

Simple Object-oriented Drawing Library

Idea

Provide a simple way to draw items in process (flower, star, arrow, etc.)

Object-oriented control over objects (move, size, etc.)

Features

Class for parameterized figure with methods to control it

Parameters of the objects should be easy to use and adjust

Users can choose from a variety ways to control the objects

Easy and comfortable to use

Design Challenges

How to parameterize different items? (simple v.s. degree of freedom)

Come up with a set of control methods that satisfy users' need (move)

Reasonable level of abstraction

How to make my library easy to understand and use

Implementation Challenges

Dynamic control is challenging (put in draw() or ?)

Good design may be hard to implement

Evaluation

Easy to understand and use

Balanced simpleness and degree of freedom

Variety on methods, levels of abstraction, etc.