

Graphics Editor Software

Activity Diagram

- **Introduction**

This documentation outlines the major activities and decision points in the workflow of a graphic design software application. Each activity represents a specific operation or interaction that a user performs, from launching the application to exporting a completed project. This documentation will walk you through each section of the activity diagram, explaining the function of each process and decision.

- **Content**

- Basic project management activities (opening, saving, and exporting projects).
- Core workspace actions (selecting and applying tools, managing layers).
- Advanced functions for applying effects and managing file operations.
- Collaboration and help feature that enhance user experience.

- **Diagram**

