**Paint Brush Project Specifications**

**Abstract**

Paint Brush is an Applet based application that enables the user to draw basic shapes with different colors and line strokes. In addition, the user should have the ability to clear all of the drawings or erase some parts of them. The user would be happy if the applications supported Undo operations.

You must show how much you understand OOP throughout the design and implementation of your project.

**Specifications**

1. Colors Buttons: The user should press one of these buttons before drawing to draw using this color.

At least the following buttons:

• Red, Green, Blue

1. Shapes Buttons: The user should press one of these buttons before the drawing to draw a shape by dragging from a start point to an end point. The shape should be drawn while dragging till the user releases the mouse button.

• Rectangle, Oval, Line 3.

1. Free Hand Button: The user should press on this button to doddle while dragging.
2. Eraser Button: The user should press on this button to be able to erase parts of the drawings.
3. Clear All Button: The user should press on this button to clear all of the drawings from the drawing area.
4. Filled Checkbox: If checked, it lets the Rectangle or Oval shapes that will be drawn after to be filled with the pre-selected color. If not check it lest the shapes be drawn as outlines only.
5. Bonus:

• Undo Button: It lets the user undo the previous action(s)

Graphical user interface

Description automatically generated• Open Button: It enables the user to load an image to the drawing area.

Fig.25 .show the final project in the course