**Program.cs**

No changes as of yet.

**Schets.cs**

No changes as of yet.

**SchetsControl.cs**

No changes as of yet.

**SchetsEditor.cs**

Added ‘open’ option to menu.DropDownItems and its corresponding function to open files.

**SchetsWin.cs**

1) Added tools ‘OvaalTool’ and ‘VolOvaalTool’ to ‘deTools’, so that they are displayed on the lefthand side of the screen and in the ToolStripMenu, making them selectable. Also added basic icons to the icon folder.

2) Added a way to save the current bitmap as a jpg, png or bmp file.

3) Added a confirmation window to check if the user wants to save before quitting, don’t save before quitting, or cancel quitting. This is done keeping track of a Boolean property named ‘Wijzig’ which is specific for each SchetsWin instance, so that they don’t interfere with each other. If ‘Wijzig’ is true and thus a change has been made to the image, the MessageBox shows.

If the user presses ‘No’, meaning they don’t want to save before quitting, the window is closed.

If the user presses ‘Cancel’, meaning they don’t want to quit at all, the MessageBox is hidden.

If the user presses ‘Yes’, meaning they want to save before quitting, the opslaanAls method is called with obj == null. A SaveFileDialog shows, and if there is a confirmation, a new bitmap is created and saved, the save file location is displayed as the title of the MDI child and Wijzig is set to false and the method is returned. Moreover, if obj == null, the child is aborted. This means that opslaanAls can also be used to save a file from the corresponding opslaanAls DropDownMenuItem, saving on an entire method. However, if there is no confirmation on the save location, the Wijzig property is set to true once more, so the user won’t accidentally close the child without being shown the confirmation again.

**Tools.cs**

Added a struct for Ellipse, as none exists in the System.Drawings library. This uses the start- and endpoint as calculated by functions ‘MuisVast’ and ‘MuisLos’ to calculate a binding box and draw an ellipse within the boundaries of this box.

Used this struct to make two new tools: ‘OvaalTool’ and ‘VolOvaalTool’, the first drawing the outline and the second drawing a filled in ellipse.