

## Paint Application

Create a paint application that resembles the one on your computer.

### Basic requirements

1. The application must have a canvas that enables the user to draw. You should handle the basic events and use the right Graphics class methods.
2. It should have a menu that looks like the image below. Under File Menu the user should be able to create New file, Open an image and display it on the canvas and an exit menu that closes the application.  
Under the edit menu you can have options like cut, copy and paste. Under the view menu you can enable or disable parts of the application. You can use WindowsForm's MenuStrip control to accomplish that.
3. You should have group boxes labeled shapes to enable the user to choose at least 5 shapes. When the user clicks them he/she should be able to draw the shape. Another group box should hold colors to enable the user to choose sets of colors. Additionally use the ColorDialog to present the user with more options. The last groupbox should hold tools like pencils, brushes and an eraser.

