Paint app user manual

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1. Drawing using lines and shapes.

1.1 Shapes

1. Drawing a line

Graphical user interface, text

Description automatically generated

You must first click in the “Line” button found on the right-hand side of the screen as shown in the figure above, by doing this you have set your cursor to draw a line. To draw the line, click anywhere on the screen and this will be the starting point, then drag the cursor to the end point then release the click.

1. drawing a circle

Graphical user interface

Description automatically generated with medium confidence

You must first click in the “Circle” button found on the right-hand side of the screen as shown in the figure above, by doing this you have set your cursor to draw a Circle. To draw the Circle, click anywhere on the screen and this will be the starting point, then drag the cursor till the required size is achieved then release the click.

Drawing a Rectangle

Graphical user interface, text

Description automatically generated

You must first click in the “Rectangle” button found on the right-hand side of the screen as shown in the figure above, by doing this you have set your cursor to draw a rectangle. To draw the rectangle, click anywhere on the screen and this will be the starting point, then drag the cursor till the required size is achieved then release the click.

1. drawing a square

Graphical user interface

Description automatically generated

You must first click in the “Square” button found on the right-hand side of the screen as shown in the figure above, by doing this you have set your cursor to draw a square. To draw the square, click anywhere on the screen and this will be the starting point, then drag the cursor till the required size is achieved then release the click.

1. Drawing a triangle

A picture containing text

Description automatically generated

You must first click in the “Triangle” button found on the right-hand side of the screen as shown in the figure above, by doing this you have set your cursor to draw a triangle. To draw the triangle, click anywhere on the screen and this will be the starting point, then drag the cursor till the required size is achieved then release the click.

* 1. Boarder coloring

Graphical user interface

Description automatically generated

To draw a shape with a boarder color you must first set the color before drawing, to do so go to the color buttons that are on the top left side of the window (as shown in the figure above) and select the desired color. After selecting the color select the shape and draw it (check section 1.1 for instructions on how to draw shapes).

* 1. Shape filling

Graphical user interface

Description automatically generated

To draw a filled shape, you must first choose the desired color (Check section 1.2) then click on the “Fill” button shown in the figure above then draw the shape (Check section 1.1).

1. Functions
   1. Delete

Graphical user interface

Description automatically generated with medium confidence

To delete a shape there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To set the cursor to delete click on the “Delete” button on the right-hand side of the screen (as shown in figure above), to delete the shape you must hover the cursor over the shape and click it to delete.

* 1. Copy

A picture containing diagram

Description automatically generated

To copy a shape there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To set the cursor to copy click on the “Copy” button on the right-hand side of the screen (as shown in figure above), to copy the shape you must hover the cursor over the shape and click it. A new identical shape will be created next to the original.

* 1. resize

A picture containing graphical user interface

Description automatically generated

To Resize a shape there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To set the cursor to resize click on the “Resize” button on the right-hand side of the screen (as shown in figure above). To resize the shape you must hover the cursor over the shape and click and hold, drag the shape to resize until the required size is achieved then release the click .

* 1. Relocate

A picture containing graphical user interface

Description automatically generated

To relocate a shape there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To set the cursor to relocate click on the “Relocate” button on the right-hand side of the screen (as shown in figure above). To relocate the shape, you must hover the cursor over the shape and click and hold, drag the shape to its new position and release the click.

* 1. Undo

Graphical user interface

Description automatically generated

To Undo a move there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To undo click on the “Undo” button on the right-hand side of the screen (as shown in figure above), this will erase the last action taken.

* 1. Redo

Graphical user interface

Description automatically generated

To redo a move there must be an existing shape on the screen first (see section 1 for instructions on how to insert shapes). To redo click on the “redo” button on the right-hand side of the screen (as shown in figure above), this will reverse the undo and bring back the last action taken.