**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** 