**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**

