

Graphics Editor Software Package

Use Case Diagram

- **Actors**
 1. User: The primary actor who interacts with the graphics editor.
 2. System: The graphics editor software that performs the functions.
- **Use Cases**
 1. Create Geometric Objects
 - Types: Circle, Ellipse, Rectangle, Line, Polygon, Text
 2. Select Object
 - Click to highlight the object
 3. Modify Object
 - Change shape, size, location, color, fill style, line width, line style, and text content
 4. Copy Object
 - Copy the selected object to a clipboard
 5. Move Object
 - Move the selected object to a different location
 6. Delete Object
 - Remove the selected object from the drawing
 7. Save Graphics
 - Save the created graphics under a specified name
 8. Load Graphics
 - Load a previously saved graphics file
 9. Import Bitmap Picture
 - Import images into the drawing at specified positions
 10. Define Zoom Area
 - Set a rectangular area to zoom into
 11. Fit Screen
 - Adjust zoom and pan to fit the entire drawing on the screen
 12. Pan Drawing
 - Shift the displayed drawing in any direction
 13. Group Objects
 - Form a group from selected objects, including other groups
 14. Clipboard Management
 - Manage 10 clipboards for copying and pasting objects
- **Use Case Diagram Structure**
 - Actors are typically represented as stick figures.
 - Use Cases are represented as ovals.
 - Draw lines connecting the actors to the relevant use cases to show interactions.
- **Use Case Diagram**

