Workload division

**Sayed Kotb**

* **Add circle/rectangle/line/triangle actions.**
* **Copy action.**
* **Delete action.**
* **Cut action.**
* **Clipboard utility functions.**
* **Select action.**
* **Exit action.**
* **Output class (phase 1 part) + play mode transition + sub-menus motion.**
* **Play mode (Pick and hide “By color/figure” and “by area”).**
* **Utility functions for pick and hide.**
* **Send to back/front actions.**
* **Utility functions for figure classes (circle/rectangle/triangle/line).**
* **Code clean up and documentation.**
* **UI blueprint design (on paper only).**
* **Corner cases error handling and testing.**

**Kareem Emad**

* **Change the drawing color action (for incoming figures).**
* **Change the border width action (for incoming figures).**
* **Change the fill color action (for incoming figures).**
* **Load action.**
* **Move by drag action (main and bonus).**
* **Play mode (Scramble and find).**
* **Resize action.**
* **Zoom in/out action.**
* **Utility functions for figure classes (circle/rectangle/triangle/line).**
* **Utility functions for geometrical figures management (application manager).**
* **Functions related to the above actions (output class).**
* **Clean up and code documentation.**
* **Corner cases error handling and testing.**

**Moamen Attia**

* **The input class.**
* **Paste action.**
* **Play mode (Pick and hide “Pick by figure” and “Pick by fill color”).**
* **Built the GUI for both draw and play modes (static).**
* **Created two main GUI themes for (boys and girls).**
* **Change selected figures drawing color/border width/fill color.**
* **Utility functions for play mode (Pick and hide).**
* **Utility functions for figure classes (circle/rectangle/triangle/line).**
* **Utility functions for actions mention above (application manager).**
* **Managed all enumerations used within the application (UI\_info).**
* **Clean up and code documentation.**
* **Testing.**

**Kareem Omar**

* **Save action.**
* **Co-designed load action with Kareem Emad.**
* **Utility functions for save action (application manager).**
* **Utility functions for figure classes (circle/rectangle/triangle/line).**
* **Code clean up and documentation.**
* **Testing.**