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The existing user interface should be retained, i.e., providing simple keyboard functionality to (i) generate different random shapes that are added to the canvas, (ii) display the current canvas to the console, (iii) save the canvas to a file, (iv) and implement Undo-Redo function-ability in your interactive session.

I implemented functionality for interactively creating the canvas drawing using keyboard commands to create random shapes. The User Interface includes "shape" commands for creating shapes, such as commands to (A)dd <shape> shapes to the canvas, and "canvas" commands such as (D)isplay the canvas to the console (i.e. write the SVG code for the canvasto the console), (S)ave the canvas to a file (i.e. save the SVG output for the current canvas to afile), and "undo-redo" commands such as (U)ndo (i.e. undo the last shape command) and (R)edo (i.e. redo the last shape command), and "session" commands like (Q)uit (i.e exit the application) and (H)elp (i.e. give list of Ul commands).

I implemented the Undo-Redo functionality for shape commands using the Command Software Design Pattern.