

4) Graphics Editor System

The graphics editor provides an Application programmer's interface that enables a programmer to develop their own graphical model

Editor for a specific type of model

This API in turn, relies on Extending the Eclipse Graphical Editing Framework to provide an environment in which the Editor functions & the programmer can create a graphical Editor & palette of shapes to modify an underlying model

It should support following functionalities

- It contains the toolbox which contains tools like : Line, Circle, Rectangle, Arc, text, Draw, Erase.
- color box or palette
- Standard toolbar options for New, open, save, tool box & palette
- Standard toolbar options for New, open, save, -
- one integrated view to users for toolbar, color box menu and graphic screen
- Easy handling of tools for users
- Ability to group several drawings into one
- provision of Zoom in & Zoom out
- Different shading of line tool are providing