

Graphics Editor Software

Class Diagram

- **Class Diagram Components**

- **Classes**

- 1. GraphicsEditor

- Attributes : name, filePath

- Methods : saveGraphics(), loadGraphics(), importBitmap(), zoom(), fitScreen(), pan()

- 2. GeometricObject (abstract class)

- Attributes : position, color, lineWidth, fillStyle

- Methods : draw(), move(), resize(), changeColor(), changeLineStyle()

- 3. Circle (inherits from GeometricObject)

- Attributes : radius

- Methods : calculateArea(), calculatePerimeter()

- 4. Rectangle (inherits from GeometricObject)

- Attributes : width, height

- Methods : calculateArea(), calculatePerimeter()

- 5. Polygon (inherits from GeometricObject)

- Attributes : vertices

- Methods : calculateArea(), calculatePerimeter()

- 6. Text (inherits from GeometricObject)

- Attributes : content, fontSize

- Methods : changeTextContent()

- 7. Clipboard

- Attributes : items[]

- Methods : Methods: copy(), paste(), clear()

- 8. Group

- Attributes : objects[]

- Methods : addObject(), removeObject(), moveGroup(), copyGroup(), deleteGroup()

- **Relationships**

- **Inheritance:**

- Circle, Rectangle, Polygon, and Text inherit from GeometricObject.

- **Association:**

- GraphicsEditor uses Clipboard, Group, and GeometricObject.

- Group contains multiple GeometricObject.

