**Project Team**

Devin McLoughlin: [dtmcloughlin@my.waketech.edu](mailto:dtmcloughlin@my.waketech.edu)

Ryan David McWhirt: [rdmcwhirt@my.waketech.edu](mailto:rdmcwhirt@my.waketech.edu)

**Project Description:**

This project simulates an Undo/Redo system for a basic drawing or editing application, demonstrating the use of stacks in managing user actions. The application allows users to perform "actions" (such as drawing shapes or writing text) and then undo or redo those actions in the order they were performed. The system uses two stacks — one for undo operations and one for redo — to keep track of changes.

This type of system is commonly found in real-world applications like drawing programs, word processors, and code editors. It provides a practical, interactive way to understand how stacks work using Last-In, First-Out (LIFO) logic.

The project demonstrates key operations such as:

* Performing an action (adds it to the undo stack)
* Undoing an action (moves it to the redo stack)
* Redoing an action (moves it back to the undo stack)

The result of this project will be a basic drawing tool that a user can use with the ability to undo or redo actions that they have done.