**Technical Solution**

1. index.html
2. fileHandler.js
3. layer.js
4. ui.js
5. app.js

**Notable Sections**

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| **Location** | **Significance** |
| UI.js | Classes to deal with DOM. **Inheritance** from the main parent class. |
| Layer.js | Classes with **inheritance** from **parent** Layers class. |
| Layer.js 107 - 122 | **Setters** for the layer **Class** |
| Layer.js 61 - 77 | Click detection for the dots, as described in documented design. Uses the distance **algorithm** to return if true or false. |
| App.js 94 - 96 | Distance **Function**, frequently used throughout program to detect hits. |
| App.js 107 -114 | Creation of layer **instance** (rectangle) |
| fileHandler.js 21-33 | Upload Function, deals with getting image files the user has **uploaded** and creating myImage **Instances**. |
| fileHandler.js 1-9 | Converting all layers into text and saving them as a **file** to the user’s computer |
| fileHandler.js 73 - 82 | Takes a **file** from user’s computer and converts it into **layers** which it displays on screen. |
| App.js 175 - 299 | Handles the **dragging** and selecting of layers as specified in documented design. Also **controls** when elements created by **UI.js** are shown |
| App.js 31 - 41 | **Creates the visual components** which are seen on screen using the custom created **UI.js classes** |
| App.js 74 - 84 | Ensures that the user can **resize** the window without canvas being stretched. improves **usability** |
| App.js 319 - 346 | Allows the user to drag the mouse to **visually set a scale** to which translates on screen units to real units. Checks the responses for **user error**. |