UML

Undo Activity

```
  ○
  │
  ▼
Initialize
Canvas
  │
  ▼
File picker
opens dialog
  │
  ▼
File is drawn
to canvas ──────────┐
  │                 │
  ▼                 ▼
                Snapshot to
                undo stack
                    │
  ┌─────────────────┘
  ▼                 ▼
Modify (canvas);  Snapshot to
Canvas            undo stack
  │                 │
  ▼                 ▼
undo hit ◄──── Pulled from
               Stack drawn
               on canvas
```

Class Diagram — Use of Draw Tools

```
        clearDraw
        sets all
        tools to
        false
      ╱    │    ╲
     ▼     ▼     ▼
 drawLine  drawPencil  drawCircle
 Initialize Initialize  Initialize
     │     │     │
      ╲   Finish ╱
       ▼  ▼  ▼
        clearDraw
        sets all
        tools to
        false
```
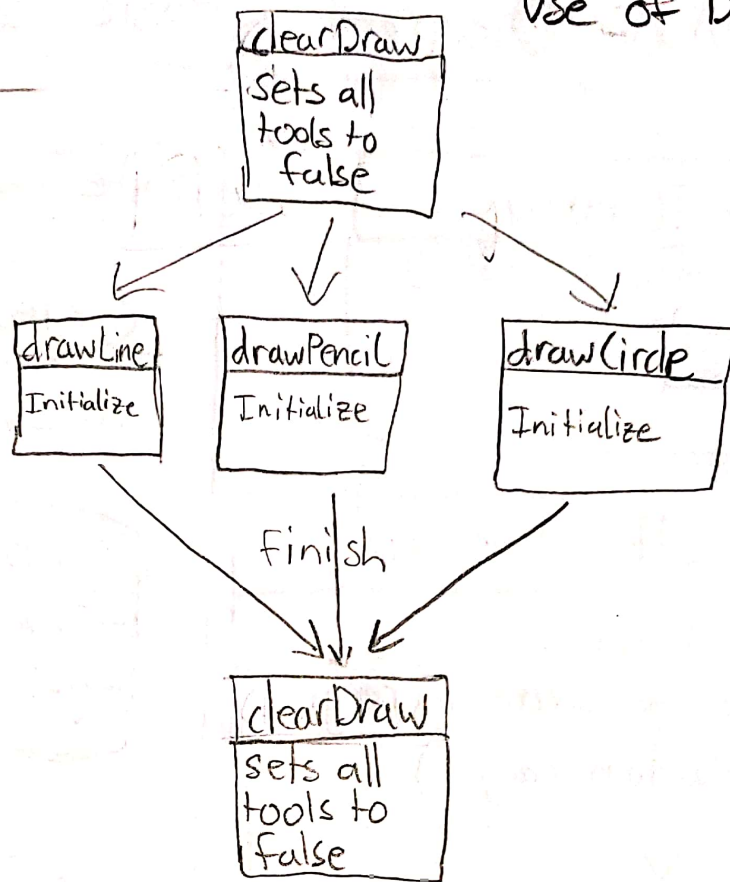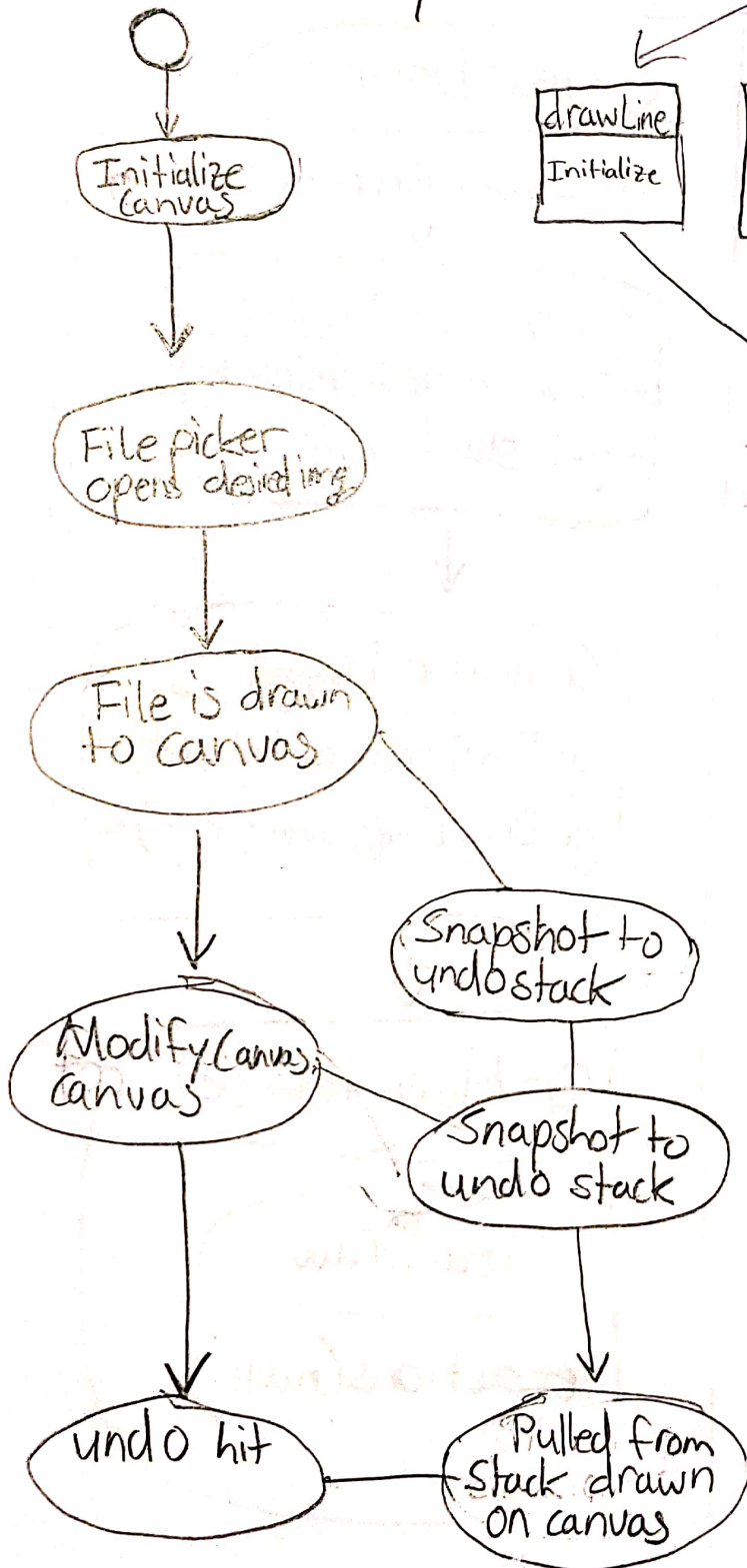
Rosasco Mode Diagram

StartRosascoMode Thread
instantiate obj (canvas dimensions)
new Thread( )
Start Thread

↓

RosascoModeThread (dimensions)

Ros image = filepath
dimensions – Ros image dimensions = range
random = Random(range)

run( ){ ↓
    sleep
    Main.pasteImage(rosimg, random)

}

PasteTool Diagram

PasteTool

(clearDraw( ))

gc = new Graphics Context
↓

On Mouse Pressed
– save to undo/redostack
– get start x,y

↓

On Mouse Dragged
gs.DrawImg(undostack.peek)
gc.DrawImg(snapshot, x, y) ←

↓

On Mouse Released

(ClearDraw)

set actions(null)