**Draft for Text Editor Report**

GitHub

Setup:

* Git ignores
* Branches

Feature branches:

* Layout
* File management

Layout

The starting point for building my text editor. This includes basic HTML (sorting out divs, class and id names) and CSS.

A screen shot of a computer

Description automatically generatedSidebar on the left will be for file management, and more functionality tbc. The top bar will be for tabs. The white area will be text area for coding. This gives an extremely basic layout of the text editor, in order for me to add and test functionality. After functionality has been added, the layout and design will be improved.

File Management

I have set up inter-process communication (ipc) modules so that the renderer and main class can communicate. In this case I will use this to send files from the backend to the front end (expand on this).

Open > open document

Create new > new tab with text

Save > save to current file, save as if not currently saved

Save as > save as new file.

Meeting with Ian – 05/02/24

* Chat implementation
* Commit messages
* Plan, build on interim report
* Look back at intro if a refresh is needed

To do – 25/03/24

* Tabs
  + Close tab
  + Check if tab is already open
  + Don’t make new tab if tab is already open – just open current tab
  + Switch between tabs
  + When one tab is closed, switch to different tab
* Files
  + Make “new file” create an unsaved tab that can be saved as a new file
* Folders

Folders

To implement folders, I needed to use recursion to create a tree of files and subfolders to send from main to renderer. To display the contents of the folder I used recursion again to unpack each file/subfolder.

*The use of depth shows me what file is in which folder for the css*. No longer use depth, the css works it out itself due to the fact that files of a subfolder are children.

Menu

* Menu template creation – different for windows and mac

Editor

* Editor of choice – Monaco editor, why?
* Had to use requireJS in order to use the module for it
* Monaco editor models – explain