***Observations Made By Us***

* OpenEdx has not written their own editor neither the visual editor nor the raw editor.
* OpenEdx uses open source text editors for this purpose.
* The visual editor is tinyMCE editor & the raw editor is CodeMirror Editor .
* These editors are located in edx source code, in github.
* CodeMirror is made to work in the custom mode configuration.
* OpenEdx is using a very old version of CodeMirror.
* The tinymce editor folder of openedx consists of a plugin called "codemirror-for-tinymce".
* The good thing about this plugin is that any version of codemirror can be used in the code and it will work perfectly fine
* The “codemirror-for-tinymce” plugin is already in use in the OpenEdx repository
* We can use the “codemirror-for-tinymce” plugin for tinymce 4.x.x versions.
* There is an xblock module or simply an xblock called html-module.py
* This particular xblock module handles the operation of the html editor in openedx.
* This is the module that loads the html editor widget and configures both (tinymce and codemirror) editors to work hand in hand with the help of “codemirror” plugin for tinymce.