

Project Milestone 1: A Simple Text Editor

User Manual:

- 1) Navigate to the project directory
- 2) Type 'make' in your terminal to compile the files
- 3) Type './ECTextEditor' to run the text editor

Functionalities:

Ctrl-q - quit the program

Arrow keys - move the cursor around to navigate the text

Enter/return - add a new line

Backspace - delete text (or go to the previous line)

Ctrl-z - undo

Ctrl-y - redo

Letter keys - type in text

Report:

For this milestone, I used an MVC, observer, commands, and chain of responsibility. In Command.cpp/h, I implemented the command functionality. Main.cpp is used to run the code. And Editor.cpp/h is where I wrote the bulk of the code, including the observer (or model), controller, as well as individual commands.

The main observer is called Editor, and it is attached to an instance of ECTextViewImp. The document controller is called ECTextDocumentCtrl, and it is used to control the Editor. Whenever Update() is called on Editor, Editor calls one of its handler functions depending on what key was pressed. Then, these handler functions call on any one of the functions in ECTextDocumentCtrl, which use the command pattern to allow for undo/redo, to do text insertion, deletion, enter, or backspace.