

Graphics Editor Software

State-Chart Diagram

- **Introduction**

This documentation outlines the various states and transitions in the lifecycle of a graphic design software application. It captures the primary states that the software can be in during its operation and the events that cause transitions between these states.

- **Content**

- **Initialization and Startup:** Preparing the software for user interaction.
- **Idle State:** Waiting for the user to open or create a project.
- **Editing State:** The main working state where users create and modify design elements.
- **File Operations:** Saving and exporting options within the editing state.
- **Collaboration:** Enabling cloud-based collaboration for shared access.
- **Help:** Providing user assistance and documentation.
- **Closing:** Ending the session and saving the project when the user exits the application.

- **Diagram**

