**TekenElement.cs**

A completely new file, which exists to make each drawn element into an object with properties that need to be kept track of. This includes a list of points, the used Tool, Color, optional text and optional Hoek. These last two are only used in TekenElementen with Tool text, as other objects don’t have text and get their points updated on rotate instead of just being drawn **as if** they were rotated.

**TekenElementMaster.cs**

New file, which keeps track of all TekenElementen. It has a member variable of TekenTekenElementLijst, which keeps track of the TekenElementen currently displayed on the screen, and a member variable of WeggehaaldLijst, which keeps track of the removed elements and is used by the Redo() and Undo() methods.

VerwijderElement() method removes the first TekenElement that is detected by looping through TekenElementLijst in reverse. This is done to make sure the the TekenElement that is on top, which is the last one added in the list, gets removed first. The detection is done by method Geraakt().

The ElementSelectie() method is called by using the hoog or laag tools. It checks the TekenElementLijst in reverse, to make sure it selects the newest TekenElement visible that has been hit. If there is a TekenElement selected, it will return it to the calling method.

ZoekDragElement checks whether there is a TekenElement clicked, then returns this TekenElement to the method which called it.

Method Roteer() rotates all TekenElementen. It transforms the bitmap’s coordinate system from (0, 0) in the topleft to (0, 0) in the middle. It then moves each quadrant to rotate them clockwise, as would be expected in a bitmap rotate. In addition, if the Tool used for this TekenElement is ‘tekst’, it updates the Hoek property depending on whether it has already made a full rotation or not.

The Geraakt() method returns a bool, which is true if the Point p in the argument overlaps TekenElement te in the argument. It uses a switch case to select the correct method, depending on which Tool is used in the provided TekenElement.

Added all methods that check if there was a hit for each specific tool. See program comments for more details on each check.

**Program.cs**

Initiated SchetsEditor out of Application.Run() to make it accessible to other classes.

**SchetsEditor.cs**

Increased window size to accommodate new tools.

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

Added method Gewijzigd() to keep track of changes in the currently active MDI child.

**SchetsWin.cs**

Added public bool ‘gewijzigd’ to keep track of changes in each MDI child separately.

Made member variable ‘schetscontrol’ public, so it could be accessed by the ‘OpenXml’ method, which needs to set the object list to the newly created SchetsControl.

Added a confirmation window to check if the user wants to save before quitting, don’t save before quitting, or cancel quitting. This is only done when bool ‘wijzig’ is true.

Added ‘Opslaan’ method, which checks if the current file is already saved. If it is, it will call either SchrijfXml or SaveBitmap, depending on the extension of the fileNaam. If it is not yet saved, it will call the OpslaanAls method.

Added OpslaanAls method, which asks the user if the currently active MDI child should be saved as SchetsPlus XML or as an image. Calls SchrijfXml or SaveBitmap respectively.

Added SchrijfXml method, which writes the entirety of the TekenElementMaster TekenElementLijst to an XML file.

Added SaveBitmap method, which saves the currently displayed bitmap to the previously selected location. Also checks if the Close method should be called. Calls the OpslaanPopup() method.

Added OpslaanPopup method, which notifies the user whenever the file is saved as either XML or image.

Added Wijzig property, which links to member variable wijzig, to keep track of the changes in the currently selected MDI child.

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

Enlarged the SchetsWin size to accommodate the newly added tools.

Added EventHandler FormClosing to the afsluiten method, so that the method gets called when the enclosing SchetsEditor is closed as well.

Added ‘opslaan’ and ‘opslaan als’ buttons to the file menu, linking to their corresponding methods.

Removed standard colors and added a ‘Kies kleur’ DropDownItem to open the ColorDialog.

Removed colors and ComboBox from ActieButtons, as they are not used anymore. Added buttons for save, undo, redo and color selection actions, linking to their corresponding methods.

**SchetsControl.cs**

Set default value of member variable penkleur to Color.Black, as there would otherwise be no default color selected using the new color system.

Added a property which gets the TekenElementMaster corresponding to each instance of SchetsControl.

Added Undo() and Redo() methods, which remove the lastly added TekenElement and replace it again, respectively.

Added OpnieuwTekenen() method to replace Invalidate(), as this would not update the new TekenElementMaster TekenElementLijst.

Removed old color selection methods and replaced them with VeranderKleur(), which deals with all color selection with a ColorDialog.

**Schets.cs**

Added member variables newWidth and newHeight, to keep track of whether the width and height of the Schets window changed. This is used by TekenElementMaster.Roteer(), to calculate the new position of each TekenElement respectively.

Added member variable TekenElementMaster tem, to keep track of the TekenElementMaster corresponding to each Schets individually.

Added Ophalen property, which returns TekenElementMaster.

Added method TemSchrijven(), which allows tem to be overwritten after OpenXml has made a new TekenElementMaster TekenElementLijst.

Added newWidth and newHeight to VeranderAfmeting() method, to update them whenever the Schets window is resized.

Added a second Teken() method, which takes a list of TekenElement as an argument, to (re-)draw each TekenElement in TekenElementMaster’s TekenElementLijst. Also flips text respective to its Hoek property.

**Tools.cs**

Added a member TekenElement and TekenElementMaster to StartpuntTool, which allows it to set the properties of each TekenElement and add it to TekenElementMaster’s TekenElementLijst.

Set most of the properties of TekenElement in MuisVast, as most of the information is already known at that point.

Set the Punten property of TekenElement in MuisLos, as the second point is known at that point.

Set Letters property of TekenElement in TekstTool’s Letter() method, adding each letter to the string when they’re typed.

Rewrote all Bezig() and Compleet() methods to be replaced by easier to understand Teken() methods.

Added OvaalTool() and VolOvaalTool() by drawing an outlined or filled in Ellipse respectively in a rectangle bounding box.

Rewrote PenTool to continuously add points to TekenElement’s Punten, then drawing a line between each point in the meantime.

GumTool is now a subclass of ISchetsTool instead of PenTool. It’s also completely rewritten.

Added BovenopTool and OnderopTool, which call TEM’s ElementOmhoog() and ElementOmlaag() methods respectively.

Added MoveTool, which allows the user to drag and move each TekenElement separately.