AOP + OOP

# Window

A window is a controllable opening to the new information that fitted in a frame and can be explored. The window class contains information about window and by itself is a model.

There can be two approach to this matter:

1. We create a new window type for any new application.
2. We can have only one general window type and any application use window and also a class for its own application.

Although at first I wrote in the first approach but I think the second one I far better.

## Use-Case

User want to see some information in a separate and controllable view and that information can be anything but limited to a frame called window, by clicking on close button, the window and all its contents vanish, by clicking on minimize window hides, by clicking on restore-down button change the state of window between minimize and maximize, by dragging the header he can move the window but can be limited in higher level window, by dragging borders he can resize the window, by clicking in the window rectangle the window activates. By click-up on the window after any drag, it raise a drop operation.

## Interfaces

## Classes

## Fields

* \_closePrerequisites

## Properties

* RectTransform
* IsFullscreen
* ClosePrerequisites

## Methods

* Close
* RestoreDown
* Minimize
* Start

# Feature

Each feature is a single information of one aspect of objet, it contains: title, type and content of type "type"

# Information

Any object in the world has its own features and also in the software.by having information about any object we can understand that object. Any information class by default has these features: name, size, id …

But it's not limited to just several few feature, any object can have as many features as we want from it. For this matter we use Feature: title, type, content

# Purpose

Every presentation has a Purpose, so under a specific situation it can achieved. Every purpose contains situation (event trigger) ,an action (event handler), information,

# Plan

Any saved packed project that want to be shown in a list is a plan. Plans are of type information. Each plan essentially has these information: name, icon, size, …

Plans are containing information about their own projects and they are of type model. They also contains a series of purposes.

# Plan Viewer

# Window Content!

Information by itself can't be presented in window and it needs a structure. In this class we tag all the information we want to show as its own type, for example text, input-field, icon, etc. also the information to create those types presented and at the end the type created and information will put there.!!!!!!!!

# Information Show!

Uses window and

# Board Plan

Window, information, shape, controller!, Grid, …

# Board Plan Show

# Shape Editor

# Shape

# Color Board

# Tool

# Toolbar

# Menu bar