*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Interactive Paint

User Story ID <326>

**Name:**

Jim Louro

**Team Member(s):**

Daniel Mederos

**Project:**

Interactive Paint

**Product Owner(s)**:

Francisco Ortega

**Mentor(s)**:

**Instructor**: Masoud Sadjadi

# User Story Name: Implement an Eraser to eliminate the drawing on the canvas

* Description: As a developer I wan to give the user the option to erase any section of the drawing they originally made.

Acceptance Criteria

* Must remove only specific section eraser has gone over (like a real life pencil eraser)
* Must be able to return any image back to same appearance as the canvas.

**Use Case** Create a brush in the GUI Canvas

|  |  |  |
| --- | --- | --- |
| #**326 Make the Eraser** | | |
| ***Description*** | When the user selects to erase then brush should read the user input and trace a white line to allow the undoing of the drawing | |
| ***Actor*** | User of Interactive Paint | |
| ***Precondition*** | GUI must be running | |
| ***Flow of Events*** | **User** | **System** |
| **1.** | User clicks on Brush button | A dropdown menu appears and the brush button appears |
| **2.** | User clicks on Eraser button | The mouse pointer is now active with the eraser function |
| **3.** | User clicks on the GUI Canvas | A white dot appears on canvas if there is any color under the point of the brush, the system uses same format as free hand draw but with a white pen color to match the canvas background |

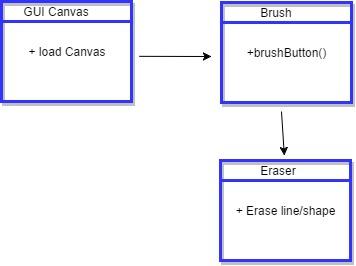
**Use Case Diagram**

C:\Users\Jim\AppData\Local\Microsoft\Windows\INetCacheContent.Word\user story 326.png

**Sequence Diagram**

C:\Users\Jim\AppData\Local\Microsoft\Windows\INetCacheContent.Word\sequence diagram 326.png

**Class Diagram**



**Integration Test**

**Testing**

**Description:**

* Test the Eraser button and lets the user draw a White Line on the GUI canvas

**Work Log:**

**Unit Test**

**Test Case 1 (sunny)**

***Purpose:*** to test that the Eraser button appears when user clicks on brush button

* Precondition The user must have QT plugin for visual studio and must run the program
* Input: User clicks on brush button which then a drop down menu appears
* Expected Result: Eraser button appears on GUI Canvas from a drop down menu
* Actual Result: Actual result was found to be the expected result.
* Status: **PASSED**

**Test Case 2 (sunny)**

***Purpose:*** to test that the Eraser button properly lets the user draw a line on the GUI Canvas

* Precondition The user must have QT plugin for visual studio and must run the program
* Input: User clicks on brush button which then a drop down menu appears and must click Eraser
* Expected Result: White line appears on GUI Canvas when dragged across canvas
* Actual Result: Actual result was found to be the expected result.
* Status: **PASSED**

**Test Case 3 (rainy)**

***Purpose:*** to test that the Eraser button appears when user clicks on brush button

* Precondition The user must have QT plugin for visual studio and must run the program
* Input: User clicks on brush button which then a drop down menu appears
* Expected Result: Eraser button appears on GUI Canvas from a drop down menu
* Actual Result: Actual result was found to be the expected result.
* Status: **PASSED**

