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Simple Line Editor

This Simple Line Editor is a Unix compatible basic word processing application. The editor comes armed with the capability to write, insert, move, and delete any line read from a file. The graphical interaction consists of a user-controlled display that can generate any set of successive lines. The most noticeable constraint is the restriction of file lines that are open to edit at once.

Upon startup the Simple Line Editor will read in a given file through an initial argument. After informing the user of a successful scan, the main function will wait until prompted by one of the seven commands. Each individual prompt is processed by the topper function to ensure no case-sensitivity, then through a switch that will call an interface function. Every function call will produce a return count; macro'd to several short phrases in globals.h. The backbone of the program lies in a doubly linked list. In essence everything can be summed down to a series of fluctuating list nodes. The advantage this has over an array is in the ability to delete and add new nodes at any given point, without occupying any unnecessary space.

The arguments of manipulation include:
- "P": Print Line.
- "D": Delete Line.
- "I" : Insert Line.
- "M": Move Line.
- "W": Write File.
- "Q" : Quit.

The line editor, for all its simplicity, is a very substantial application. It feels almost like an intricate clock. I really appreciated the control that the user holds over the system. This particular project took about four hours to complete overall. I found most of the primitive functions that needed to be written fairly simple, being based off the original list and clist structures. Overall the code feels very mechanical, I feel it is a good exercise in development and implementation.