

What is this project about?

This project's main idea was to give students' C++ programming practice by writing a console application: a vi-like text editor.

Main Functionalities

- Normal Text Editing
 - Users can insert/remove characters similar to how other popular text editors work.
- Undo/Redo
 - Users can undo/redo text insertion/deletion as they see fit, similar to how other popular text editors handle undo/redo.
- Reading a File
 - Users can specify a normal .txt file to read as input to the editor
- Saving
 - As a user continues to work on the document, the program will automatically save the user's work
- Page Views
 - The editor will only show the amount of text that can fit on the screen, rather than a typical scrolling effect. For example, if the screen can only hold 3 lines of text, but there are 4 lines in the file, the lines to be displayed on the screen will vary depending on cursor location
- Line Wrapping
 - Similar to how MS Word follows word/line wrapping, this text editor is designed to support multiple formatting outputs (currently, sublime-style and word-style formatting)