

What I Have Learned

This project has taught me a lot about different software design principles. The first thing that was unique about this project was the scope. Since the editor was a long term project with lots of features/functionalities, it was important to make smart decisions with regards to project design. This text editor project was the first time I had to go in depth with smart design patterns (mentioned in the Design Specifications document). Combining many different class and objects together into something cohesive and intuitive was not easy, and really helped me gain experience with large projects, dynamic requirements, and long-term goals.

Future Improvements

The main goal for the future would be to improve efficiency of the program using smarter design choices. As a simple example, the program efficiency may be improved by only saving the document when the user wants (or allow the user to specify how often the document work should be saved). Additionally, the intuitiveness of the overall project design may be increased if more base objects are implemented. As a simple example, paragraph or line objects rather than a combination of vectors holding characters.