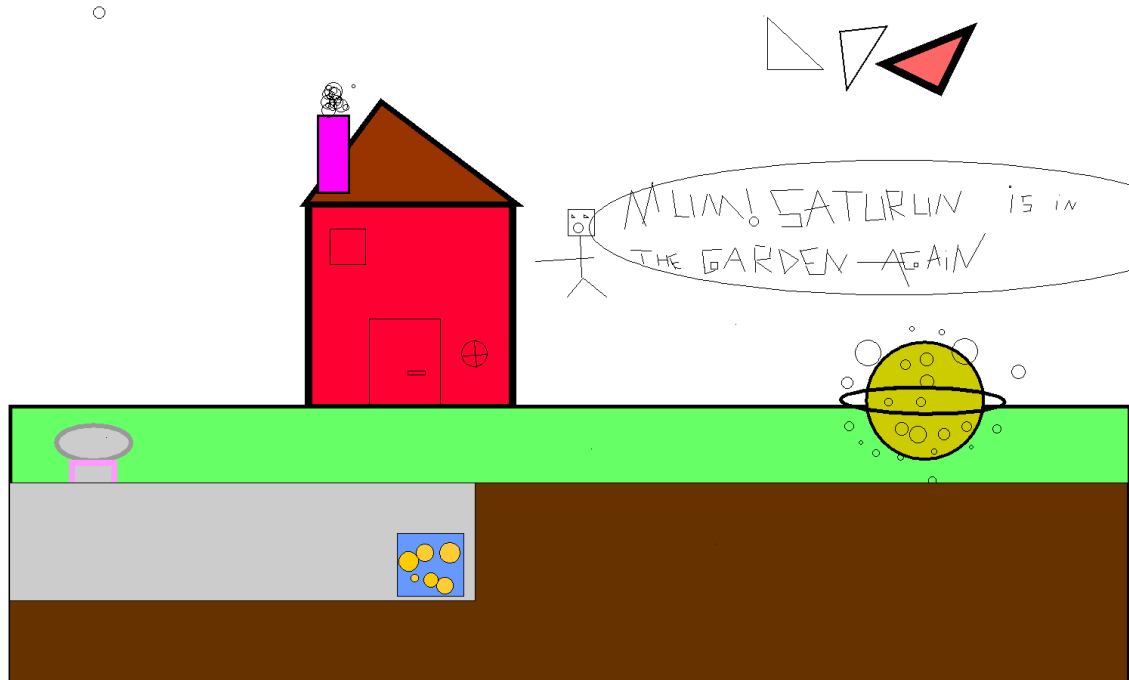


ReadMe:

Features:

- Drawing straight lines
- Drawing rectangles
- Drawing ellipses
- Drawing triangles
- Drawing Circles
- Drawing Squares
- Undo/redo
- Different border/line color, border/line width, or fill colors for each shape
- Rotation of the shapes
- Exporting the drawing
- Select a previously drawn object and change its location, color or size
- Use networking implemented to potentially share drawings with other users using the protocol specified below
- Model tests



To draw any shape, click its button and then the next click on the drawing panel with start the shape and the release will map its size.

To fill a shape, click select, click on the shape, when the red box appears, you can click fill color, chose a color, then tick the fill box.

You have to toggle in and out of select mode. Select mode enables you to color, resize, change borders, move and rotate shapes.

To move, simply click a shape while in selection mode and drag your cursor.

To rotate, click a shape in selection mode and use the rotation slider.

To resize/scale a shape click a shape in selection mode and use the scale factor – use 1 decimal point.

E.g 1.5

To color, click a shape in selection mode and select either border or fill color. For fill color, select the selection box after picking a color.

Running

To run the program and tests, follow these steps:

1. Open a terminal or command prompt.
2. Navigate to the root directory of the project where the 'src' and 'lib' directories are located.
3. Compile the tests and classes using the following command:

```
javac -cp "lib/*:src" src/model/*.java src/shapes/*.java src/guiDelegate/*.java
```

4. Run the application with the following:

```
java -cp "lib/*:src" guiDelegate.DrawingApplication
```

5. Run JUnit tests:

```
java -cp "lib/*:src" org.junit.runner.JUnitCore model.ShapeModelTest
```

