PAINT APPLICATION
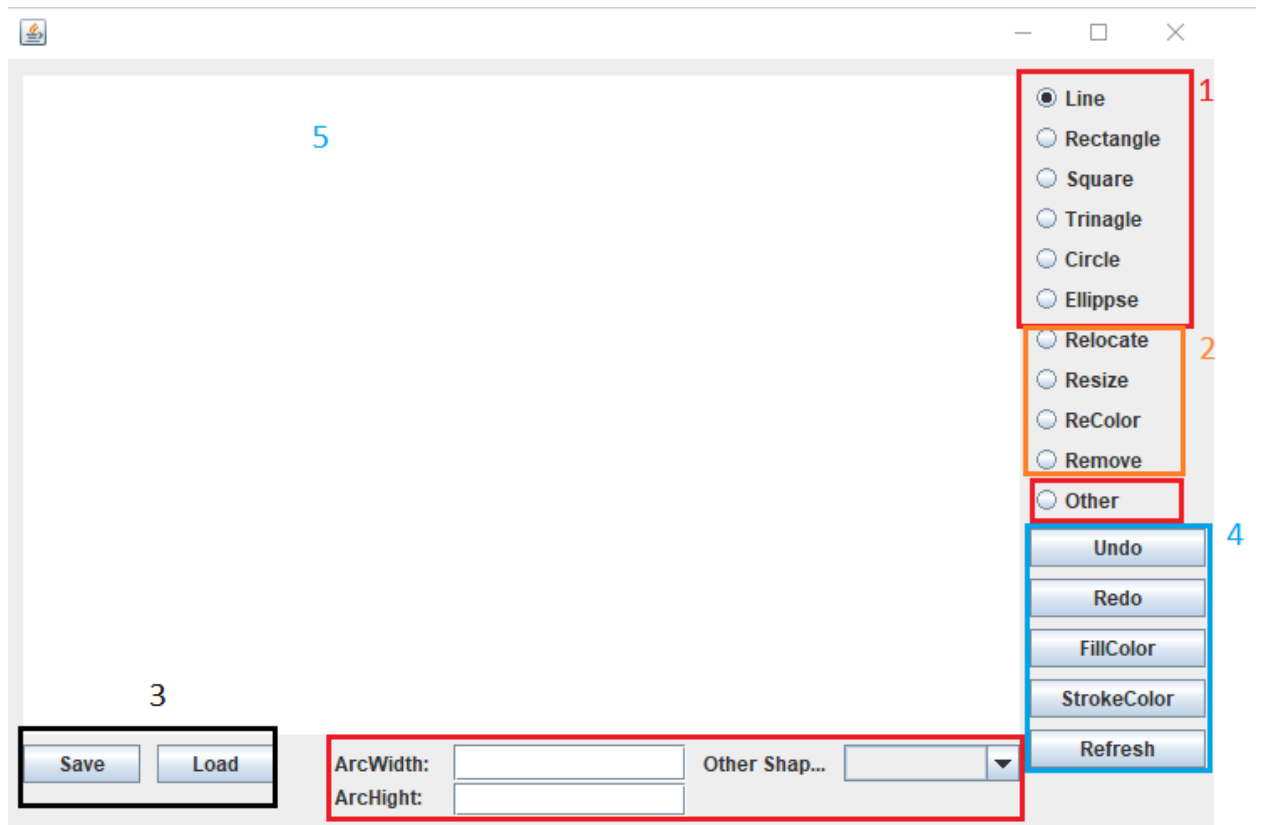
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User Guide:


1) Select a shape to draw.

2) From here you can relocate, resize, recolor and remove the selected shape.

3) Save and load (using .xml or .json files).

4) a. Go to the previous state

   b. Go to the next state.

   c. Select a color to fill the selected shape.

   d. Select the border color of the selected shape.

 e. Refresh the canvas.

5) This is the sheet on which you draw.

   Drawing is based on Press & Drag Method.

Notes:

*To draw round rectangle you just press other then you choose the shape round rectangle from the combo Box finally write the values for the arc.

*To recolor or remove simply highlight your choise the press on the shape you want to modify.

*To relocate and resize simply highlight your choise the press on the shape then drag as you like.

*To save the shapes locate them then write the name of the file then press the save button.
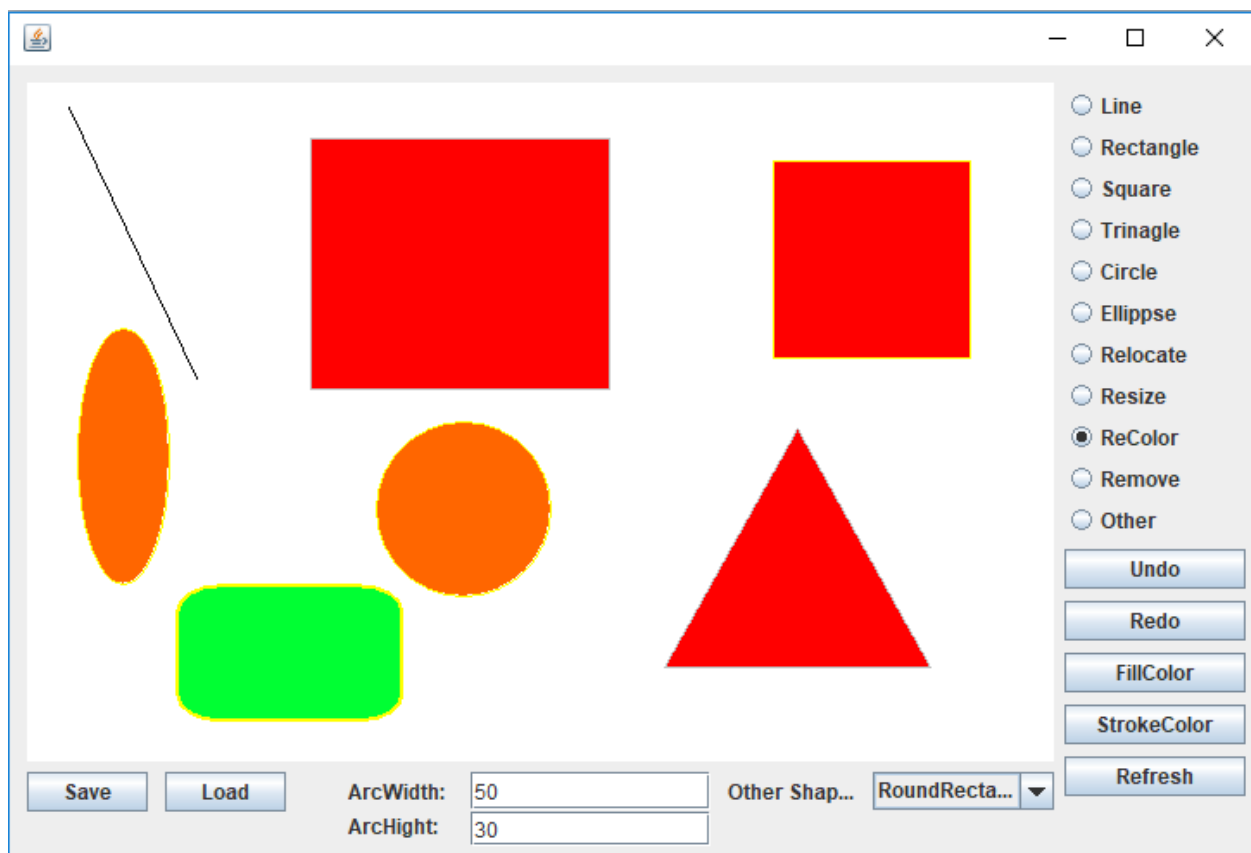
UML Diagram:
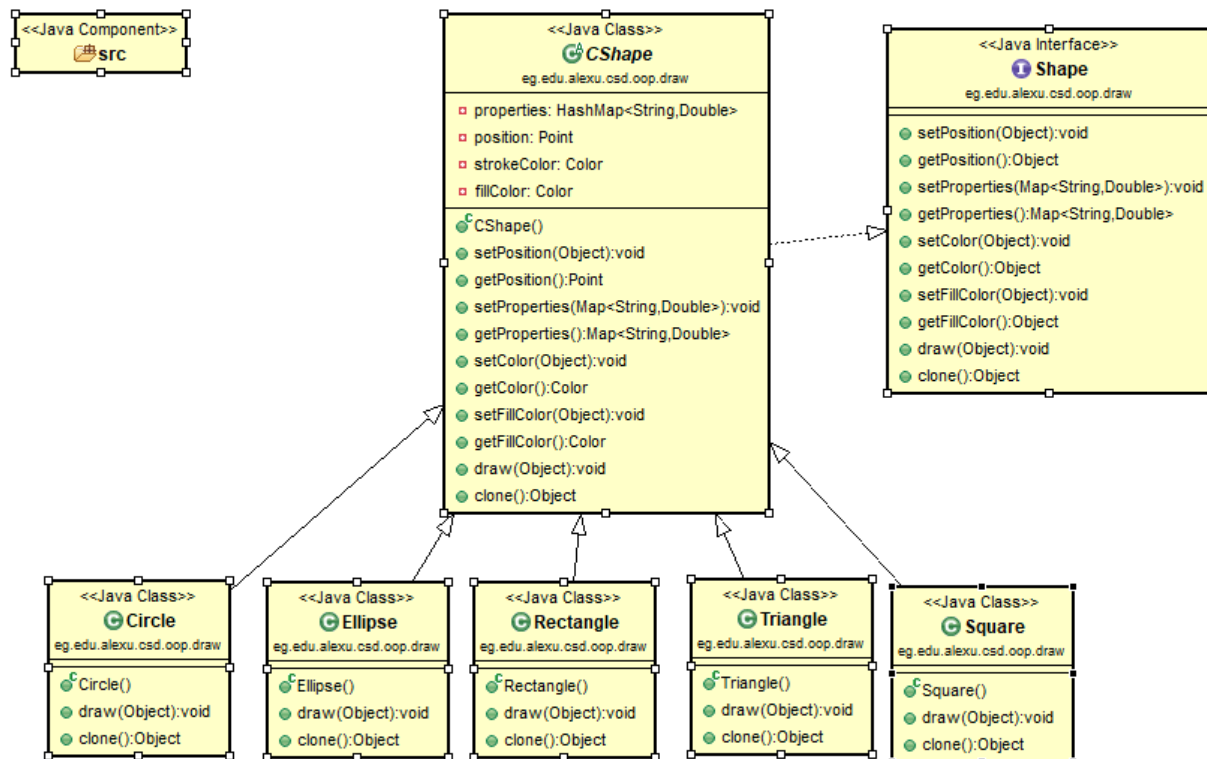
- CShape is an abstract class that implements the interface Shape.
- The rest of shapes just extends the CShape and overriding the methods of drawing and cloning.

Design Decision:

- All shapes have common properties like color, position of the top left point so we need just one class that implements the shape and the other shapes just override the functions in the abstract class.