This is a Use UML of my PainT Software. It shows what type of access the user has in running the software. For example, the user can draw whatever they want on the canvas by clicking the button, but it is the system that truly draws the specific shape for them

System

Draw
- Text
- Polygon
- Line Width
- Line
- Pencil
- Rectangle
- Square
- Round Rectangle
- Circle
- Oval

File Handling
- Open
- Save
- Save As

Canvas Manipulation
- Zoom In
- Zoom Out
- Color Dropper
- Crop
- Stamp
- Redo
- Undo

Get Help
- Tool Info
- Release Notes
- About
- AutoSave Timer

Actor