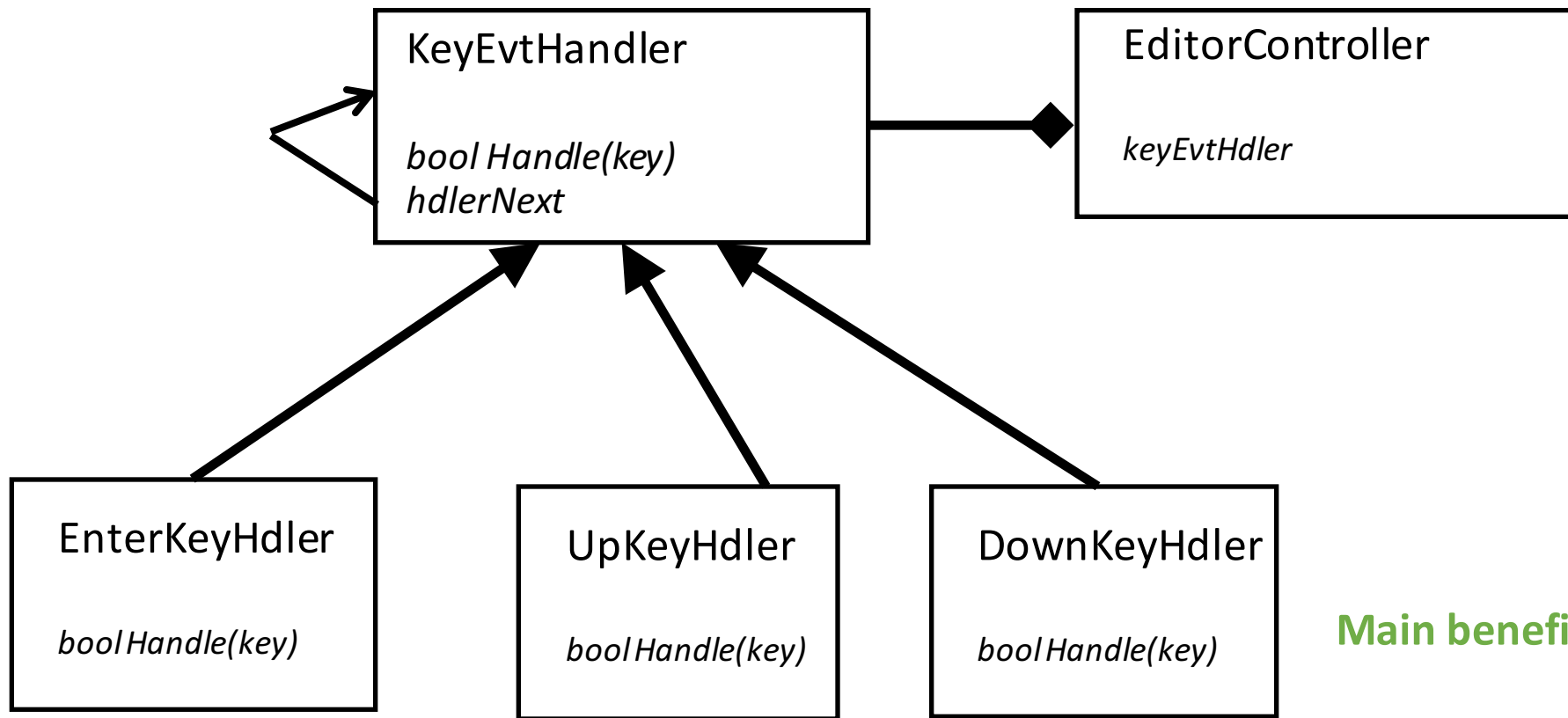
ECTextViewImp:
Observer
pattern

Question: what class to
be sub-class of
Observer?



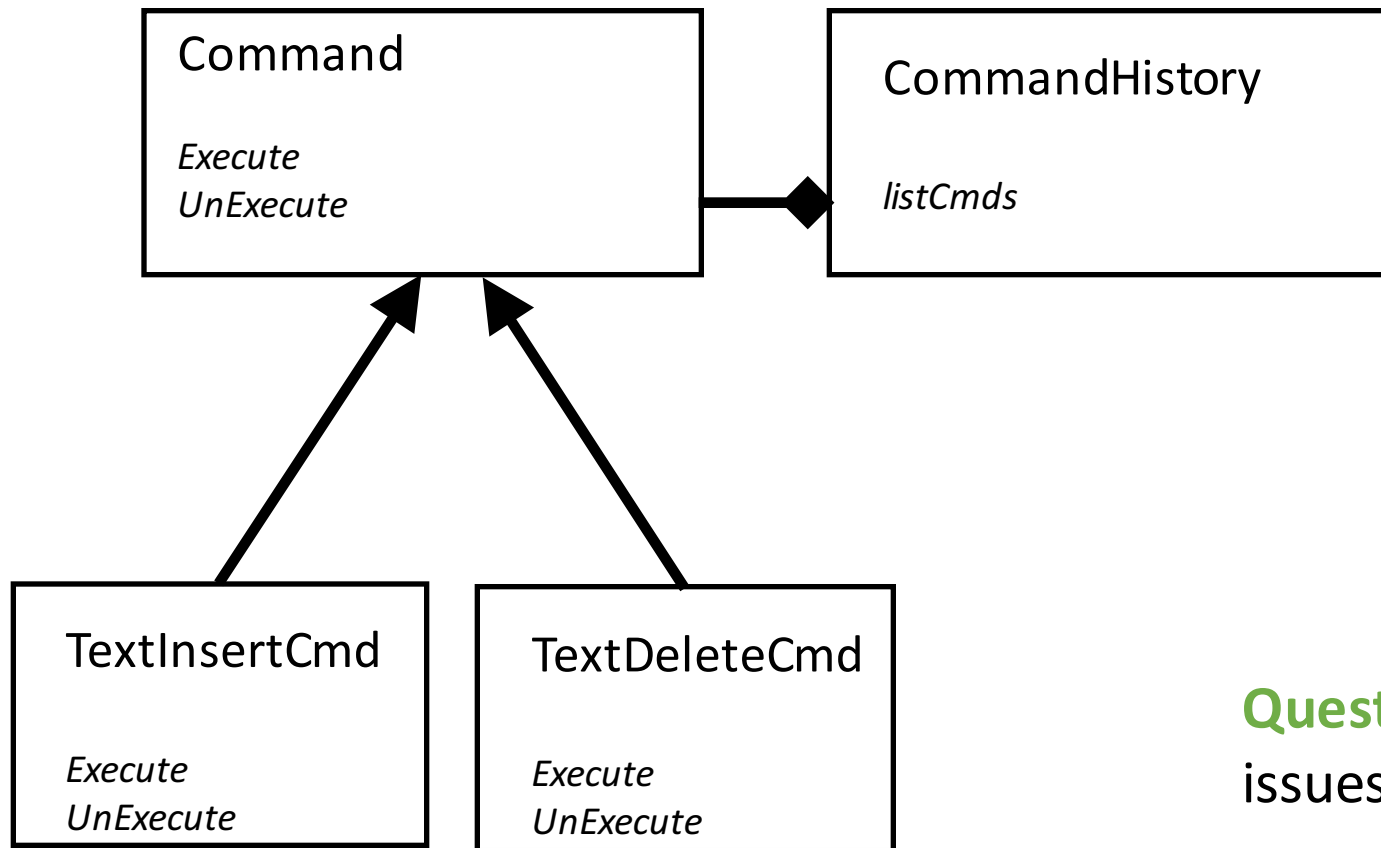
Your main editor
classes: Model-
View-Controller
pattern

Object composition:
preferred



Main benefit: flexible

Event handling:
Observer or ***Chain of responsibility*** pattern



User action:
Command
pattern

Question: which class
issues command?

Things to note

- Object oriented design: nice but itself isn't a program
 - Just a skeleton
 - You still need to implement to make it work
 - You will need to furnish more technical details
- Debugging and testing
 - Not easy for large program: how large programs have you ever written?
 - Strongly encourage unit testing
- Platform
 - Recommend: Linux or Windows Linux virtual machine (WSL 2) or Mac.
 - Will need to ensure your code works on Linux platform before the final submission