FUNCTIONAL SPECS

1. DETAILS OF SCENARIO

**CIRCLE**

There are various user interactions possible for a circle.

First, we will be talking about how can we draw a circle in the application. So, there are 4 possible ways for the same. The first one being when we drag from one place and drag it down to the point where we want out circle to add. Basically, what we are doing is we are dragging the cursor and making a rectangle in which a circle will be filled. Next possible way will be we can specify a radius and a circle will appear with the same radius. Continuing further we can also draw circle by dragging the circle from the center to the corner of radius.

Next, talking about the mistakes that one can encounter the dragging can sometimes be quite large that the circle isn’t drawn. Also, there is a possibility that the radius entered by the user is quite large and the circle isn’t drawn.

The Expected messages for the error can be “There is no such circle possible”, or “There is an error! Please look carefully”.