# Key Technical Issues

* Cross Platform
  + No platform-specific functionalities could be added
* Cursor Manipulation
  + Since the text displayed on the screen may not (all) be the text in the actual document, time was spent figuring out a way to translate a position on the screen to a position in the document itself

# Key Algorithms

* Inserting/Removing Text/New Lines
  + Since each of these commands manipulate the text, a chain of things needed be done, including:
    - Actual text manipulation
    - Cursor manipulation in a way that is intuitive
* Paragraph Formatting
  + Since different styles of formatting may be desired, the program is designed to abstract formatting the text on the screen, given the text in the document. Things like word/line wrapping needed to be considered depending on the format type.

# Refactoring

* Different OO Principles were applied throughout this project
  + Observer Pattern
    - Corresponds to *who* should be making changes when a command is started
  + Model View Controller Pattern
    - Having a main controller separate from the document allows for an abstraction between the document being written, formatting to the screen, and separation of commands
  + Composite Pattern
    - Document can be considered a composite of objects that hold text (vectors)