Billy, a COSC1046 needs to do his first coding project: “Hello World!”, and decides to use Extreme Editor™ to achieve this goal. He needs to write the code neatly.

He begins by creating a new file, using the option for pre-fabricated “main String( [] args) {}” to ease his way into coding.

He begins by accidently erasing all of it, and then uses the undo button, refreshing his text.

He then enters the lines into his first program: System.out.println(“Hello World!”);

He saves the text file, and is finished.

Sally is an experienced Extreme Editor™ programmer, and is aware of the shortcuts and features a new user may not. She is going to write a program to do x. When she wants to change a section, she opens the undo history window and selects the individual items she wants changed. This allows her to have great control over the modifications, while saving time compared to manually selecting the text and erasing/re-typing it. Removing entire Paragraphs, and replacing them when needed, at a few mouse presses.

Sally has written code in her main, but wants to move it to a separate method while also removing certain lines. She selects the relevant section, but instead of copying or moving, she accidently deletes it. She opens the history menu and undo’s the lines she wants to keep, but leaving the lines to be erased, erased.

Sally appreciates that feature.