

UML of Main Classes

EC Text View

ECOBSERVERSubject

- Vector <ECOBSERVER * > listObservers
+ Attach
+ Detatch
+ Notify

ECOBSERVER
+ Update

EditorController

- EC Text View Imp
- CommandHistory * command-history
- Document * doc
- Cmd-StatusBar * s.b
- bool Clear-Redo-history
- Format * format-style
+ Update
+ InsertChar
+ DeleteChar
+ InsertRow
+ DeleteRow
+ FillDocument
+ Undo
+ Redo
+ SetStatusBar
+ Arrow Left
+ Arrow Right
+ Arrow Up
+ Arrow Down
+ ClearRedo
+ SaveDocument

CommandHistory

- Stack <Command * > cmd-hist-undo
- Stack <Command * > cmd-hist-Redo
+ Clear-Redo
+ Clear-Undo
+ ExecuteCommand (Command * cmd)

Command

+ Execute
+ OnExecute

Document

- int + translatePos (int row, int col)
- Vector <Vector <Char * > * > paragraphs
- int col-track
- int row-track
- int total-Char
- int total-rows
- String filename
- int row-max
- int col-max

Document

+ FormatText (Vector <Vector <Char * > * >,
int, int, int, int):
Vector <String>

+ Char-Insert (int, int, Char)
+ Undo-Char-Insert (int, int)
+ Char-Del (int, int): Char
+ Undo-Char-Delete (int, int, Char)
+ Row-Insert (int, int)
+ Undo-Row-Insert (int, int)
+ Row-Remove (int, int)
+ Undo Row-Remove (int, int)
+ Read-Doc
+ Write-Doc
+ Get All Lines * Vector <Vector <Char * > * >

Class (Selected)	Key Method(s)
ECOObserverSubject	<ul style="list-style-type: none"> • Attach (Add an ECOObserver) • Detach (remove an ECOObserver) • Notify (notify ECOObserver(s) that a change has been made)
EditorController	<ul style="list-style-type: none"> • Update (update the document) • Depending on the update, other methods called
CommandHistory	<ul style="list-style-type: none"> • Redo (Redo an executed command) • Undo (Undo an executed command)
Command	<ul style="list-style-type: none"> • Execute (do something to the document) • UnExecute (undo something done on the document)
Document	<ul style="list-style-type: none"> • Methods handling the actual manipulation of text/cursor and document reading/saving
Format	<ul style="list-style-type: none"> • Formats the text that should be shown to the screen