

00_baseline

This is the previous class' Graph_lib library.

01_refactor

We replace main.cpp with Nim, add the Mainwin class, then edit to save as much as will be useful:

- File > New / Quit, Edit > Open / Save As, and Help > About
- Replace the Gtk::Label data area with a Gtk::DrawingArea

02_dirty_bit

Must detect main window closing to handle unsaved data

- Canvas - add dirty bit and saved() method
- Mainwin - **override** on_delete_event with dialog

03_discrete_lines

Must detect click inside DrawingArea with **override** on_button_press_event

- Canvas - on_button_press_event override

04_rubber_band

Need a *temporary* shape that changes whenever the mouse moves Need to detect mouse movement

- Canvas - Shape* rubber_band and on_motion_notify_event

05_change_color

- Shape - need to store a color and use it in draw()
- Line - need a color to delegate to Shape constructor
- Canvas - need default color with setter / getter
- Mainwin - add menu / toolbar button and on_color_click

06_pen_width

- Shape - need to store a width and use it in draw()
- Line - need a width to delegate to Shape constructor
- Canvas - need default width with setter / getter
- Mainwin - add menu / toolbar button and on_width_click

07_file_io

- Point - void save and constructor for I/O
- Shape - virtual void save and constructor for I/O
- Line - constructor to delegate to Shape's input constructor
- Canvas - save and load methods (not constructor - added to Gtk::Window)
- Mainwin - add Save menu / buttons, on_save_click, lots of reorg

08_contiguous_mode

- Point - fix bug in equality operators
- Polyline - handle color and width, just like line
- Canvas - add Penmode enum class, penmode with setter/getter + previous penmode, add_point (to last shape), click_in_progress becomes int, extend on_button_press_event
- Mainwin - Add RadioToolButtons and on_penmode_click

09_freehand_mode

- Polyline - fix bug: missing istream constructor
- Canvas - extend Penmode type, fix bug: mangled Polyline name, add freehand code to on_motion_notify_event
- Mainwin - Add Freehand menu item and RadioToolButton

10_dashes

- Shape - Add dash pattern constants, set_dash in draw(), extend file format and I/O code (FILE COMPATIBILITY)
- Line and Polyline - Add dash int to delegate to Shape
- Canvas - Add dash
- Mainwin - Add on_dash_pattern_click with custom dialog (no standard sob)

11_undo

- Shape - Add undo()
- Mainwin - Add Edit > Undo -- How would we implement redo()?

12_about

- Mainwin - Fix version number and artist credits prior to first release