

7. Graphics Editor

Problem statement:

As of today, the use of CAI Animation in movies has skyrocketed. There is a need for software with UI which is powerful and enabled a user to develop his own model. The sw must be easy to use and ~~also~~ should provide both coding, drag and drop, ~~should~~ options. We need to choose the best underlying framework upon which the UI can be built.

SRS :-

- ① It consists of a graphical document editor which can be used to create new document, delete (or) update.
- ② Editor consists of many documents each of which can be saved, opened (or) printed.
- ③ A document is made of many sheets which have graphics included in them.
- ④ sheet has multiple objects which can be created, grouped (or) formatted.
- ⑤ Functions are implemented to draw objects and their connections as well as functions to add and remove connections using event listener, so that any changes in model will be reflected in diagram ~~editing~~.

⑥ Editing is done using palette supplied, thus modifying underlying model.

⑦ Each sheet contains drawing objects, text, geometric objects and groups.

⑧ Geometric objects include circle, rectangle, ellipse, square, ~~etc.~~ with respective constraints.