

Commit Report

Repository: crossword_puzzle

Owner: tomasvana10

Authors: All

Branch: main

Sorting: Oldest to newest

Commit count: 183

49ae1c5 | By tomasv (tomasvana@yahoo.com) | At 09/01/2024

Initial commit

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c33c51a | By tomasv (tomasvana@yahoo.com) | At 11/01/2024

Made layout of program; began on crossword generator

Defined the `Directions` class to specify the value of the "across" and "down" orientations of words in the crossword. The `Style` class specifies what character represents an empty cell. The `Restrictions` class will eventually contain a regex that removes all non-language characters from a string to ensure the crossword contains no symbols, punctuation, whitespace, etc.

Additionally, 4 errors were defined as these will likely need to be handled in the future.

The `Crossword` class is still empty.

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10a2378 | By tomasv (tomasvana@yahoo.com) | At 11/01/2024

Began developing Crossword class

Added error checking in the constructor and added `_format_definitions` and `_find_dimensions`. The definitions formatter uses a regex added to `Restrictions` in this commit that removes all non-language characters.

Added error class `EscapeCharacterInWord` to provide appropriate error messages to user input that contains '/' as regex cannot remove it.

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687cb2a | By tomasv (tomasvana@yahoo.com) | At 11/01/2024

Added 3 methods in the Crossword class

Added `_initialise_crossword_grid` to to assign self.grid to a two-dimensional array of `Style.EMPTY` characters.

Added `_place_word` to place a word at the given coordinates and orientation.

Added `_find_intersections` to determine how many intersections a word has with other words (at a given position and orientation) in self.grid.

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c31d931 | By tomasv (tomasvana@yahoo.com) | At 11/01/2024

Added 1 method to the Crossword class

Added `_can_word_be_inserted` which uses conditional statements to ensure a word can be place at a given position and orientation in `self.grid`.

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Added 7 methods to the Crossword class

Added the dunder ``str`` method to represent the class as a string when printed

Added ``generate`` which is called on an instance of the class to create and populate ``self.grid``.

Added ``_find_first_word_placement`` to determine the middle indexes of ``self.grid`` for which to place the first word at.

Added ``_find_insertion_coords`` to determine all possible placements for a given word.

Added ``_add_clue`` and ``_add_data`` which append important information for all the words inserted to the crossword (orientation, intersections, position). ``_add_clue`` is friendly for the user to view and is displayed with by printing an instance of the Crossword class.

Added ``_populate_grid`` to find the best placement for a word based on intersections (using ``_find_insertion_coords``). Words with no intersections are reinserted when ``_populate_grid`` is recursed. This function also appends placement information to `self.clues` and `self.data` (using ``_add_clue`` and ``_add_data``).

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Reorganised file structure slightly

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Added intrinsic documentation and finalised the Crossword class

Added extensive intrinsic documentation including docstrings for `Crossword` and its methods.

Added `_prune_placements_for_readability` which eliminates word placements that are directly adjacent to another word. This change drastically improves the overall appearance of the crossword.

A minor change was made in `_populate_grid` to accompany for the new method that was introduced.

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Added 3 static methods to the CrosswordHelper class

The `CrosswordHelper` class features 3 static methods that assist the `Crossword` class and the user

`find_best_crossword` generates a large sum of crosswords depending on the amount of words in the crossword (determined by loading `attempts.json` into a dictionary). This function does not require the user to call `generate()` and instead returns the crossword object directly.

`load_definitions` returns a specified crossword file JSON into a dictionary that is used by `Crossword` to insert words into `self.grid`.

`_load_attempts` returns the `attempts.json` file which relates the amount of words a crossword contains to the appropriate amount of iterations that `find_best_crossword` should run for before returning the best found crossword.

Driver code at the bottom of the script was added to showcase an example usage of `cword_gen.py`.

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Added Paths class

The `Paths` class defines the absolute paths to `attempts_db.json` and the `cwords` directory.

Reworded some parts of the program and added a little intrinsic documentation.

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eae0b8a | By tomasv (tomasvana@yahoo.com) | At 12/01/2024

Added 104 languages to locales and updated main.py

Added the `Home` class that will contain the home screen widgets. Not much functionality is present.

The driver function in `main.py` reads the program's newly added `config.ini` which specifies various different attributes that are handled by the constructor of `Home`.

Also added `locale_utils.py` to parse `googletrans.LANGCODES` to be compatible for use with `pybabel init`.

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4326858 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
12/01/2024

Create LICENSE.md

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Further developed homescreen, added language switching

`Home` now has more features:

- It can access locale information and appropriately set the language from `main.cfg`.
- It contains a language switcher with appropriate messages on switch (no change for visible language yet, only the switching is implemented).
- Appropriate messages on leaving the program

Merged both Chinese language files into one ("zh")

Added `AppHelper` to reduce the clogging of `Home`. 5 static methods were added. `_update_config` updates an option at the specified section with a value, then writes `cfg` to its `config.ini` path.

`_get_language_options` returns all the native language names of the languages in the locales directory (stored in `lang_options`). It also maps each native language name to its english acronym (stored in `lang_db`). This helps the program determine what language the user is picking.

`start_app` initialises the global `cfg` object, reads it, and retrieves the locale based on either prior user preference or data received from the `locale` module. This data is then parsed and assigned to the `locale_` object. The method then instantiates the app with acquired language options and the `locale_` object.

`_confirm_with_messagebox` confirms user choice for different yes/no questions. This will be updated throughout the development process.

`_show_messagebox` is similar to the aforementioned method, but instead only shows errors and info based on the given argument.

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Reorganised homescreen methods and added more global settings

Split the `_make_frames` and `_make_content` so they each have their own function to place themselves.

Added the layout for the `CrosswordBrowser` class which will let the user view all the available crosswords definition sets.

`change_appearance` and `change_scale` have been implemented to allow the user to switch appearance and increase or decrease scale with optionmenus.

Added some additional informational files for each crossword (all the files related to a crossword will now be stored in a folder with the crossword's name). This will help make the crosswords preview block in the crossword browser more informative.

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Localised constants and errors and improved the Crossword Browser

Put all constants from across all the scripts into one file (`constants.py`) from where they can be imported as required. The same was done with the errors, which were put into `errors.py`. When `main.py` requires error detection, the errors will be added to `errors.py` as required.

Made `close_cword_browser` and the process of generating the content on the screen more modular by grouping the making and placing functions (for both frames and other widgets).

Created widgets for `CrosswordBrowser` and a function that instantiates `HorizontalScrollFrame` for n number of times (where n is the amount of available crossword files)

`HorizontalScrollFrame` creates a canvas with a horizontal scrollbar that controls frames within that canvas. Each frame contains an instance of `CrosswordInfoBlock`, which displays the crosswords name, difficulty, and total word count (this data is read from `cword_folder/info.json`)

`cfg` is no longer global, instead, it is passed to `Home` when it is instantiated. Child classes can access it when they inherit from `Home`.

`_determine_true_appearance` is a function that unfortunately had to be made because `ctk.CTkCanvas` cannot switch its foreground colour based on what the user sets with `ctk.set_appearance_mode`.

`_load_cword_info` retrieves the `info.json` file from a given crossword directory.

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Added functionality to launch and view a crossword

The `CrosswordBrowser` class in `main.py` now allows the user to select a crossword (read from `src/cwords/<name>`) and choose a word count preference (either the maximum amount of words for that crossword or a specified amount, starting from 3).

The `load_selected_cword` method in `CrosswordBrowser` gathers the required instance attributes for the selected crossword (chosen word count and name), reads the selected crosswords definitions using `CrosswordHelper.load_definitions`, instantiates the crossword, then the best crossword is found using `CrosswordHelper.find_best_crossword`.

`_configure_optionmenu_state` was implemented to appropriately disable and normalise the state of the custom word count optionmenu so the user cannot select both a maximum word count preference and a custom word count preference.

`on_cword_selection` configures the radiobuttons to display accurate information pertaining to the selected crossword. Whenever a new crossword is selected, `self.selected_cword_name` and `self.selected_cword_word_count` are updated so the program is always ready to instantiate a crossword object when the user is ready.

`CrosswordGame`, which inherits from `CrosswordBrowser`, is a ctk toplevel that fills the users screen and generates an empty version of the generated crossword.

`_make_ref_grid` creates a grid without the word characters, which will be ideal for assigning user input to.

`_make_cells` populates `self.cword_container` with either black or white squares (white being a cell where a character will be).

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alf0853 | By tomasv (tomasvana@yahoo.com) | At 19/01/2024

Created `definitions_parser.py`, type annotated `cword_gen.py`

Moved the `_format_definitions` method of `Crossword` into `definitions_parser.py`, which has error detection for any problems in the `definitions` dictionary.

`Crossword` still contains a method that randomises existing definitions when being used in combination with `CrosswordHelper.find_best_crossword`.

`Crossword` now contains a method that creates an unfilled replica of `self.grid` after a crossword is generated.

Added documentation to `locale_utils.py` and converted the functions into static methods.

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ef4288f | By tomasv (tomasvana@yahoo.com) | At 22/01/2024

Annotated `main.py`, begin developing `cword_webapp`

`main.py` is now completely type annotated and intrinsically documented. The `HorizontalScrollFrame` class was removed and its functionality was replaced with a `ctk.CTkScrollableFrame`.

Added `requirements.txt`.

Began working on the interactive crossword webapp (using Flask and Jinja2) that will allow the user to fill in a generated crossword. Currently, only the html and css for viewing a grid of a variable side length has been written.

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Finished html and css for crossword webapp

The Flask webapp can now run concurrently to the main tkinter application by using the multiprocessing module.

`render_template` contains a large amount of data from the crossword and other classes that will help the templated html and the javascript in accurately visualising the crossword and handling any interactions with it.

The css in `index.html` is at its final stages. It has been expanded to make the program aesthetically pleasing and professional.

Some extra bits of documentation were also added to various modules.

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Developed `script.js`

`script.js` now contains functions that allow the user to interact with the program.

The event listener for `keydown` detects and validates proper user input, then places the entered character in currently focused cell, then shifts the input across or down.

`onDefinitionsListItemClick` allows the user to set their focus to the start of a word by clicking on its definition.

Currently, `checkIfCrosswordIsComplete` does not work. Another issue is the `keydown` listener removing all inner html of a cell when modifying its `innerText`, including the number label.

The html in `index.html` and some css within the same file was expanded upon to accompany for the new javascript functionality.

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Simplified script.js and added backspace and click functionality

``checkIfCrosswordIsComplete`` uses the ``every`` method to easily check if a crossword is complete.

The grid now responds to the users click and always ensures that only a single cell can be highlighted a different colour to show input focus (before, the old input focus did not revert its colour).

``onDefinitionsListItemClick`` now sets the user's input focus to the beginning of the word that was clicked.

Regarding ``index.html``, some changes were made to make it more readable and clean.

``babel.cfg`` was made to specify what files to extract translatable strings from when using pybabel.

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Updated colour schemes in the web app

Proper colour schemes were added to the web app based on the ``Colours`` class in ``constants.py`` (which received some minor changes in colour hex values). This will ensure that there is consistent colouring in both the customtkinter GUI and the web app. Additionally, a custom background from ``https://css-pattern.com`` was added.

Removed ``Pillow==10.0.0`` from ``requirements.txt`` as this will cause an error with the 10.2.0 version being in the file as well.

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Improved input methods for web app

`script.js` has a few new/modified functions:

`changeWordFocus` fully highlights/un-highlights an entire word row/column whenever the user clicks on a cell or a word definition. This function is called before setting the cell input focus with `changeCellFocus`.

`onCellClick` now allows the user to alternate their input direction when clicking on an intersecting point between two words. To achieve this, `cword_gen.py` gathers the intersection data and `init_webapp` in `main.py` slightly modifies this data to be ready to use in JavaScript. This could have been done in the generator but it would require too much unnecessary modification (it also could've been done solely in JS but would have required extensive conditional statements).

Other functions in `script.js` have been modified to remove both the word and cell focus if the `cellCoords` are not null (meaning the user already has made a selection).

`constants.py` has been modified to include word and cell focus hex colours for both light and dark mode.

All programs use `os.path.join()` instead of using f-strings when defining paths as it is a more reliable and compatible method.

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Update script.js

Removed unnecessary semicolons, added some semicolons and cleaned up the code. Recommendations were given by `https://jshint.com`.

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2cd8e35 | By tomasv (tomasvana@yahoo.com) | At 02/02/2024

Minor bug fix in `script.js`

Prior to this bug fix in `script.js`, the input direction would automatically alternate when clicking at an intersection in the crossword grid. Now, you have to click a second time to alternate the direction.

Also added customtkinter button colours to Constants (and code to retrieve them in `_get_colour_palette_for_webapp` in `main.py`). When buttons are eventually added to the web app.

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35991c4 | By tomasv (tomasvana@yahoo.com) | At 03/02/2024

Moved css to `styles.css`

The css that was original in `index.html` has been linked and is now in its own file in the static directory of the web app. The root variables are still in `index.html` so that the new css file can access them.

Finally figured out how to properly parse a dictionary in JavaScript, so `colour_palette` is now a dictionary (in the html) and `json_colour_palette` is a JSON dumps object that is parsed by the JavaScript. Using a dictionary for the colour palette makes it much more obvious what colours the web app is using.

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448b94a | By tomasv (tomasvana@yahoo.com) | At 03/02/2024

Reworked `cwords` directory structure

Instead of having the data of a crossword named as "<name>.json", it is now simply called `definitions.json`.

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1f254c2 | By tomasv (tomasvana@yahoo.com) | At 03/02/2024

Removed trailing whitespace from test_cword directory

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ac8bad2 | By tomasv (tomasvana@yahoo.com) | At 05/02/2024

Added escape, space and arrow key functionality to the web app

The ``keydown`` event listener can now handle spacebar presses, as well as the escape key being pressed by removing the word and cell focus and reassigning ``cellCoords`` to ``null``. Pressing the spacebar assigns a string with a single whitespace in it, which is accompanied for in the ``isEmpty`` function. It could be set to an empty string but this caused some problems when deleting.

``handleArrowPress`` is a new function that allows the user to navigate the grid and switch directions using the arrow keys. It disregards any input that would shift the focus into a ``.empty_cell`` element.

``constants.py`` now uses ``os.path.join`` for its ``Paths`` class instead of using hardcoded paths.

Renamed ``data.json`` to ``definitions.json`` for the capitals crossword as I forgot to do this earlier.

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Improved arrow key functionality for web app

The web app can now fully handle arrow key presses. The arrow keys are capable of moving in any direction and skipping over void/empty_cell elements until a `non_empty_cell` is found.

Pressing the spacebar now alternates the direction if you are at an intersection.

Converted all the short functions into arrow functions.

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Added current word highlighting to `script.js`

The script now has the ability to highlight the definitions list item (or clue) corresponding to what word you are currently focused on. Some functions had to be added to achieve this, such as `updateCurrentWord` which retrieves the word the user is focused on. This word is used in the query selector for the `data-word` attribute (that is now provided in the HTML) in the `getDefinitionsListItemFromWord` function to find the correct clue to highlight.

Moved `handleSpacebarPress` and `handleEscapePress` into their own functions.

`handleArrowPress` was changed to only alternate the direction when pressing the opposite direction at an intersection instead of alternating and immediately shifting the cell, to keep the behaviour consistent with click interactions.

Some additional rules were added to `styles.css` to make the `.definitions` div evenly spaced and padded.

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Added completion popup and tab support to the web app

An animated popup box will now slide into the centre the screen when completing a crossword. Some inline JS that toggles the the `active` classes of the popup elements was coded in `index.html`.

A bunch of CSS was added to achieve a stylish and clean popup design.

Additionally, tab support was added to the program. Using tab allows the user control what definitions/clue element they are focused on. Pressing enter while they are focused on it will emulate the function of a mouse, hence allowing the user to select words without needing a pointer. The popup close button is also immediately focused after the popup transitions into the page, allowing for fast keyboard user interaction.

Did some small additional type annotations to `main.py`.

Made some parts of `cword_gen.py` shorter. It is still a mess though.

[View diff on GitHub](#)

Renamed `script.js` to `interaction.js`

It fits the purpose of the script better.

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Added translations catalogue

`translation_utils.py` was created to translate all untranslated `msgstr` entries in all the `locales` directory. The `google.cloud` module `translate_v2` was used to quickly and efficient create these translations.

Some changes were made to `app.py` to properly integrate it with the rest of the app using `flask-babel`.

All strings that are displayed to the user in `index.html` are now marked as gettext translation strings.

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Reworked parts of the GUI's design

The bottom part of the Crossword Browser containing word count preferences and the load/open/terminate buttons for the webapp were placed without containers and didn't look nice. To fix this, two containers that manage widgets with grid instead of place were added.

Instead of using default font specifications from `constants.py` with the `Fonts` class, all `CTkFont` classes are now instantiated in the `Home` class. Instead of some widgets having custom fonts, all of them have the custom font (font) parameter now, ensuring consistency across the GUI design.

Removed the emoji from the "Languages" label, and updated the locale catalogues accordingly.

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94e6eaf | By tomasv (tomasvana@yahoo.com) | At 19/02/2024

Remove HTML entities from message catalogues

The `translate_v2` module translated apostrophes to a HTML entity. To fix this, all occurrences of the HTML entities were replaced with an apostrophe, the catalogues were recompiled, and, to prevent this error in the future, `translate_v2.Client().translate()` is run with the `format_` parameter set to "text".

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1c3641f | By tomasv (tomasvana@yahoo.com) | At 19/02/2024

Update README.md

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1c672db | By tomasv (tomasvana@yahoo.com) | At 19/02/2024

Minor changes to whitespace in src

[View diff on GitHub](#)

15a673e | By tomasv (tomasvana@yahoo.com) | At 19/02/2024

Added `flask-babel` to `requirements.txt`

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Translated crosswords

Updated the structure of crosswords within the program:

- A crossword's true name is now stored in info.json. The directory name merely serves as a pointer for methods to access it.
- All non-translated crosswords are now stored in `base_cwords`

`translation_utils.py` was modified to update and translate all non-translated crosswords based on the crosswords in the `base_cwords` directory. It first ensure the current locale being accesses has the `cwords` directory, then, compares the crosswords in `cwords` to those in `base_crosswords`, and updates the directories accordingly. Then, the translations are made and written for all untranslated crosswords.

The methods for which `cword_gen.py` and `main.py` access and load crossword data have been modified to properly integrate with this new system. Both `cword_gen.CrosswordHelper.load_definitions` and `main.AppHelper._load_cword_info` contain fallback values when accessing a particular locale's crosswords to prevent errors.

Added a new custom type to `custom_types.py` (`CrosswordData`, inheriting from `TypedDict` to annotate the data structure of a crossword (`definitions.json` and `info.json`))

Made some slight updates to README.md

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Update README.md

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4ecbe4b | By tomasv (tomasvana@yahoo.com) | At 22/02/2024

Created new crosswords

New crosswords (which have also been translated) are all part of the "geography" category (renamed from "capitals". The message catalogues were updated to contain a translation for "geography".

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c5ad17f | By tomasv (tomasvana@yahoo.com) | At 22/02/2024

Update `base_crosswords` and some other modules

Forgot to push the `base_crosswords` directory which is required for the program to operate.

Some minor changes were made across the modules:

- Renamed some classes and attributes, as well as updated the variable names for the crossword images to better fit their shortened name
- Added some extra font classes to `main.py`

A major change was made to the display of crosswords in the crossword browser. Each category is now its own block (instantiated from the new `CrosswordCategoryBlock` class) that manages its parent blocks (the crosswords). Therefore, some of the functionality from `CrosswordBrowser` has been transferred down to `CrosswordCategoryBlock`.

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e256961 | By tomasv (tomasvana@yahoo.com) | At 23/02/2024

Remove 2 right-to-left scripts

The translation capabilities for Uyghur and Yiddish were removed (forgot to do this earlier)

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509cd3c | By tomasv (tomasvana@yahoo.com) | At 23/02/2024

Made small updates to source code

Updated some parts of the source code with the main objectives of improving naming and whitespace consistency, improving conciseness and improving readability.

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e2b1cda | By tomasv (tomasvana@yahoo.com) | At 23/02/2024

Minor bug fix

Some syntax errors relating to f-strings only present in some operating systems (no clue why) were fixed. Also noticed that `flask-babel` may fail to be imported when running the program with `python3` (no clue why). Additional info in the README was added to address this occurrence.

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66ee9ac | By tomasv (tomasvana@yahoo.com) | At 24/02/2024

Update README.md

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dff75a9 | By tomasv (tomasvana@yahoo.com) | At 26/02/2024

Added reveal, check and clear buttons to the web app

The web app now has 3 buttons (Reveal, Check and Clear) that open dropdowns, allowing the user to reveal/check the current cell, word or the grid, as well as clear the current word or the grid. ``interaction.js`` has been modified to properly serve this functionality to the user with two new functions (``handleCheckOrRevealButtonPress`` and ``handleClearButtonPress``).

An on-load popup was added to the web app to display the crossword name, category, word count and any failed insertions (with the adjusted word count).

The ``getWordIndices`` function in ``interaction.js`` is now a generator function.

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e9223e2 | By tomasv (tomasvana@yahoo.com) | At 26/02/2024

Updated translations catalogue

Made to accompany for the new changes made in the previous commit.

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f35084a | By tomasv (tomasvana@yahoo.com) | At 26/02/2024

Replaced "countries" with "geography" in all ``info.json`` files

Frogor to do this earlier

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7983d8a | By tomasv (tomasvana@yahoo.com) | At 28/02/2024

Update README.md

Added Flask to acknowledgements and made a brief change in the installation steps.

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1676166 | By tomasv (tomasvana@yahoo.com) | At 28/02/2024

Added "science" and "math" crosswords

Also made some very minor changes to existing crosswords and translation catalogues.

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7585403 | By tomasv (tomasvana@yahoo.com) | At 28/02/2024

Added keybinds to web app

`interaction.js` now has support for a few keybinds. Using combinations of "Shift" and "Enter", "Clear", or just "Enter" allows the user to reveal, check or clear a word respectively.

Broke down the function that reveals the cell/word/grid and isolated each main operation in its own function.

Slightly modified `styles.css`, mainly for the purpose of replacing fixed units with relative units.

The inline JavaScript in `index.html` now allows dropdowns to close if the user clicks anywhere but the dropdown. The HTML structure was also properly indented.

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0d12cc1 | By tomasv (tomasvana@yahoo.com) | At 28/02/2024

Added fallbacks to the crossword loading system

The definitions loader in ``cword_gen.py`` and the info loader in ``main.py`` will now access the base crossword data if they cannot find data for the translated crossword that was requested.

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62b2f63 | By tomasv (tomasvana@yahoo.com) | At 06/03/2024

Updated translation catalogue

Two minor changes.

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ae9d77a | By tomasv (tomasvana@yahoo.com) | At 06/03/2024

Minor updates to ``cword_gen.py`` and ``main.py``

Just changed a very little amount of documentation and indentation.

Additionally, the ``js_err_msgs`` param now only contains one error message.

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New web app features and bug fixes

Some bug fixes were made:

- The ``keydown`` listener now properly handles the use of the ``Enter`` keybind, instead of clicking a definitions list item (if you just selected one).
- You can no longer use keybinds while a popup is open.
- Dropdowns now properly close when focusing out of them.
- An extension to the prior fix: Dropdowns no longer immediately close and reopen if you manually click on a dropdown button that you tabbed to.

Added cell skipping functionality to ``interaction.js`` through the ``skipCellCoords`` function, which attempts to skip over already filled cells until an unfilled one is found. This functionality can be toggled via the ``toggle_checkbox`` checkbox.

Added functionality to save and store cookies to remember the state of the checkbox.

Massively simplified the reveal, check and clear functions. They are now all handled by ``doSpecialButonAction``. All reveal/check/clear actions are handled by ``doGridOperation``, instead of the prior methods, which essentially repeated the same code for each operation.

Added some new styles to ``styles.css`` to accompany for the new checkbox. The majority of these styles are from ``https://codepen.io/morgoe/pen/VvzWQg``.

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Update README.md

Minor badge change.

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2fc5bee | By tomasv (tomasvana@yahoo.com) | At 07/03/2024

Minor update to source code

Removed unused import in `constants.py`

Greatly shortened the render_template parameters in `app.py` by utilising the `**dict` (function) syntax.

Added `cursor: pointer` to the `.toggle` selector in `styles.css` to ensure the user knows that the smart skip toggle is clickable.

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f0c7a71 | By tomasv (tomasvana@yahoo.com) | At 07/03/2024

Update README.md

Added hyperlink to release badge

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b671b64 | By tomasv (tomasvana@yahoo.com) | At 08/03/2024

Update README.md

Fixed hyperlink for release badge

[View diff on GitHub](#)

9820b28 | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Updated translations catalogue + bug fix

Added 1 new translation required for the commit that will be made after this one.

Additionally, a minor bug fix was made:

- Some `info.json` files had a "total_definitions" entry that was inaccurate to the corresponding `definitions.json` file. This occurred because the `definitions.json` was missing a single entry (no idea why). A short script was executed to remove any inconsistencies, as this caused errors with `definitions_parser.py` when loading a crossword with the maximum word count (in some crosswords in languages other than English).

[View diff on GitHub](#)

23f6ca3 | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Added logo to GUI

Designed a logo for crossword_puzzle in photoshop. It is viewed in the title bar of the GUI through tkinter's `iconbitmap` method. And of course, it doesn't work on MacOS.

[View diff on GitHub](#)

Added zooming functionality to the web app

zoomooz.js, a very useful jQuery plugin (check it out here: <https://jaukia.github.io/zoomooz/>) was used to implement zooming functionality in the web app.

The HTML structure of the program had to be modified to include `zoomViewport` and `zoomContainer` divs, as well as to include the script of zoomooz and jQuery.

A new checkbox was added to toggle the zoom.

To properly prevent zooming, a stupidly long amount of time was wasted trying multiple different implementations of this feature. Eventually, the `onCellClick` and `onDefinitionsListItemClick` were removed from the HTML command attribute, and instead were implemented via event listeners. This allowed for the use of the `event.stopPropagation` method, which prevents the jQuery listener from zooming if the click to zoom checkbox is disabled.

A bunch of new CSS and JS (to modify the crap CSS) was added to integrate the zooming feature as well as possible. Many issues were encountered, mainly overflow content due to the mess of new containers in the HTML.

To complement the new zooming feature, `styles.css` was modified to allow font scaling relative to that of the GUI. For example, if you have a font scaling of 1.5 on the GUI, then all paragraphs in the web app, for example, will have 1.5x larger text.

The original inline JS in `index.html` was moved to `utils.js`. The only inline JS that will be written in `index.html` from now on will be related to scrolling, as it often requires jQuery, and I don't know how to make it work in its own JS file.

Finally, a favicon was also added (it is identical to the logo).

[View diff on GitHub](#)

284d49e | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Update README.md

Included acknowledgement of Zoomooz.js

[View diff on GitHub](#)

f5ce6d3 | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Update README.md

Made acknowledgements for CSS Pattern and Pure CSS Toggle Switch. Also made a minor change in the indentation in `styles.css`.

[View diff on GitHub](#)

65601c8 | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Update styles.css

Increase z-index for `.definitions`

[View diff on GitHub](#)

3af73c1 | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Update README.md

Added gallery with 4 images

[View diff on GitHub](#)

837689c | By tomasv (tomasvana@yahoo.com) | At 10/03/2024

Minor update + bug fix for web app

Updated the conditionals to ensure that elements with the class "def" were properly handled.

Also added tabindex functionality for the checkboxes.

[View diff on GitHub](#)

d3f3e8c | By tomasv (tomasvana@yahoo.com) | At 14/03/2024

Added computer science crosswords

[View diff on GitHub](#)

3cd48a9 | By tomasv (tomasvana@yahoo.com) | At 16/03/2024

Update README.md

[View diff on GitHub](#)

ed1102f | By tomasv (tomasvana@yahoo.com) | At 16/03/2024

Refactored source code

Created more explicit imports in , and to reduce namespace pollution. Updated indentation accordingly.

[View diff on GitHub](#)

9eaca6e | By tomasv (tomasvana@yahoo.com) | At 17/03/2024

Update `README.md` and `requirements.txt`

Changed the version of the `regex` module in `requirements.txt` to 2023.12.25 (from 2023.6.3), as installing this requirement through `pip install` would cause a build error on Windows in some cases. Modified `README.md` to account for this change.

[View diff on GitHub](#)

b5dc180 | By tomasv (tomasvana@yahoo.com) | At 18/03/2024

Modified colours in GUI and web app

Changed the button to open the crossword in main.py to turn green when a crossword is loaded, to ensure the user understands that they can proceed. Additionally, the keybind spans in the web app have the same green colour.

[View diff on GitHub](#)

a4f3d0a | By tomasv (tomasvana@yahoo.com) | At 19/03/2024

Added more error handling to GUI

Added try/except blocks to both the definitions loading and crossword generation processes. The program only reconfigures the states of the widgets after all error checking is passed. Additionally, `app.py` was updated to automatically find available ports using the socket module (if the port specified in `config.ini` is already in use). The `show_messagebox` method now accompanies for these new errors as well.

All crossword errors in `errors.py` now inherit from the `CrosswordBaseError` class.

Translation catalogue was updated to accompany for the new error messages.

[View diff on GitHub](#)

90cfdaa | By tomasvana10 (tomasvana@yahoo.com) | At
21/03/2024

Minor bug fix to `app.py`

Fixed f-string issue in print statement that was not picked up on MacOS for some reason.

[View diff on GitHub](#)

2d29619 | By tomas (tomas@ubuntu.myguest.virtualbox.org) | At
24/03/2024

Fixed type checking error

The use of an ellipsis in type annotation was not allowed when testing this program on linux. It has been replaced with NoneType.

[View diff on GitHub](#)

02818cb | By tomasvana10 (tomasvana@yahoo.com) | At
25/03/2024

Improved light mode colours for web app

The 'correct' colour, seen when you reveal/check a cell (when viewing the crossword in light mode) was too hard to differentiate from the blue selection colour of the current word. It was darkened to improve the ergonomics of the web app's design.

[View diff on GitHub](#)

5dfda4c | By tomasvana10 (tomasvana@yahoo.com) | At
25/03/2024

Replaced zoomooz.js with its minimised version

Using the minimised version of the zooming script will improve the performance of the web app.

[View diff on GitHub](#)

6b260eb | By tomasv (tomasvana@yahoo.com) | At 02/04/2024

Update web app

Added the updateDefinitionsListPos function which triggers whenever a new word is selected. It ensures the definitions list is at the correct position so that the user can see their current word's definition. Also added a fallback value of 1 to max_attempts if the word count of the current crossword is not in attempts_db.

[View diff on GitHub](#)

7cac1b3 | By tomasv (tomasvana@yahoo.com) | At 08/04/2024

Convert codebase to package

[View diff on GitHub](#)

26edf14 | By tomasv (tomasvana@yahoo.com) | At 08/04/2024

Update README.md

[View diff on GitHub](#)

399b073 | By tomasv (tomasvana@yahoo.com) | At 08/04/2024

Update README.md

[View diff on GitHub](#)

7365078 | By tomasv (tomasvana@yahoo.com) | At 08/04/2024

Change line wrapping for python files

Modified the wrapping of all the python files to follow PEP8's recommendation of 79 columns. Also added some more documentation to cword_gen.py, and added leading underscores to the localisation-related modules to signify their internal use, as the end-user never accesses them.

[View diff on GitHub](#)

9ca7d16 | By tomasv (tomasvana@yahoo.com) | At 08/04/2024

Fix unterminated f-string

[View diff on GitHub](#)

44cdef5 | By tomasv (tomasvana@yahoo.com) | At 10/04/2024

Update README.md

[View diff on GitHub](#)

9073a4f | By tomasvana10 (tomasvana@yahoo.com) | At
21/04/2024

Removed relative imports from codebase

[View diff on GitHub](#)

7b112ca | By tomasvana10 (tomasvana@yahoo.com) | At
21/04/2024

Fixed Issue #2 in crossword generator

The crossword generation algorithm can now recognise directly adjacent intersections, thus fixing Issue #2. Some methods were renamed for clarity as well.

[View diff on GitHub](#)

c939917 | By tomasvana10 (tomasvana@yahoo.com) | At
21/04/2024

Optimise setup building parameters

Removed all .po files from the final wheel/tar file that is built with setuptools, as only the compiled (.mo) files are used when installing translations with gettext. MANIFEST.in was also modified to achieve this.

[View diff on GitHub](#)

1002234 | By tomasvana10 (tomasvana@yahoo.com) | At
22/04/2024

Remove debugging code from cword_gen

[View diff on GitHub](#)

70f418a | By tomasvana10 (tomasvana@yahoo.com) | At
25/04/2024

Fix import error when using entry point

[View diff on GitHub](#)

c68f262 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
25/04/2024

Create publish.yml

[View diff on GitHub](#)

7952c2d | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
25/04/2024

Create CONTRIBUTING.md

[View diff on GitHub](#)

7a5d1c6 | By tomasvana10 (tomasvana@yahoo.com) | At
25/04/2024

Update publish.yml

[View diff on GitHub](#)

822d2c4 | By tomasvana10 (tomasvana@yahoo.com) | At
25/04/2024

Bump version

[View diff on GitHub](#)

60a5c1e | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
25/04/2024

Update README.md

Added publish badge for the PyPI package

[View diff on GitHub](#)

620554f | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Switch to builtin type annotations

[View diff on GitHub](#)

5046315 | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Merge most helper functions into utils.py

Added all of the CrosswordHelper functions into utils.py, as these functions are also used by main.py, so it makes sense for them to be in a central file. Almost all of the AppHelper functions were also added to this file, except for those that are related to i18n and are solely used within the main module.

[View diff on GitHub](#)

f90af67 | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Refactor: format whole codebase

Used the black formatter to format all python files. Additionally, some improvements were made to the code with the aims of improving conciseness and readability. The Prettier formatter was used to format all of the JavaScript, HTML and CSS code. Some extra documentation was added to interaction.js as well.

[View diff on GitHub](#)

3d708a1 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
28/04/2024

Bump version

[View diff on GitHub](#)

f820eef | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Fix import error in utils.py

[View diff on GitHub](#)

c791a5a | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Add commits pdf to docs

[View diff on GitHub](#)

2ed8c50 | By tomasvana10 (tomasvana@yahoo.com) | At
28/04/2024

Improve crossword/crossword category viewing logic

Reduced the possibility of errors when viewing/loading crossword categories and crosswords. Additionally, some methods were added to utils.py to help the program infer the contents of an info.json file for a crossword directory with an empty info.json file, as well as randomly generate an info.json file for bare crossword category directories. This will allow the user more easily to create their own crosswords (if they really want to).

[View diff on GitHub](#)

63c4fa8 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
28/04/2024

Bump version

[View diff on GitHub](#)

f425165 | By tomasvana10 (tomasvana@yahoo.com) | At
29/04/2024

chore: Add tox-tests.yml, update README.md

[View diff on GitHub](#)

5a1548e | By tomasvana10 (tomasvana@yahoo.com) | At
29/04/2024

Bump version, update tox-tests.yml

[View diff on GitHub](#)

047fe98 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
29/04/2024

Update README.md

[View diff on GitHub](#)

c87f94b | By ai-rafat
(140475841+ai-rafat@users.noreply.github.com) | At 02/05/2024

Update messages.po

Hi! This is Rafat the Korean!
Made your translation way better

[View diff on GitHub](#)

92cb977 | By ai-rafat
(140475841+ai-rafat@users.noreply.github.com) | At 02/05/2024

Update messages.po

Changed

[View diff on GitHub](#)

ac9b693 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
02/05/2024

Merge pull request #4 from ai-rafat/patch-1

Update messages.po - ko (#4)

[View diff on GitHub](#)

11e5af0 | By Tomas Vana (tomasvana@yahoo.com) | At 02/05/2024

Compile new korean translations

[View diff on GitHub](#)

3f507e9 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
02/05/2024

Bump version

[View diff on GitHub](#)

e60f57b | By Tomas Vana (tomasvana@yahoo.com) | At 06/05/2024

Add crossword quality configuration options

[View diff on GitHub](#)

c678c98 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
06/05/2024

Bump version

[View diff on GitHub](#)

bfef305 | By Tomas Vana (tomasvana@yahoo.com) | At 06/05/2024

Add web app translations

Accidentally deleted the web app translations in the last major commit, so I re-translated them and recompiled the message catalogue.

[View diff on GitHub](#)

37b60ad | By tomasvana10 (tomasvana@yahoo.com) | At
07/05/2024

Add compound input feature to web app.

Added the ability for a user to type an unlimited amount of text in a cell by pressing Shift + 1 or using the new 'compound' button that was added. This allows users with keyboards such as kanji and hindi to combine different consonants/vowels together, as before, only a single character could be entered into a cell before the input focus was shifted. A user can confirm their input by pressing escape, enter or interacting with a dropdown. This will result in the character at index 0 of the compound input being placed into the cell.\n\nAlso slightly reorganised the placement of the buttons within the web app and added unicode arrows to the dropdowns to signify them being open or closed.\n\nAdded new translations for 'Compound'.\n\nIt is important that interaction.js as well as utils.js are thoroughly cleaned up in future commits as they are currently very unorganised and difficult to follow.

[View diff on GitHub](#)

103cd0c | By tomasvana10 (tomasvana@yahoo.com) | At
07/05/2024

Bump version

[View diff on GitHub](#)

522d127 | By tomasvana10 (tomasvana@yahoo.com) | At
07/05/2024

Add 2 missing translations and update README.md

[View diff on GitHub](#)

6acfb21 | By tomasvana10 (tomasvana@yahoo.com) | At
07/05/2024

Bump version

[View diff on GitHub](#)

5c68662 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
08/05/2024

Update README.md

Fixed gallery markdown issue

[View diff on GitHub](#)

b9e2ba7 | By tomasvana10 (tomasvana@yahoo.com) | At
08/05/2024

Convert interaction.js to OOP

Rewrote interaction.js to use object oriented programming. All other javascript files that were written for the web app were merged into interaction.js.

Added jquery.min.js to the cword_webapp/static directory, ensuring full compatibility even if the user has no internet connection.

[View diff on GitHub](#)

2ded80d | By tomasvana10 (tomasvana@yahoo.com) | At
08/05/2024

Bump version

[View diff on GitHub](#)

c38386a | By tomasvana10 (tomasvana@yahoo.com) | At
09/05/2024

Make small bug fixes and add minor ergonomic features for web app

Fixed a plethora of small bugs, such as the program not removing a compound input element when selecting a definitions list item.

Some ergonomic features that were introduced include:

- Removing a compound input element if you click anywhere other than the compound input element
- Preventing your focus on a compound input element being removed if you clicked on a definitions list item that would set your focus to the current compound input element
- Removing small gaps between definitions list items and dropdown buttons to prevent misclicks
- Performing an appropriate cell shift (shift or skip) when completing a compound input via pressing enter or escape (not through a dropdown button or mouse click)
- Adding a vertical divider between the across and down definitions and increasing the font size of the 'Across' and 'Down' headings

[View diff on GitHub](#)

160b023 | By tomasvana10 (tomasvana@yahoo.com) | At
09/05/2024

Bump version

[View diff on GitHub](#)

9c53b29 | By tomasvana10 (tomasvana@yahoo.com) | At
09/05/2024

Minor bug fixes to the web app

Removed the local jquery script as it caused bugs in production usage when testing. It will now be loaded from the internet as it was before.

Added the 'stopPropagation' method to the compound button onclick event, to prevent the event being picked up by the listener that removes the active compound input element when clicking anywhere other than a compound input element; as soon as the original onclick function created the compound input element, this other listener would remove it, thus making the button useless.

Localised the 'border-right' attribute to only the 'definitions_a' div, not both, to prevent the appearance of two vertical dividers/borders.

[View diff on GitHub](#)

d5d68cf | By tomasvana10 (tomasvana@yahoo.com) | At
09/05/2024

Bump version

[View diff on GitHub](#)

Minor changes for structure and ergonomics of web app

Divided the HTML structure of the web app to be grouped by a 'left_side' and 'right_side' div (within the main container), improving the overall look of the web app.

Fixed some of the CSS after this change was made, primarily with the zoom containers. Also fixed the background colour of the compound input in light mode as previously it was difficult to see.

Improved the zooming feature by making it follow you as you type into the grid or shift your focus with the arrow keys. Currently, if you quickly move in one direction (with arrow keys), then go back in the opposite direction, zoomooz will unzoom. I will try fixing this in the future if possible.

Added an incremental/decremental-based method to move through the definitions by clicking [Shift + ArrowUp] or [Shift + ArrowDown] to move to the next word and its definition.

Attempted to improve the zooming feature, as in some cases, the user must click twice to zoom. This issue was partially addressed with 'Interaction.handleDoubleClickForZoom', but it still is prevalent in some cases (not sure why).

[View diff on GitHub](#)

Bug fix for web app

Ensured that input is only handled if all popups are inactive.

[View diff on GitHub](#)

8e6cce1 | By tomasvana10 (tomasvana@yahoo.com) | At
10/05/2024

Bump version

[View diff on GitHub](#)

4642ceb | By tomasvana10 (tomasvana@yahoo.com) | At
10/05/2024

Fix alert not showing up for compound input

[View diff on GitHub](#)

25d23dc | By tomasvana10 (tomasvana@yahoo.com) | At
10/05/2024

Bump version

[View diff on GitHub](#)

f537026 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump pillow from 10.2.0 to 10.3.0

Bumps [pillow](https://github.com/python-pillow/Pillow) from 10.2.0 to 10.3.0.

- [Release notes](https://github.com/python-pillow/Pillow/releases)
- [Changelog](https://github.com/python-pillow/Pillow/blob/main/CHANGES.rst)
- [Commits](https://github.com/python-pillow/Pillow/compare/10.2.0...10.3.0)

updated-dependencies:

- dependency-name: pillow
dependency-type: direct:production

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

a07e43b | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #5 from tomasvana10/dependabot/pip/pillow-10.3.0

Bump pillow from 10.2.0 to 10.3.0

[View diff on GitHub](#)

59dbe04 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Create dependabot.yml

[View diff on GitHub](#)

f06f895 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump flask from 3.0.2 to 3.0.3

Bumps [flask](https://github.com/pallets/flask) from 3.0.2 to 3.0.3.

- [Release notes](https://github.com/pallets/flask/releases)
- [Changelog](https://github.com/pallets/flask/blob/main/CHANGES.rst)
- [Commits](https://github.com/pallets/flask/compare/3.0.2...3.0.3)

updated-dependencies:

- dependency-name: flask
dependency-type: direct:production
update-type: version-update:semver-patch

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

821fc09 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump babel from 2.14.0 to 2.15.0

Bumps [babel](https://github.com/python-babel/babel) from 2.14.0 to 2.15.0.

- [Release notes](https://github.com/python-babel/babel/releases)
- [Changelog](https://github.com/python-babel/babel/blob/master/CHANGES.rst)
- [Commits](https://github.com/python-babel/babel/compare/v2.14.0...v2.15.0)

updated-dependencies:

- dependency-name: babel
dependency-type: direct:production
update-type: version-update:semver-minor

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

9cc55b8 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump actions/checkout from 1 to 4

Bumps [actions/checkout](https://github.com/actions/checkout) from 1 to 4.

- [Release notes](https://github.com/actions/checkout/releases)
- [Changelog](https://github.com/actions/checkout/blob/main/CHANGELOG.md)
- [Commits](https://github.com/actions/checkout/compare/v1...v4)

updated-dependencies:

- dependency-name: actions/checkout
dependency-type: direct:production
update-type: version-update:semver-major

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

4b70f0c | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump codecov/codecov-action from 2 to 4

Bumps [codecov/codecov-action](https://github.com/codecov/codecov-action) from 2 to 4.

- [Release notes](https://github.com/codecov/codecov-action/releases)

-

[Changelog](https://github.com/codecov/codecov-action/blob/main/CHANGELOG.md)

- [Commits](https://github.com/codecov/codecov-action/compare/v2...v4)

updated-dependencies:

- dependency-name: codecov/codecov-action

dependency-type: direct:production

update-type: version-update:semver-major

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

602c66c | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump actions/setup-python from 4 to 5

Bumps [actions/setup-python](https://github.com/actions/setup-python) from 4 to 5.

- [Release notes](https://github.com/actions/setup-python/releases)
- [Commits](https://github.com/actions/setup-python/compare/v4...v5)

updated-dependencies:

- dependency-name: actions/setup-python
- dependency-type: direct:production
- update-type: version-update:semver-major

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

a122d62 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump actions/upload-artifact from 3 to 4

Bumps [actions/upload-artifact](https://github.com/actions/upload-artifact) from 3 to 4.

- [Release notes](https://github.com/actions/upload-artifact/releases)
- [Commits](https://github.com/actions/upload-artifact/compare/v3...v4)

updated-dependencies:

- dependency-name: actions/upload-artifact
dependency-type: direct:production
update-type: version-update:semver-major

...

Signed-off-by: dependabot[bot] <support@github.com>

[View diff on GitHub](#)

1e2bb1a | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #6 from tomasvana10/dependabot/pip/flask-3.0.3

Bump flask from 3.0.2 to 3.0.3

[View diff on GitHub](#)

dbadd8b | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #7 from tomasvana10/dependabot/pip/babel-2.15.0

Bump babel from 2.14.0 to 2.15.0

[View diff on GitHub](#)

aa03ba3 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #8 from tomasvana10/dependabot/github_actions/actions/checkou t-4

Bump actions/checkout from 1 to 4

[View diff on GitHub](#)

bd1a463 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #9 from tomasvana10/dependabot/github_actions/codecov/codeco v-action-4

Bump codecov/codecov-action from 2 to 4

[View diff on GitHub](#)

2f616f4 | By dependabot[bot]
(49699333+dependabot[bot]@users.noreply.github.com) | At
11/05/2024

Bump regex from 2023.12.25 to 2024.5.10

Bumps [regex](https://github.com/mrabarnett/mrab-regex) from 2023.12.25 to 2024.5.10.

- [Changelog](https://github.com/mrabarnett/mrab-regex/blob/hg/changelog.txt)

-

[Commits](https://github.com/mrabarnett/mrab-regex/compare/2023.12.25...2024.5.10)

updated-dependencies:

- dependency-name: regex

dependency-type: direct:production

update-type: version-update:semver-major

...

Signed-off-by: dependabot[bot] <support@github.com>

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8f8f7e3 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #10 from tomasvana10/dependabot/pip/regex-2024.5.10

Bump regex from 2023.12.25 to 2024.5.10

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dd02a35 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #11 from tomasvana10/dependabot/github_actions/actions/setup-py thon-5

Bump actions/setup-python from 4 to 5

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7a42b10 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Merge pull request #12 from tomasvana10/dependabot/github_actions/actions/upload- artifact-4

Bump actions/upload-artifact from 3 to 4

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dc1d9ea | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Update dependabot.yml

[View diff on GitHub](#)

0665100 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
11/05/2024

Update setup.py

[View diff on GitHub](#)

e08c3a0 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
12/05/2024

Update README.md

Remove versions from dependencies

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83697b6 | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
12/05/2024

Update README.md

Made the readme look sexy

[View diff on GitHub](#)

bf11a2a | By Tomas Vana (tomasvana@yahoo.com) | At 13/05/2024

Add Makefile

[View diff on GitHub](#)

30150fe | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Reformat code with black and switch to 'typing' annotations

Cleaned up the code with the 'black' formatter as there were some issues with it. The type annotations were switched back to those from the 'typing' module, as they improve the program's compatibility with older python versions.

[View diff on GitHub](#)

f33e383 | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Minor changes to root files

Added a new acknowledgement to README.md as well as improved the installation instructions and added a dev-related file to .gitignore.

[View diff on GitHub](#)

030d753 | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Add new features to web app

Added some new toggleable ergonomic-related features as well as a completion sound effect for the web app.

- 'autoShiftWordIfPossible', called by 'handleCellShift' will automatically move to the next word (by using 'shiftWordSelection') if the user is at the end of a word (and the end is filled in). This will only happen if the user has checked the new 'auto-word' checkbox.
- Added the 'auto-check' checkbox to automatically perform a 'check' grid operation (through 'doGridOperation') whenever the user types. Through the process of doing this, I realised the 'handleStandardInput' method had a lot of issues relating to the 'lock_in' and 'wrong' classes as well as how I/O for the crossword grid is handled overall. These issues were fixed.
- Renamed click to zoom to 'zoom'
- Renamed smart skip to 'auto-skip'
- Improved the CSS, adding 'flex-wrap' to the toggle checkboxes.

New translations will be added in the upcoming commit.

[View diff on GitHub](#)

c1822a3 | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Wrote and compile new translations for prior commit

[View diff on GitHub](#)

0f99de0 | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Update commit PDFs

[View diff on GitHub](#)

0f623c7 | By tomasvana10 (tomasvana@yahoo.com) | At
13/05/2024

Bump version

[View diff on GitHub](#)

f359dd3 | By Tomas Vana (tomasvana@yahoo.com) | At 15/05/2024

Add translations for 'Maximum' (word count)

[View diff on GitHub](#)

a5913f4 | By Tomas Vana (tomasvana@yahoo.com) | At 15/05/2024

Fix linting issues, remove flex-wrap from .toggles

Ruff picked up some issues with the code like unused imports. These were fixed. The flex-wrap property in the .toggles class made the toggles overlap with the special buttons when wrapping. I might redo the HTML/CSS to make it properly resize, as currently, it is horrible.

[View diff on GitHub](#)

277c1b5 | By Tomas Vana (tomasvana@yahoo.com) | At 15/05/2024

Bump version

[View diff on GitHub](#)

4d34398 | By tomasvana10 (tomasvana@yahoo.com) | At
17/05/2024

Improve unavailable port detection in 'app.py'

The current method to detect if a port was already in use when launching the web app did not work on windows. Instead of relying on a flask-related exception to search for a new port, the '_is_port_in_use' function was implemented to ensure the accurate detection of port unavailability.

[View diff on GitHub](#)

Improve the web app's ergonomics and zooming feature

Read below for the zooming-related improvements:

- Added the 'zoomOut' function to remove zoom from either a definitions list item or a cell (if the user has both focused, only the most recently zoomed one will be unzoomed - a limitation with my use case of zoomooz, as handling two elements that are a 'selectedZoomTarget' is too tricky).
- Both completing a crossword and pressing escape now trigger 'zoomOut'
- Revealing a cell triggers a cell shift
- Revealing a word triggers a word shift (if the user has the 'auto-word' button on)
- The two points listed above are functional with 'followCellZoom' (renamed from 'autoReZoomIfPossible')
- Users without a keyboard can now satisfactorily use the app with zoomooz, as tabbing to and clicking a word definition (with [Enter], while you have the zoom button toggled) will automatically initiate a zoom (before, there was no way to activate zoom without a mouse). Unfortunately, users without mice have no way of zooming into a word definition due to reasons discussed in the first point.
- Removed 'handleDoubleClickForZoom', instead replicating its function by adding the 'zoomTarget' class to all non-empty-cells.

In addition to these changes, all the JavaScript in 'index.html' (except for the zoomooz implementation) was moved to 'Interaction'. Also, a small cursor-related issue with the CSS was fixed.

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Bump version

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Improved web app features

- Allowed the user to remove a compound input by clicking on any '.empty_cell'
- Modified the auto-word behaviour:
 - Previously, shifting to an already filled cell at the end of a word would automatically shift your word selection. Now, you must enter something into that cell.
 - The same was the case with deleting a cell with auto-word enabled. Now, when deleting, you can only shift your word selection backwards if pressing delete at the very start of a word (if the cell is filled, you must delete it first, then press delete again).
- A prior change that was made to auto-skip, whereby your cell focus would not shift anywhere if shifting from an unfilled cell into a filled cell (since there is nowhere to skip to), was problematic as you had to first fill the cell in order to shift to the next one. This has been changed.
- Renamed 'toggleCompletionPopup' to 'displayCompletionPopup'.
- Ensured that a new word is only skipped to when revealing it if the auto-word button is enabled.
- Added 'display: none' to a number label (if present) when activating compound input, as it was visible when the compound input was active (modifying the z-index of '.compound' did not work, unfortunately).

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Bump version

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9d3fa18 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Transpile interaction.js with Babel

Transpiled 'interaction.js' to 'interaction.min.js' to significantly improve the web app's compatibility with older browsers. I chose to use Gulp to automate this process. Terser was also used to minify and mangle the transpiled output from Babel.

[View diff on GitHub](#)

d3ea457 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Update README.md

Include babel, terser and gulp in third-party library acknowledgements

[View diff on GitHub](#)

8b4c78c | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Bump version

[View diff on GitHub](#)

926bd02 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Add easter egg to web app

Added a sound-related easter egg to the web app. In the process, all the new sound files were moved to static/sound. Also, the logging level of Flask was set to 'logging.ERROR' instead of the default ('logging.INFO') to prevent the terminal being clogged with GET requests.

[View diff on GitHub](#)

73b7045 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Bump version

[View diff on GitHub](#)

654c406 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Changed 'shiftWordSelection' functionality and modified easter egg

'shiftWordSelection' now shifts your focus to the end of the previous word when pressing delete at the start of a word (assuming you have the 'auto-word' button turned on).

Added the ability to toggle the easter egg, as well as some error handling for the playing of sounds.

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f579e32 | By tomasvana10 (tomasvana@yahoo.com) | At
19/05/2024

Bump version

[View diff on GitHub](#)

d0be891 | By Tomas Vana (tomasvana@yahoo.com) | At 20/05/2024

Improve auto-skip and 'shiftWordSelection'

- With auto-word on, auto-skip would not automatically go to the next word if 'skipCellCoords' attempted to skip but failed. It has now been modified to do so.
- Due to the changes in a prior commit, 'shiftWordSelection' would always set the users input to the end of a word when moving backwards (due to the improved delete functionality). Now, only through deleting can you shift your focus to the end of the previous word.
- Moved 'del' and 'enter' modes into their own object, and replaced arrow key literals with a reference to the 'arrowKeys' array.
- Did some more internal documentation to describe some methods in more detail.
- Added additional instructions to the gulpfile for future transpiling.

[View diff on GitHub](#)

b84bc90 | By Tomas Vana (tomasvana@yahoo.com) | At 20/05/2024

Add sorting func to crossword category blocks, indent `cword_gen` import

[View diff on GitHub](#)

ffb24dc | By Tomas Vana (tomasvana@yahoo.com) | At 20/05/2024

Bump version

[View diff on GitHub](#)

e75c0af | By tomasv
(124552709+tomasvana10@users.noreply.github.com) | At
20/05/2024

Update README.md

[View diff on GitHub](#)

d7e7ea8 | By tomasvana10 (tomasvana@yahoo.com) | At
21/05/2024

Add UUID for crossword

Each crossword now comes with its own unique identifier, which will help with distinguishing crosswords when I add cookies to the web app in the next commit.

[View diff on GitHub](#)

f9dd258 | By tomasvana10 (tomasvana@yahoo.com) | At
21/05/2024

Add cookies to the web app

Extensively implemented cookies into the web app.

- Every time `setValue` or `doSpecialButtonAction` is called, the `gridState` cookie is updated with the current grid values, classes, direction, cell coordinates and crossword UUID (this is done with the new `saveGridState` method).
- A similar method, `saveToggleState` has also been implemented.

Removed some hard-coded strings:

- Grid operation related strings (moved into the `gridOp` object)
- Operation magnitude related strings (moved into the `opMagnitude` object)

Added a minor ergonomic feature - pressing [Shift+Backspace] with `auto-word` on when a word is already cleared will shift your word selection backwards.

[View diff on GitHub](#)

ef52fbb | By tomasvana10 (tomasvana@yahoo.com) | At
21/05/2024

Bump version

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25664a5 | By tomasvana10 (tomasvana@yahoo.com) | At
22/05/2024

Improve README installation guide

[View diff on GitHub](#)

a6bf645 | By tomasvana10 (tomasvana@yahoo.com) | At
22/05/2024

Switch grid cookie to `localStorage` and improve `tabindex` feature

Storing the entire grid state and its classes was often too much data for a cookie to hold, so this data is now stored in the browser's local storage.

Reorganised the HTML so it follows a logical tab structure, as using a tabindex higher than 0 is not a good practice. The 'lang' attribute was also added to the '<html>' tag.

Allowed the user to tab to the grid and press enter to tab between all the non-empty cells.

Added some compatibility fixes to the CSS.

[View diff on GitHub](#)
