
WS2012/2013

Implementation of

Programming Languages

Reshapes - Drawing Application using EScala library



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1 Introduction

2 Application features and manual

1. Drawing shapes: line, oval, rectangle, freedraw, triangle
2. Edit shapes: moving, resize, delete, stroke
3. revert commands
4. add different drawing tabs
5. merge tabs
6. drawing tabs with additional infos: intersection points
7. network tab
8. save/load

3 Application architecture