

1 Objectives

Having had first hand experience with low-level dynamic memory management, you are now ready to explore and utilize high-level turnkey alternatives from the C++ standard template library (STL), which provide not only efficient memory management but also many other useful and efficient services.

To that end, this assignment will give you practice with using the STL sequential container classes such as `list`, `vector`, and `string`, and iterator operations from the `<Iterator>` header.

2 Assignment Background

Back in the days before video display became popular, people used computer terminals to communicate with computers. Without a visual console, they were not able to see what was going on when they were running commands or editing files. Multiple users were supported on the same computer, each at their own terminal. Both computers and printing terminals were very slow compared to today's standards.

In the early 1970s, programmers used line editors to edit their programs. Typically, a line editor would give you a prompt and then you would have to tell it which line you wanted displayed; it would then display that line, and that line only. If you wanted to insert a line, then you would tell it that you wanted to insert a line at a particular line address and then enter that line. If you wanted to delete a line, you would have to specify the address of that line. You would repeatedly issue editing commands and then wait until the computer responded. To get a feel of what your program looked like that you were editing, you would give printing commands to reprint the edited lines and then wait until the computer responded. The wait times would add up considerably. During peak hours, programmers' editing commands could bring their editing sessions to a halt. One of the popular line editors of the time was **ed** under Unix; it worked in silent mode, consuming minimal input and generating minimal output.

Today, line text editors are virtually useless, without practical applications. Nonetheless, the process of actually implementing a line text editor does provide not only an instructive programming experience but also plenty of opportunity to practice using the STL sequential container classes and iterators. Hence, your assignment will be to design and implement a line text editor, which we name **led**.¹

Here is more about **led** and its functionality, using the present tense, as if it were implemented.

¹Acronym for **l**ine-oriented text **e**ditor. Note that, although **led**'s command set and syntax might look a little like the commands of the **edlin** editor for DOS, or the commands of the mighty **ed** editor for the Unix operating system, **led** is just a toy line editor with very limited command set and functionality.


3 led


led is a line-oriented text editor that allows users to open, edit, and save new or existing files.

Internally, **led** always operates on a **buffer**, a place in memory where it stores a copy of the file it is editing. If it is given an input file name at start, **led** loads the buffer with the content of that file, line by line; otherwise, it create an empty buffer. To write out the **buffer** to the given file, the user must give the **w** (write) command; otherwise, any changes not explicitly saved are lost.

In addition to a buffer, **led** also uses a **clipboard**, a place in memory where it stores the lines cut out of the buffer through a cut (**x**) command.

3.1 Staring led

To start **led** on a text file named **a.txt** , you type the following command in a Linux/Mac/Windows specific shell and then presses the *return key*, which is denoted by this symbol .

```
led a.txt 
```

If, for example, the text file **a.txt** exists and has three lines, then **led** reads the file contents into its **buffer**, line by line, and responds as follows:

```
"a.txt" 3 lines
Entering command mode.
?
```

Notice that **led** prompts with the '?' symbol to indicate that it is operating in *command mode*.

When started on a nonexistent file, say, **b.txt**, **led** creates an *empty buffer* and responds as follows. However, **led** does not create the file **b.txt** unless and until a **w** command is entered.

```
"b.txt" [New File]
Entering command mode.
?
```

Finally, when started without a filename, **led** creates an *empty buffer* and responds as follows:

```
"?" [New File]
Entering command mode.
?
```

3.2 led's Operating Modes

led has two distinct operating modes.

Command mode: **led** displays a **'?'** prompt to indicate it is operating in command mode. Once the return key is pressed in command mode, **led** interprets the input characters as a command line.

Input mode: The **a** (append) and **i** (insert) commands put **led** in input mode. **led** interprets every input character as text, displaying no prompts and recognizing no commands in this mode. You can now input as many lines of text as you wish into the buffer, pressing the return key at the end of each line.

To put **led** back in command mode, you type **Ctrl Z** under Windows and then press the return key, or type **Ctrl D** under Linux. This line is not considered part of the input text.

3.3 The Current Line

Central to **led** is the concept of the *current line*, the line most recently affected by a command, other than the print command (**p**). In fact, the concept of the *current line* is so important to **led** that it gets its own symbol (**.**), the dot character, as shown in Table 1.

3.4 The last Line

led uses the symbol(**\$**) to denote the address of the last line in the buffer.

3.5 Command Line Syntax

led command lines have a simple syntax structure:

[line address 1][,[line address 2]][command]

where the optional parts of the structure are shown in brackets [], which may be preceded and followed by blank or tab characters; the brackets are not part of the actual command lines.

Thus, command lines each have zero, one, or two line addresses followed by an optional command. All commands are single characters. The two line addresses preceding a command specify a *line range* to which a command is applied. The value of the first line address in a line range cannot exceed the value of the the second.

A *line address* is either a line number, a dot character (**.**), or a dollar sign character (**\$**), as indicated in Table 1 below:

Table 1

Line address	Property	constraints
\$	The number of the last line in the buffer	\$ = buffer size
.	The number of the current line in the buffer	$1 \leq . \leq \$$
a line number	An integer n addressing the n^{th} line of the buffer	$1 \leq n \leq \$$

Whether or not a command requires a line range, **led** allows every command to be prefixed by a line range. Otherwise, too many errors might ensue, resulting in an unpleasant editing session. Allowing a line range before a command, which itself may or may not be present, **led** can operate silently behind the scenes, using default values for missing line addresses and command, consuming minimal input, producing minimal output, and complaining only when it must.

Table 2 below shows how the command lines entered are interpreted, where the symbol **z** represents any of the commands listed in Table 3, and the symbols x and y represent line addresses as in Table 1.

Table 2. Command Line Interpretation

Command Line Entered	Command Line Interpreted	Constraints
$x\mathbf{z}$	$x,x\mathbf{z}$	$1 \leq x \leq \$$
$,y\mathbf{z}$	$.,y\mathbf{z}$	$1 \leq . \leq y \leq \$$
x,\mathbf{z}	$x,.\mathbf{z}$	$1 \leq x \leq . \leq \$$
$x,y\mathbf{z}$	$x,y\mathbf{z}$	$1 \leq x \leq y \leq \$$
+	$1,1\mathbf{+}$	none
-	$1,1\mathbf{-}$	none
x	$x,x\mathbf{g}$	$1 \leq x \leq \$$
$,y$	$.,y\mathbf{p}$	$1 \leq . \leq y \leq \$$
$x,$	$x,.\mathbf{p}$	$1 \leq x \leq . \leq \$$
x,y	$x,y\mathbf{p}$	$1 \leq x \leq y \leq \$$
,	$.,.\mathbf{p}$	$1 \leq . \leq \$$
*	$1, \$\mathbf{p}$	none

3.6 led Commands

led commands are single characters that appear at the end of command lines, after the line range, if any. Table 3 below lists the exact syntax for each command. The symbols x and y specify a line range as interpreted in Table 2, with x denoting the first address and y the second.

Commands may require zero, one, or two addresses. Commands which require zero addresses ignore the presence of address(s), if any. Commands which require only one address ignore the presence of the second address, if any.

Generally, **led** sets the current line to the last line affected by a command; however, the exact effect on the current line depends on the command and is specified in Table 3 below.

Table 3. **led** Commands

Command	Description of led 's Actions
x a ↵	In input mode, appends text into the buffer after line x . The current address is set to the last line entered.
x i ↵	In input mode, inserts text into the buffer before line x . The current address is set to the last line entered.
x v ↵	Pastes text from the clipboard into the buffer below line x . The current address is set to the last line entered.
x u ↵	Pastes text from the clipboard into the buffer above line x . The current address is set to the last line entered.
x, y d ↵	Deletes the line range x through y from the buffer. If there is a line after the deleted line range, then the current address is set to that line. Otherwise the current address is set to the line before the deleted line range.
x, y x ↵	Cuts the line range x through y from the buffer into the clipboard. If there is a line after the cut line range, then the current address is set to that line. Otherwise the current address is set to the line before the cut line range.
x, y r ↵	Replaces the line range x through y with input text. Equivalent to the command line x, y d followed by the command line x i
x, y j ↵	Joins the line range x through y together on one line at address x , such that each line in turn is appended to line x , separated by a single space. Line x becomes the current line,
x, y p ↵	Prints the line range x through y without affecting the current line address.
x, y c ↵	Prompts for and reads the text to be changed, and then prompts for and reads the replacement text. Searches each line in the line range for an occurrence of the specified string and changes all matched strings to the replacement text.
x - ↵	Moves the current line up by x lines provided that there are x lines above the current line; otherwise, prints the message top of file reached and sets the current line to first line in the buffer. If omitted, $x = 1$.
x + ↵	Moves the current line down by x lines provided that there are x lines below the current line; otherwise, prints the message end of file reached and sets the current line to last line in the buffer. If omitted, $x = 1$.
x g ↵	Goes to the specified line x , meaning that it sets the current line to x and prints it. Prints the message invalid range if x is invalid. If omitted, $x =$ the current line address.
w ↵	Writes out entire buffer to its associated file. If the buffer is not associated with a user named file, it prompts for and reads the name of the associated file.
q ↵	Quits led . Before quitting, however, it gives the user a last chance to save the buffer. If the user takes the chance, it simulates the w command.
* ↵	same as 1, \$ p ↵
↵	same as 1+ ↵

4 Sample Editing Session

The simplest way to start **led** is just to run it with no input file at the command line:

```
led ↵
```

Output 1

```
1  "?" [New File]
2  Entering command mode.
3  ? 1           move to line 1
4  Invalid range
5  ? .           print the current line
6  empty buffer
7  ? $           move to the last line
8  empty buffer
9  ? p           print the current line
10 empty buffer
11 ? i           insert input text into empty buffer
12 this is line 1
13 this is line 2
14 this is line 3
15 ^Z
16 ? *           print out the entire buffer
17 1: this is line 1
18 2: this is line 2
19 3> this is line 3
20 ? q           before quitting, give user a last chance to save the buffer
21 Save changes to a file (y/n)? x
22 bad answer: x
23 Enter y for yes and n for no.
24 Save changes to a file (y/n)? y
25 Enter a file name: abc.txt
26 3 lines written to file: "abc.txt"
27 Bye
```

For your convenience, command lines are shown in **red** and my comments, which are not part of the command, are shown in **brick red**.

Any references to a line address refers to a line of the text being edited, not to the side numbers listed outside the output box. For example, notice that **led** uses the symbol '>' to indicate that line 3, the last line entered into the buffer, is the current line.

Now, let's reopen **abc.txt**:

```
Led abc.txt ↵
```

Output 2

```
1 "abc.txt" 3 lines
2 Entering command mode.
3 ? *          print out the entire buffer
4 1: this is line 1
5 2: this is line 2
6 3> this is line 3
```

The last line entered into the buffer becomes the current line, indicated by the symbol >.

Now, let's join lines 1 and 2:

```
7 ? 1,2j      join lines 1 through 2
8 ? *          print out the entire buffer
9 1> this is line 1 this is line 2
10 2: this is line 3
```

Now, let's join all lines:

```
11 ? 1,$j     join lines 1 through last
12 ? *          print out the entire buffer
13 1> this is line 1 this is line 2 this is line 3
```

Let's replace line 1 with three new lines:

```
14 ? 1r       replace line 1 with input text
15 aaaa
16 bbbb
17 cccc
18 ^Z
19 ? *          print out the entire buffer
20 1: aaaa
21 2: bbbb
22 3> cccc
```

Now, let's insert a line before line 1 and a append line after the last line:

```

23 ? 1i          insert input text above line 1
24 1111
25 ^Z
26 ? p          print the current line
27 1> 1111
28 ? $a         append input text after last line
29 9999
30 ^Z
31 ? p          print the current line
32 5> 9999
33 ? *          print out the entire buffer
34 1: 1111
35 2: aaaa
36 3: bbbb
37 4: cccc
38 5> 9999

```

Now, let's cut the last two lines and paste them before the first line:

```

39 ? 4,5x       cut lines 4 through 5 into the clipbord
40 ? .          print the current line
41 3> bbbb
42 ? *          print out the entire buffer
43 1: 1111
44 2: aaaa
45 3> bbbb
46 ? 1u         paste clipboard above line 1
47 ? .          print the current line
48 2> 9999
49 ? *          print out the entire buffer
50 1: cccc
51 2> 9999
52 3: 1111
53 4: aaaa
54 5: bbbb

```

We next test the +, -, and the empty commands. First, let's attempt to move the current line, which is 2, up 5 times:

```

55 ? 5-         move the current line upward 5 times
56 top of file reached
57 ? p          print the current line
58 1> cccc

```

Notice that **led** never moves the current line beyond the top or bottom lines of the buffer; that's why the current line ended up at 1. Next, let's attempt to move down 5 times from the current line 1:


```

59 ? *                print out the entire buffer
60 1> cccc
61 2: 9999
62 3: 1111
63 4: aaaa
64 5: bbbb
65 ? 5+              move the current line forward 5 times
66 end of file reached
67 ? p              print the current line
68 5> bbbb

```

Next, let's delete the entire buffer and check out some commands:

```

69 ? 1,$d           delete the entire buffer
70 ? p              print the current line
71 empty buffer
72 ? .              print the current line
73 empty buffer
74 ? 1a             append input text after line
75 Invalid range
76 ? 1,1p           print lines 1 through 1
77 Invalid range
78 ? 1i             insert input text above line 1
79 Invalid range
80 ? i              insert input text into an empty buffer
81 line one
82 line two
83 line three
84 ^Z
85 ? p              print the current line
86 3> line three
87 ? *              print out the entire buffer
88 1: line one
89 2: line two
90 3> line three

```

Notice that when the buffer is empty, any line address is invalid.

Next, let's change all the letters "e" to "E", and then change "lin" to "AC" on lines 1 and 2:

```

91 ? *                print out the entire buffer
92 1: line one
93 2: line two
94 3> line three
95 ? 1,$c            change the entire buffer
96 Change what? e
97   To what? E
98 Changed 6 occurrence(s)
99 ? *                print out the entire buffer
100 1: linE onE
101 2: linE two
102 3> linE thrEE
103 ? 1,2c           change lines 1 through 2
104 Change what? lin
105   To what? AC
106 Changed 2 occurrence(s)
107 ? p              print the current line
108 3> linE thrEE
109 ? *              print out the entire buffer
110 1: ACE onE
111 2: ACE two
112 3> linE thrEE

```

Finally, let's write a driver program for our editor, making silly errors and forcing more editing fun:

```

113 ? 1,$r          replace the entire buffer
114     if (argc != 2) // argc should be 2 for correct execution
115     {
116         cout << "usage: " << argv[0] << " <filename>\n ";
117         cout << "Try again later" << endl;
118         return 1;          // report an error
119     }
120 ^Z
121 ? *          print out the entire buffer
122 1:     if (argc != 2) // argc should be 2 for correct execution
123 2:     {
124 3:         cout << "usage: " << argv[0] << " <filename>\n ";
125 4:         cout << "Try again later" << endl;
126 5:         return 1;          // report an error
127 6>     }
128 ? 1i          insert input text above line 1
129 int main(int argc, char * argv[])
130 {
131 ^Z
132 ? *          print out the entire buffer
133 1: int main(int argc, char * argv[])
134 2> {
135 3:     if (argc != 2) // argc should be 2 for correct execution
136 4:     {
137 5:         cout << "usage: " << argv[0] << " <filename>\n ";
138 6:         cout << "Try again later" << endl;
139 7:         return 1;          // report an error
140 8:     }
141 ? $a          append input text after last line
142     return 0;          // success!
143 }
144 ^Z
145 ? *          print out the entire buffer
146 1: int main(int argc, char * argv[])
147 2: {
148 3:     if (argc != 2) // argc should be 2 for correct execution
149 4:     {
150 5:         cout << "usage: " << argv[0] << " <filename>\n ";
151 6:         cout << "Try again later" << endl;
152 7:         return 1;          // report an error
153 8:     }
154 9:     return 0;          // success!
155 10> }

```

We now need to insert code to start **led** before the successful return at line 9:

```

156 ? 9i                insert input text above line 9
157     string filename;        // an empty filename
158     filename = argv[1];      // initialize filename
159     Led editor(filename);    // create an object named ed of type Led
160     editor.run();            // start an editing session
161 ^Z
162 ? *                print out the entire buffer
163 1: int main(int argc, char * argv[])
164 2: {
165 3:     if (argc != 2) // argc should be 2 for correct execution
166 4:     {
167 5:         cout << "usage: " << argv[0] << " <filename>\n ";
168 6:         cout << "Try again later" << endl;
169 7:         return 1;        // report an error
170 8:     }
171 9:     string filename;      // an empty filename
172 10:    filename = argv[1];    // initialize filename
173 11:    Led editor(filename);  // create an object named ed of type Led
174 12>    editor.run();         // start an editing session
175 13:    return 0;            // success!
176 14: }

```

Now, we need to correct the errors. First, we should replace the usage line 5 and then change the condition on line 3 and as follows:

```

177 ? 5r                replace line 5 with input text
178     cout << "usage 1: " << argv[0] << "\n ";
179     cout << "usage 2: " << argv[0] << " <filename>\n ";
180 ^Z
181 ? 3c                change line 3
182 Change what? !=
183 To what? >
184 Changed 1 occurrence(s)
185 ? 3c                change line 3
186 Change what? be 2
187 To what? be 1 or 2
188 Changed 1 occurrence(s)
189 ? 3,11              print lines 3 through 11
190 3> if (argc > 2) // argc should be 1 or 2 for correct execution
191 4: {
192 5:     cout << "usage 1: " << argv[0] << "\n ";
193 6:     cout << "usage 2: " << argv[0] << " <filename>\n ";
194 7:     cout << "Try again later" << endl;
195 8:     return 1;        // report an error
196 9: }
197 10: string filename;    // an empty filename
198 11: filename = argv[1];  // initialize filename

```

Now, at line 11, the file name must be set conditionally, so we'll replace it as follows:

```

199 ? 11r                replace line 11 with input text
200     if (argc == 2)
201     {
202         filename = argv[1];        // initialize filename
203     }
204 ^Z
205 ? *                print out the entire buffer
206 1: int main(int argc, char * argv[])
207 2: {
208 3:     if (argc > 2) // argc should be 1 or 2 for correct execution
209 4:     {
210 5:         cout << "usage 1: " << argv[0] << "\n ";
211 6:         cout << "usage 2: " << argv[0] << " <filename>\n ";
212 7:         cout << "Try again later" << endl;
213 8:         return 1;            // report an error
214 9:     }
215 10:     string filename;        // an empty filename
216 11:     if (argc == 2)
217 12:     {
218 13:         filename = argv[1];    // initialize filename
219 14>     }
220 15:     Led editor(filename);    // create an object named ed of type Led
221 16:     editor.run();            // start an editing session
222 17:     return 0;                // success!
223 18: }

```

Finally, we are going to add a comment on line 11, change “ed” in the comment part of line 15 to “editor”, and insert the **include** lines:

```

224 ? 11c                change line 11
225 Change what? )
226     To what? )        // did the user provide a 2nd argument?
227 Changed 1 occurrence(s)
228 ? 15c                change line 15
229 Change what? ed of
230     To what? editor of
231 Changed 1 occurrence(s)
232 ? 1i                insert input text above line 1
233 #include<iostream>
234 #include<string>
235 #include "led.h"
236 using std::cout;
237 using std::endl;
238 using std::string;
239 ^Z

```

Now, before we print the entire file, we insert a blank line before the function header:

```

240 ? 6,7          print lines 6 through 7
241 6> using std::string;
242 7: int main(int argc, char * argv[])
243 ? 7i          insert input text above line 7
244
245 ^Z
246 ? *          print out the entire buffer
247 1: #include<iostream>
248 2: #include<string>
249 3: #include "led.h"
250 4: using std::cout;
251 5: using std::endl;
252 6: using std::string;
253 7>
254 8: int main(int argc, char * argv[])
255 9: {
256 10:     if (argc > 2) // argc should be 1 or 2 for correct execution
257 11:     {
258 12:         cout << "usage 1: " << argv[0] << "\n ";
259 13:         cout << "usage 2: " << argv[0] << " <filename>\n ";
260 14:         cout << "Try again later" << endl;
261 15:         return 1;          // report an error
262 16:     }
263 17:     string filename;      // an empty filename
264 18:     if (argc == 2)        // did the user provide a 2nd argument?
265 19:     {
266 20:         filename = argv[1];    // initialize filename
267 21:     }
268 22:     Led editor(filename);    // create an object named editor of type Led
269 23:     editor.run();            // start an editing session
270 24:     return 0;              // success!
271 25: }
272 ? q          before quitting, give user a last chance to save the buffer!
273 Save changes to abc.txt (y/n)? y
274 25 lines written to file: "abc.txt"
275 Bye

```

5 The Buffer

Since the order in which text lines are inserted in text files is important, **led** has to choose between one of the following STL sequence container classes as the underlying data structure for its **buffer**: `array`, `vector`, `deque`, `forward_list`, and `list`.

Since line editing typically involves insertion and deletion operations anywhere in a file, **led** is left with two options: `forward_list`, and `list`.

Since line editing frequently involves upward and downward movement of the current line , **led** is left with one option: `list`.

```
list<string> buffer;
```

6 The Clipboard

The only desired operations on the clipboard are reading and overwriting its entire contents. Hence, of the five sequential containers `array`, `vector`, `deque`, `forward_list`, and `list`, the `vector` is most appropriate for the desired operations.

```
vector<string> clipboard;
```

7 Programming Requirements

- Implement two classes named **Led** and **Command** associated as follows:



where the dotted arrow line from class **Led** to class **Command** indicates that a **Led** object does not internally store a **Command** object. Instead, **Led** *uses* or *depends on* **Command** as a local variable in a member function or in the parameter list of a member function.

The attributes involved in modeling a **Led** object clearly include its buffer, clipboard, current line, associated file name, whether the buffer contains unsaved contents, etc. Feel free to introduce attributes essential to your modeling of the editor.

The public interface of class **Led** must include a public constructor that take an optional file name as a parameter and a member function that initiates an editing session, as suggested in the following code:

```
Led editor(filename);    // create a Led object
editor.run();            // start an editing session
```

The private interface of class **Led** must include several member functions, each implementing one of the commands listed in Table 3. Again, feel free to introduce any member function that can facilitate your implementation of **Led**.

- Class **Command** models a command line in terms of such attributes as the two line addresses, the command symbol, whether the command is valid, whether there is a comma in the command line, etc. Feel free to adjust the attributes to your liking. For example, you might include attributes representing default command symbol and default and ceiling values for the line addresses, initializing them at construction. The primary operation of the class should be implemented by a public member function, say **parse**, responsible for dissecting a given command line into its parts. Feel free to include other members of your choice to facilitate your work.
- You are not allowed to use the **new** and **delete** operators in this assignment; the idea is to recognize that it is possible to write substantial C++ programs without getting involved and entangled with dynamic memory management.
- You are not allowed to use global variables.
- You are not allowed to use C-style raw arrays.

8 Suggestions

- Analyze the tasks at hand, using pen and paper, and ideally away from your computer! Prepare an action plan for each task.
- Avoid writing code in large chunks thinking that you can defer testing to after completions of your code.
- You might want to start working on class **Command** first because it is independent of and simpler in functionality than class **Led**. Test as you write code.

You need to have an action plan on how to parse a command line. Extracting the command symbol from a command line is rather straightforward as it can appear, if present, only at the end of the command line. However, dissecting the line range part of a command line might be a little tricky, because a line range may have missing parts.

You might find it easier to parse a command line after trimming out all whitespace characters in it. Since a command line is only a few characters long, it can be more efficient to directly transfer all non-white space characters from the command line to another string (that's C++ string). Nonetheless, do explore the facilities in the `<string>` header, including its popular family of **find** member functions.

- Avoid getting the details of command line parsing involved in your **Led** class.
- Learn about list iterators and about iterator operations **advance**, **distance**, **begin**, **end**, **prev**, and **next** in the <iterator> header.
- Introduce functionality into your **Led** class one function at a time, and test as you go, one function at a time.

To do anything useful during an editing session, you need a non-empty buffer. So, consider implementing member functions such as **insert**, **append**, and **print** before the others. For example, to append to the end of the **buffer** your code might include elements similar to those in the following incomplete code fragment.

```
string line;
while (getline(cin, line))
{
    buffer.push_back(line);
    // other housekeeping code
}
// make sure that the current line address is set to the last line appended
```

9 Driver Program

Driver Program to test class Led

```
1 // Driver program to test the Led class implemented in assignment 2
2 #include <iostream>
3 #include <string>
4 using std::cout;
5 using std::endl;
6 using std::string;
7 #include "Led.h"
8 int main(int argc, char * argv[])
9 {
10     string filename; // an empty filename
11     switch (argc) { // determine the filename
12         case 1: // no file name
13             break;
14         case 2: filename = argv[1]; // initialize filename from argument
15             break;
16         default: cout << ("too many arguments - all discarded") << endl;
17             break;
18     }
19     Led editor(filename); // create a Led named editor
20     editor.run(); // run our editor
21     return 0; // report success
22 }
```

10 Deliverables

1. Header files: **Command.h** and **Led.h**
2. Implementation files: **Command.cpp**, **Led.cpp**, **driver.cpp**
3. A **README.txt** text file (as described in the course outline).

11 Marking scheme

60%	Program correctness: 40% Led 20% Command
15%	Program design, encapsulation, information hiding, code reuse, proper use of C++ concepts.
10%	No use of operator new and operator delete . No C-style coding and memory functions such as malloc , alloc , realloc , free , etc.
5%	Format, clarity, completeness of output
10%	Concise documentation of nontrivial steps in code, choice of variable names, indentation and readability of program