**Mini Paint App**

**Project Team**

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**Summary of Completed Work**

The Mini Paint App is a drawing application built using Python's tkinter library. It allows the user to draw on a canvas using a marker/brush tool by clicking and dragging the mouse. Users can also change the brush’s color and size via a simple toolbar.

The core focus of the project is on implementing and demonstrating the use of a data structure—specifically, two stacks for Undo and Redo functionality. These stacks follow the Last-In, First-Out (LIFO) principle.

For example:

* Drawing a stroke adds it to the undo stack.
* Pressing Undo removes it from the canvas and moves it to the redo stack.
* Pressing Redo re-adds it to the canvas and moves it back to the undo stack.

**Challenges**

One major challenge was getting the redo functionality to work properly. While the undo stack behaved as expected, the redo button initially only restored one stroke, even if multiple actions had been undone. This issue is currently being addressed.

**Remaining Tasks**

Fix the redo functionality so it consistently restores multiple strokes, one at a time, when the redo button is pressed multiple times.

Example: If two strokes are undone, pressing redo twice should restore both strokes, not just the most recent one.

Add a text tool for more input variety