As an aspiring front-end developer, I primarily work with HTML, CSS and JavaScript. One key to the workflow of HTML development is testing you're work on all the different platforms. There are some aspects of HTML5 that are not supported in browsers that have not been updated yet. The big ones, Chrome, Firefox, Edge and Opera to an extent, update fairly quickly but not immediately. Browsers like Safari and IE have some limitations. IE is old and Safari has to deal with the restrictions on Apple from time to time. Because of this, developers will have to check what is supported by each browser as well as open their work in each browser to make sure it looks and functions the way it supposed to.

My proposal is for an independent text editor that will use real time editing to update several different browser windows at the same time. There are some online editors out there like Scratchpad or CodePen that offer similar services where you can see your code and what you are coding on same screen. However, the downside to this is that it is only in the browser you use to access it. If you normally use Chrome, you will only see results in the Chrome browser. That's where CrossBrowser Editor comes in. CBE will allow you to code in a normal text editor while also seeing side bar windows of several different browsers all updating at the same time. For example, you can have your HTML on one side and the other side is broken into three with Chrome, Firefox and Safari all opened and displaying with whatever HTML you have written. The editor will combine the real time editing of online tools with the complete range of features of regular text editors. This new editor will help any HTML/CSS/JavaScript programmer who need to text their work. It will help cut down on testing time and the hassle of switch and refreshing screens.

Some limitations of this new program would be the timetable. As we only have a semester to finish this and we would need to make a whole editor, time constraints could limit the features and functionality of the editor. One solution to this could be to change the scale of the project and try to make a add on to an existing editor instead of a full one itself. Another challenge we might face is the screen real estate available. Having enough room to read the code you're writing along with three browser windows could get crowded. To solve this, we would need to get creative with the layout of each screen. Some of the active real time editors have it split in half, editor on one side and browser on the other but ours could split that second half into thirds. The browsers would be small but manageable. Or another solution could be to be able to scroll between the screens on the second half. Overall these details would be one of the first things to iron out in any initial planning meetings.