WYSIWYG-TEX-EDITORS ON THE BASIS OF OBJECT-ORIENTED SYSTEM TECHNOLOGY

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Wysiwyg-\TeX-editor\s on the basis of object-oriented system technology

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Abstract

After a short introduction into object-oriented programming introducing the terms object, object attributes and methods and after showing the motivation to realize a \TeX-editor on the basis of object-oriented technology the objective of the development of a WYSIWYG-editor and its range concerning \TeX which is implemented is described.

The general strategy of realization will then be explained. For this the scanner-/parser implementation as well as the box concept and the box attributes will be described. This tends to demonstrate the easy, efficient interactive treatment of documents using WYSIWYG-suitable editing of \TeX-terms and the reduction of mistakes by syntax-/semantics-checks using graphic methods of visualization. An outlook on further developments on the basis of this object-oriented concept of realization will be given.

Finally the application of a WYSIWYG-editor is evaluated in the project "COMPINDAS-GUI" of Fachinformationszentrum Karlsruhe. This will include a depiction of the demands of this application and the extent of the project, a classification of the users as well as the evaluation of first experiences with the use of a WYSIWYG-editor concerning efficiency, user acceptance and error reduction in comparison to current \TeX editing tools.