

1) Core

a) Interfaces

i) `public interface IFileOperations`

(1) Implemented by Core.FileOperations, contains method stubs for OpenFile and SaveFile

b) `public class FileOperations : IFileOperations`

i) `public string OpenFile(PictureBox pictureBox)` : Displays an open file dialog box for the user to select an image for editing.

(1) Parameters

(a) pictureBox : The PictureBox that is part of the Shopped GUI, contains the image to edit.

(2) Return Value

(a) A string containing the absolute file path to the opened image in the image editor.

ii) `public void SaveFile(PictureBox pictureBox, string`

`fileCurrentlyOpen)` : Displays a save file dialog box for the user to write the image in the editor to file.

(1) Parameters

(a) pictureBox : The PictureBox that is part of the Shopped GUI, contains the image to edit.

(b) fileCurrentlyOpen : A string containing the absolute file path to the image that was opened for editing.

2) UI

a) ShoppedGui : The Designer contains the layout of the GUI, the code-behind contains the event handlers.

i) CurrentFileName : property that contains the absolute file path to the image opened in the editor.