

Implementation Document

SWE 205 PROJECT – TEAM 3



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Introduction

I. Purpose of this document

The purpose of this document is to document the implementation phase of MyPaintShop project. Documentation of the implementation of the software will include the technologies used to develop the software, the source code of the software with the related code documentation, and screen shots from inside the software.

II. Technical background

The software is mainly developed in **Java**, with the help of the **Javafx platform**. The User Interface (UI) is mainly designed using the **Javafx Scene Builder**, which produces an **FXML** file. Version-control is handled, to some extent, using the Git system.

III. Overview of the remainder of the document

The remainder of the document is the **Implementation** section, which contains:

- The source code of the software.
- The code documentation.
- Screen shots from inside the software.

And the **Appendix**.

Implementation

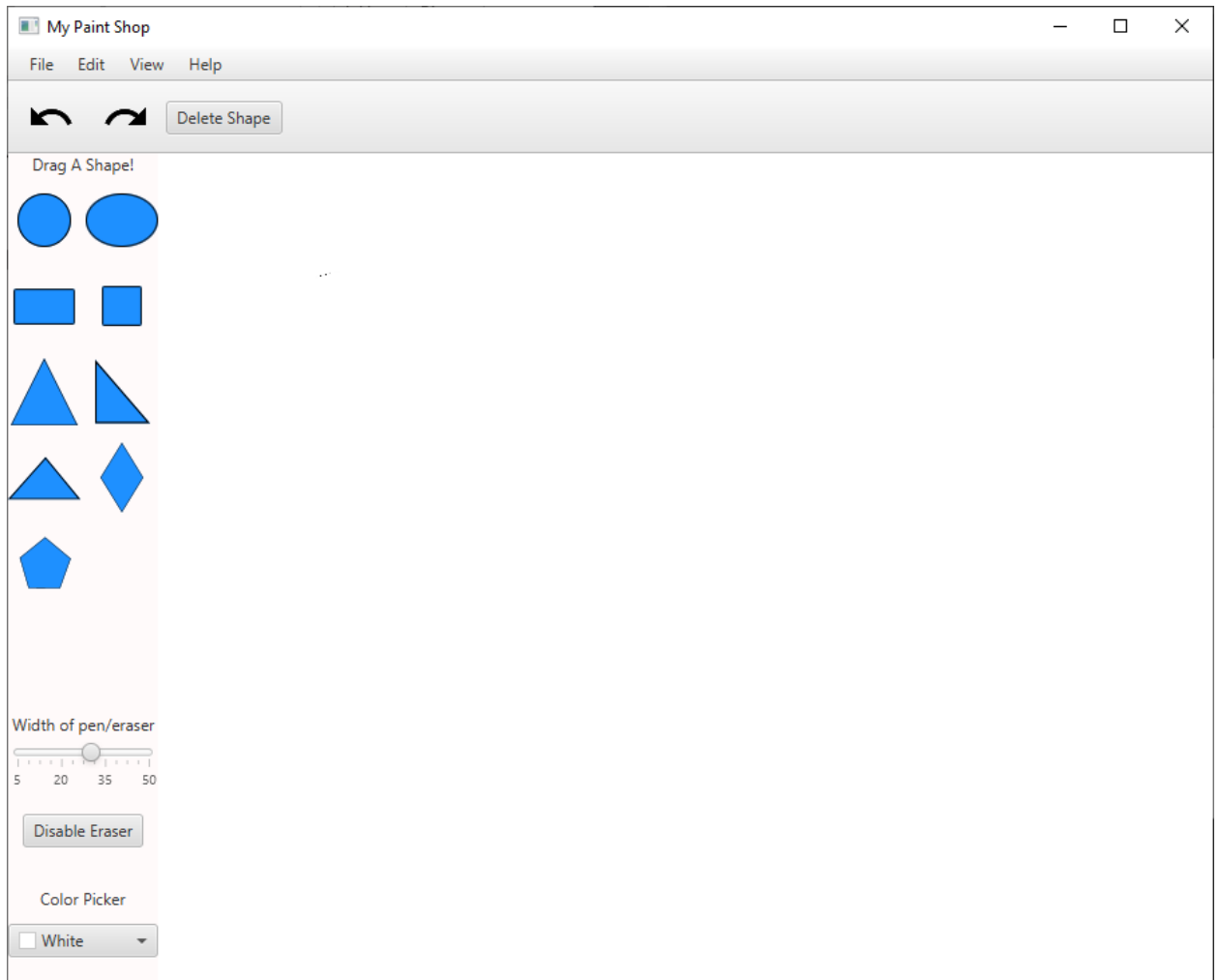
I. Source code and documentation

The source code of the software can be found up in [Github through this link](#), with the complete documentation of the software too.

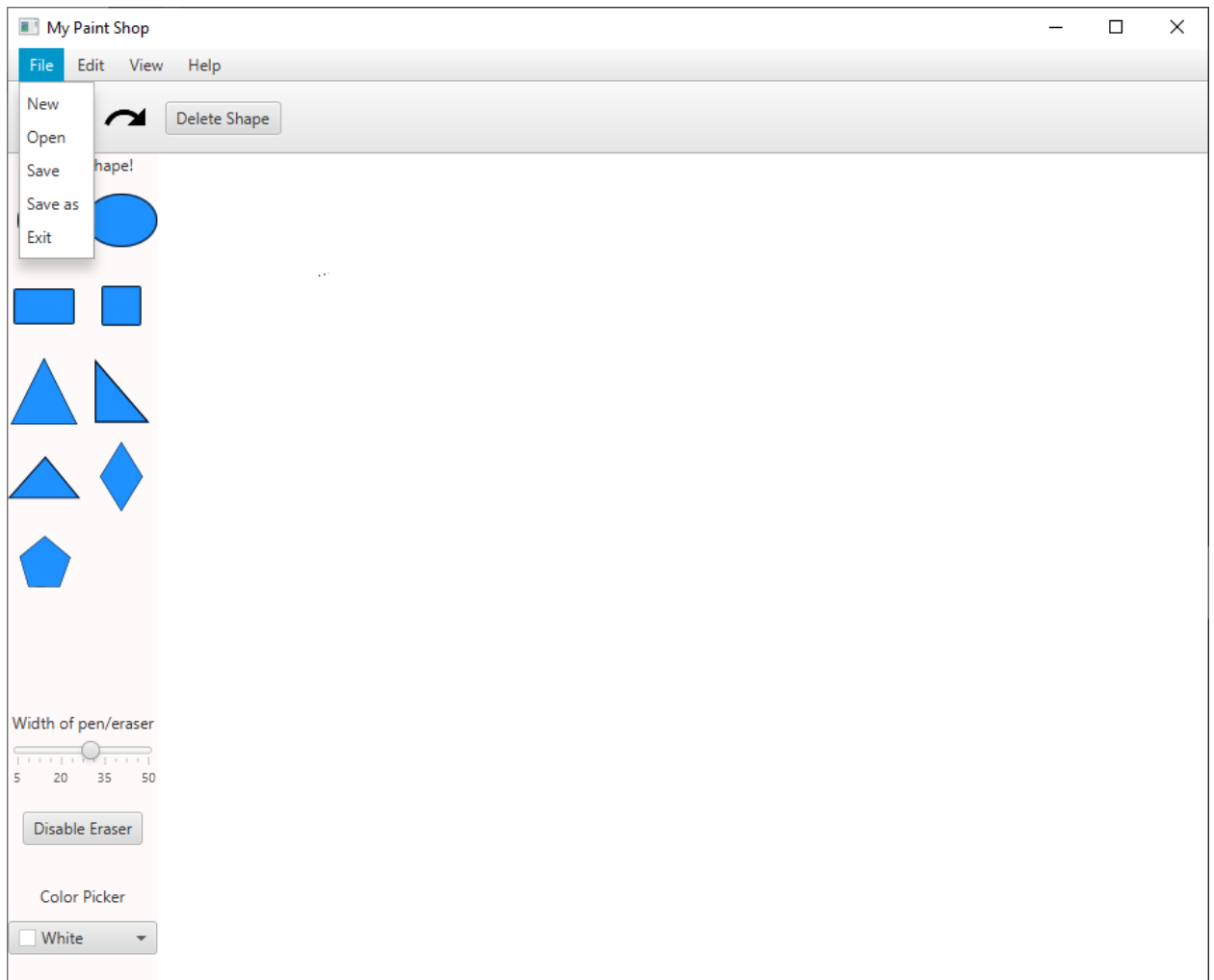
II. Screen Shots

Here are some screen shots from inside the software demonstrating the functionality:

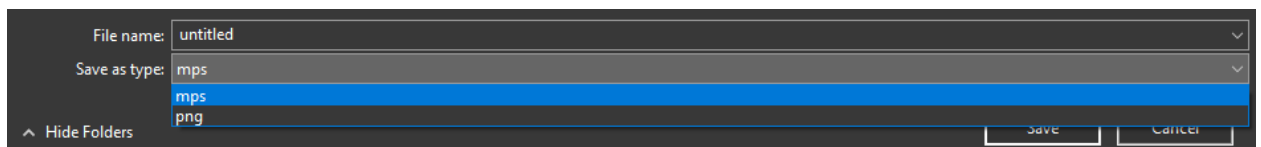
The main window shows most of the software, the left-side bar which contains most of the important functionality, the top tool bar which contains the undo/redo buttons with a button to delete a shape from the canvas. The menu bar is also shown.



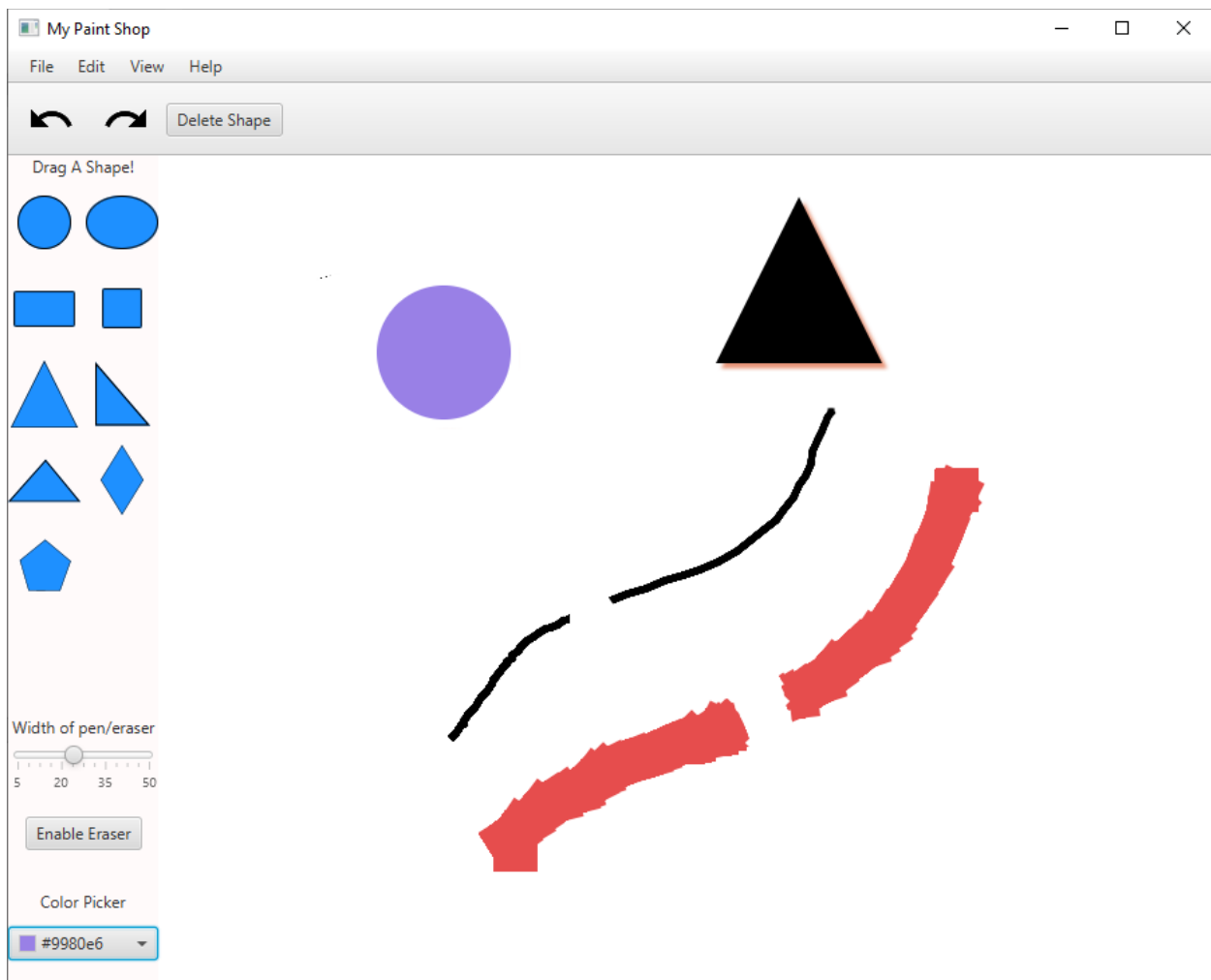
The Main Window showing the menu items of the File menu tab:



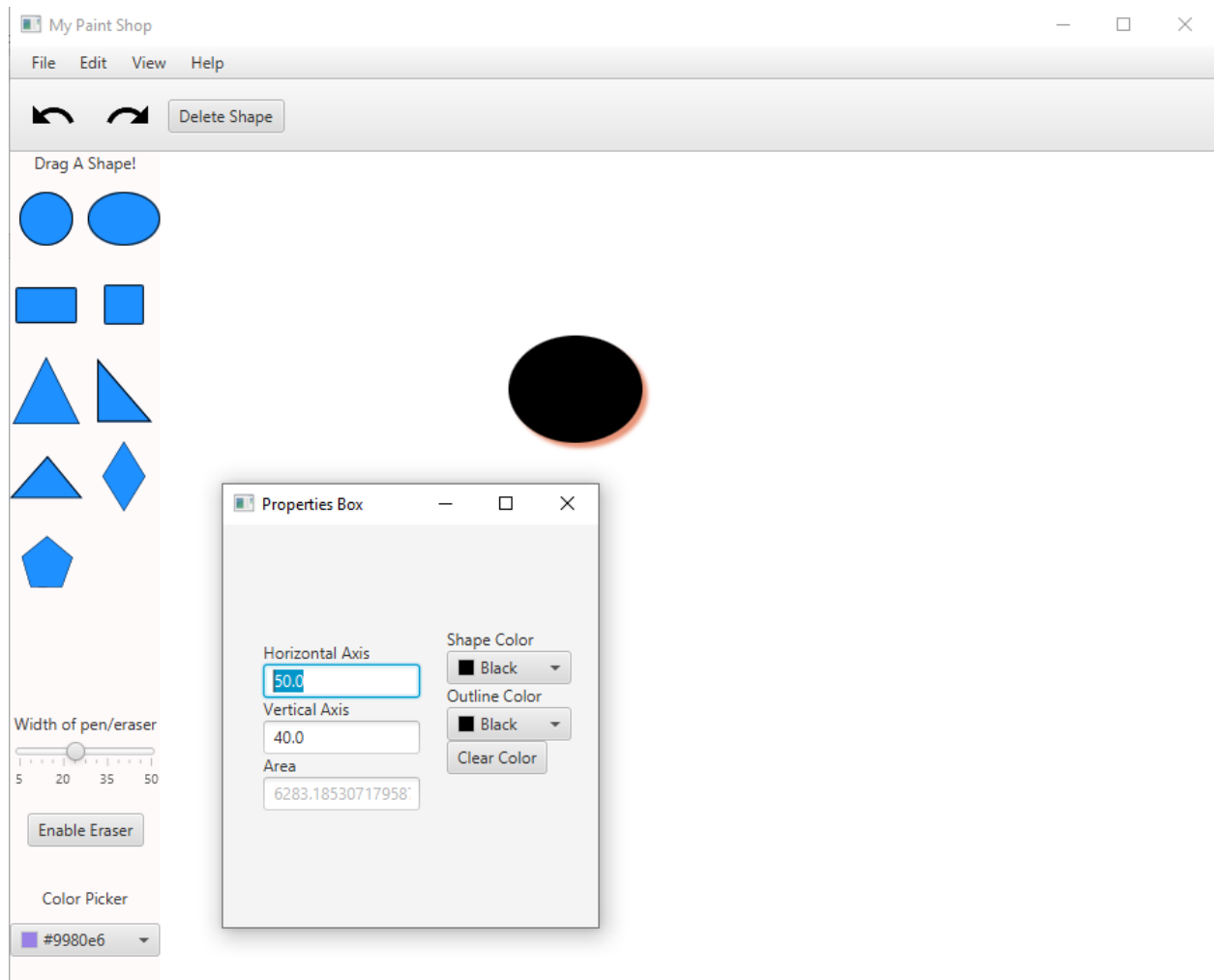
Through the File menu tab, the work can be saved as a **png** so it can be easily shared, and it can also be saved as a special type for the software to use it later, even though the later feature is not working in the moment.



A shape can be drawn on the canvas by dragging it from the left-side bar and dropping it into the canvas, Free drawing can be done by moving the mouse on the canvas. The slider in the left-side bar can be used to change with width of the free drawing pen or the eraser. The eraser button is shown below it. The free drawing pen can be changed color using the color picker in the left-side bar too. The screen shot shows the circle with a different color after clicking it and choosing a new color from the color picker. The triangle shows the show highlighting the indicates the selected shape. A shape on the canvas can be dragged to a new position too.



Double clicking a shape on the canvas shows the Properties Box of the selected shape, it can be used to change the shapes dimensions and color. It also shows the area of the shape.



Appendix

Link the to Gituhub repository that includes all the source code and documentation:

<https://github.com/Just-Hussain/my-paint-shop>

I. Distribution of Work

Member	Tasks	Participation
HAITHAM ALSAEED	Models: <ul style="list-style-type: none">• CombindShape• Polygon• Triangle• RightTrinagle• EquilateralTriangle• IsoscelesTriangle• Pentagon• Rhombus Controllers: <ul style="list-style-type: none">• ColorController• ViewContrller• ZoomController Views: <ul style="list-style-type: none">• Color choosing window in ColorController Edited Design Diagram.	30%
HASHIM ALGHAMDI	Models: <ul style="list-style-type: none">• Shape• Rectangle• Square Controllers: <ul style="list-style-type: none">• EditShapeController• FileController Views: <ul style="list-style-type: none">• None.	15%
HUSSAIN HAJJI [Team Leader]	Models: <ul style="list-style-type: none">• Tracker• Revision and Integration of all models. Controllers: <ul style="list-style-type: none">• MainController• DragAndDropController	30%

	<ul style="list-style-type: none"> • FreeDrawController • HelpController • Revision for all controllers, integration for some <p>Views:</p> <ul style="list-style-type: none"> • MainWindow • Driver for MainWindow 	
SALMAN ALGHAMDI	<p>Models:</p> <ul style="list-style-type: none"> • Ellipse • Circle <p>Controllers:</p> <ul style="list-style-type: none"> • ShapesController <p>Views:</p> <ul style="list-style-type: none"> • Properties Box used in ShapesController and EditShapeController 	15%
SALEM BAMUKHIER	<p>Models:</p> <ul style="list-style-type: none"> • PaintShopException • NegativeCoordinatesException • InvalidDimensionsException • Tracker <p>Controllers:</p> <ul style="list-style-type: none"> • EditUndoRedoController <p>Views:</p> <ul style="list-style-type: none"> • None. 	13%

II. Team Meetings

Date	Duration	Attendance
March 31, 2019	8:00 – 11:00 OM	HAITHAM ALSAEED HASHIM ALGHAMDI HUSSAIN HAJJI SALMAN ALGHAMDI SALEM BAMUKHIER
April 7, 2019	8:00 – 1:00 PM	HAITHAM ALSAEED HASHIM ALGHAMDI HUSSAIN HAJJI SALMAN ALGHAMDI SALEM BAMUKHIER
April 12, 2019 (Extreme Programming)	4:30 – 2:00 PM	HAITHAM ALSAEED HASHIM ALGHAMDI HUSSAIN HAJJI SALMAN ALGHAMDI SALEM BAMUKHIER
April 13, 2019 (Extreme Programming)	5:00 – 12:00 PM	HAITHAM ALSAEED HASHIM ALGHAMDI HUSSAIN HAJJI SALMAN ALGHAMDI SALEM BAMUKHIER
April 17, 2019 (Presentation preparation)	6:15 – 7:30 PM	HAITHAM ALSAEED HASHIM ALGHAMDI HUSSAIN HAJJI SALMAN ALGHAMDI