Vector Drawing

Name : Hamza Hassan Mohammed

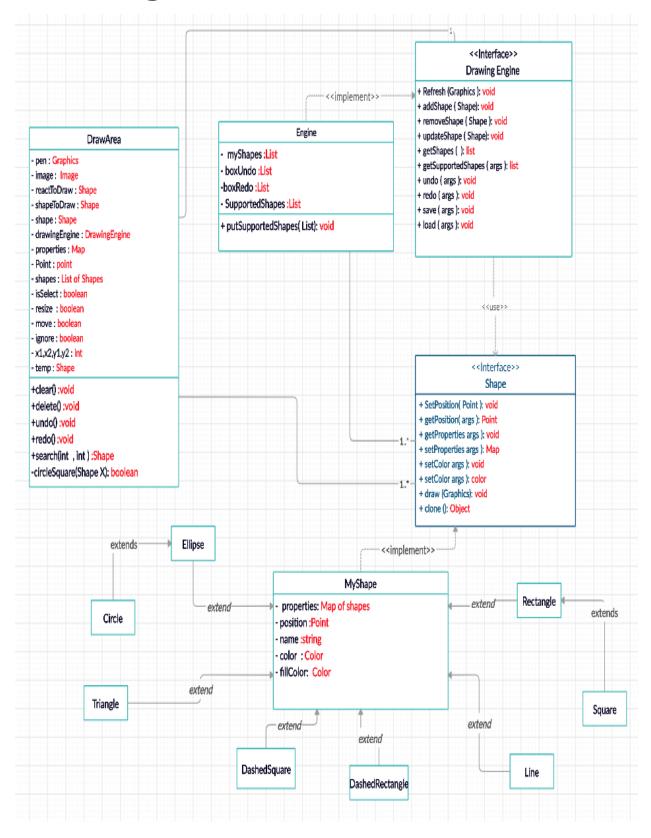Id : 26

Name: Mahmoud Ibrahim Elsayed

Id : 58
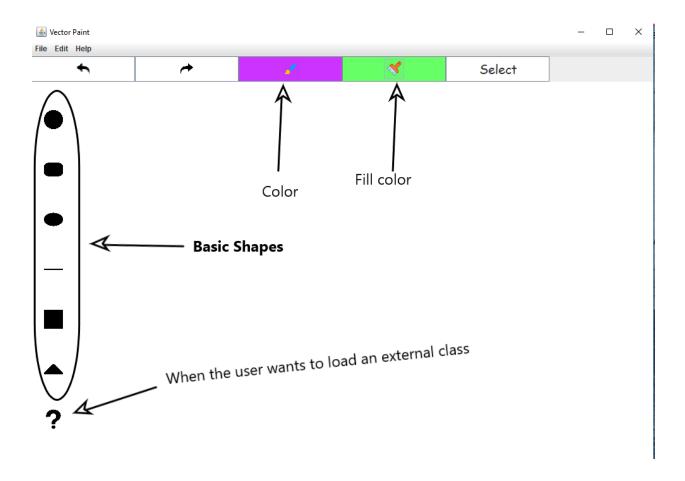
Content

UML diagram

DrawArea

- pen : Graphics
- image : Image
- reactToDraw : Shape
- shapeToDraw : Shape
- shape : Shape
- drawingEngine : DrawingEngine
- properties : Map
- Point : point
- shapes : List of Shapes
- isSelect : boolean
- resize : boolean
- move : boolean
- ignore : boolean
- x1,x2,y1,y2 : Int
- temp : Shape

+clear() :void
+delete() :void
+undo() :void
+redo() :void
+search(int , int) :Shape
-circleSquare(Shape X): boolean

Engine

- myShapes :List
- boxUndo :List
-boxRedo :List
- SupportedShapes :List

+ putSupportedShapes(List): void

<<Interface>>
Drawing Engine

+ Refresh (Graphics): void
+ addShape (Shape): void
+ removeShape (Shape): void
+ updateShape (Shape): void
+ getShapes ( ): list
+ getSupportedShapes (args): list
+ undo (args): void
+ redo (args): void
+ save (args): void
+ load (args): void

<<implement>>

<<use>>

<<Interface>>
Shape

+ SetPosition(Point): void
+ getPosition(args): Point
+ getProperties args): void
+ setProperties args): Map
+ setColor args): void
+ setColor args): color
+ draw (Graphics): void
+ clone (): Object

1..*

1..*

extends → **Ellipse**

Circle

extend → **MyShape**

MyShape

- properties: Map of shapes
- position :Point
- name :string
- color : Color
- fillColor: Color

extend ← **Rectangle** ← extends **Square**

<<implement>>

Triangle extend

DashedSquare extend

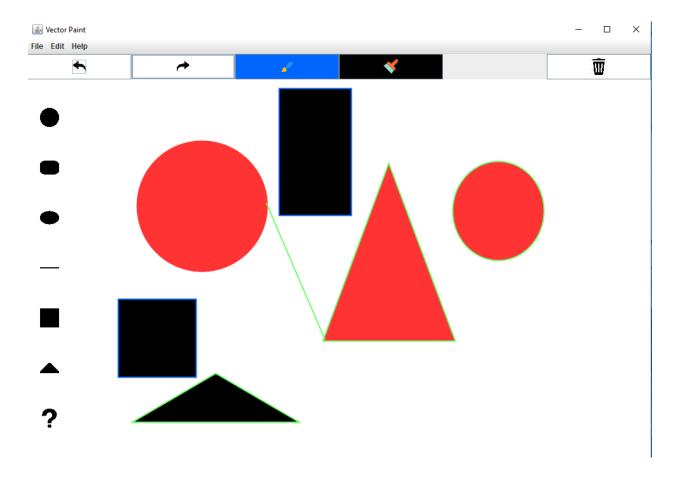**DashedRectangle** extend

Line extend

User Guide

1 – The Basic user interface when you open the program

You can easily press any button and press at the desired point on the

canvas and drag to determine the length or the radius or the shape you

want .

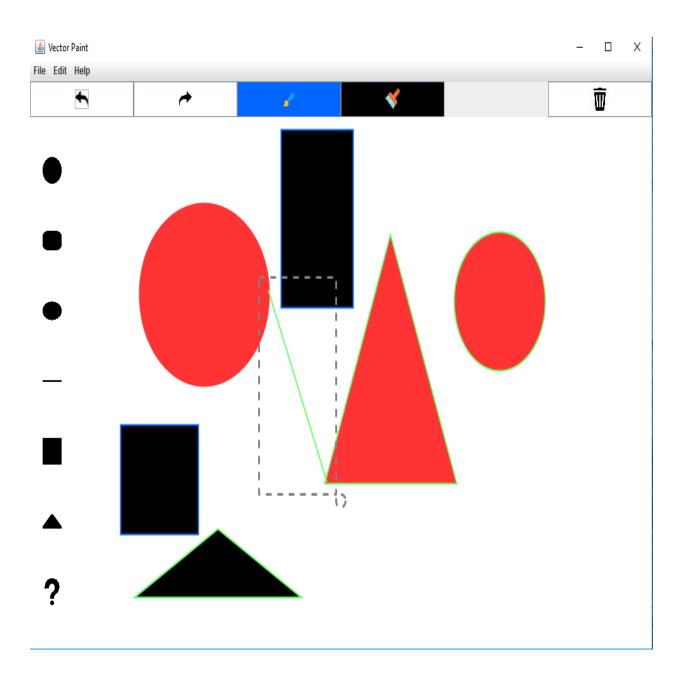You may want to select a certain shape and make some operation(Resize , move, delete).

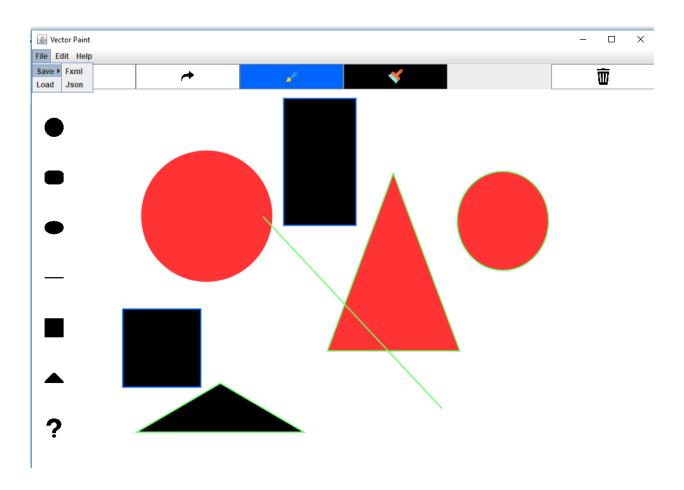Simply you press select , then you found that the button is replaced by a delete button

You can select the shape you want by one click in it .

You find on clicking that there is a dashed Rectangle surrounds the shape you selected

You can then drag the shape into the place you want or drag the small circle on the bottom right of the dashed rectangle to resize the shape you want.
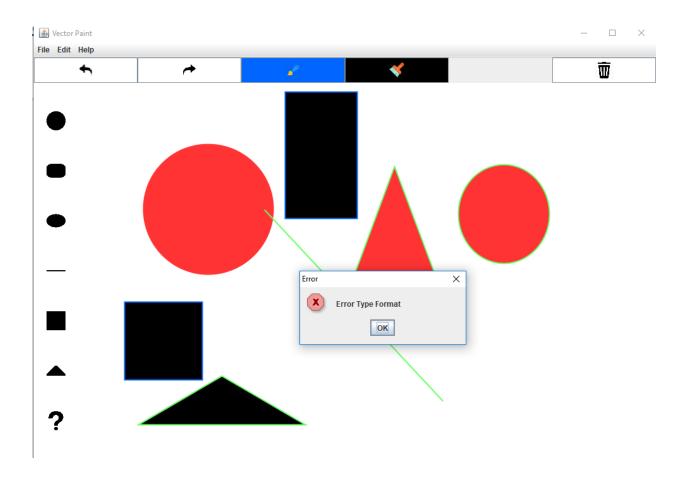
After making the desired shape , you may want to save your wok, you can then press the File button following by pressing save and you can choose the type of the file you want to save your work on

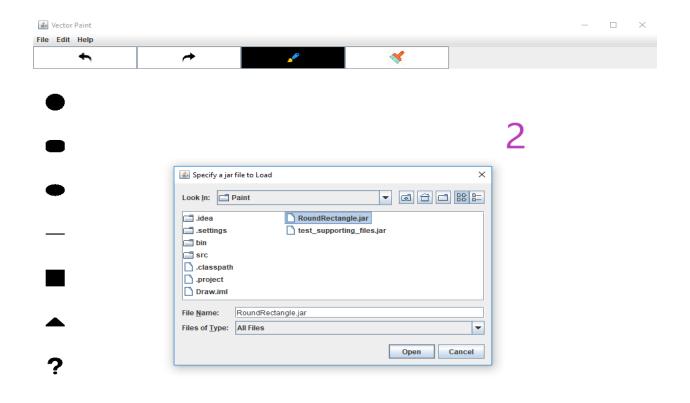You then can browse your files directory for the file want to save your work at .

In case of you have chosen a file with wrong extension the program will
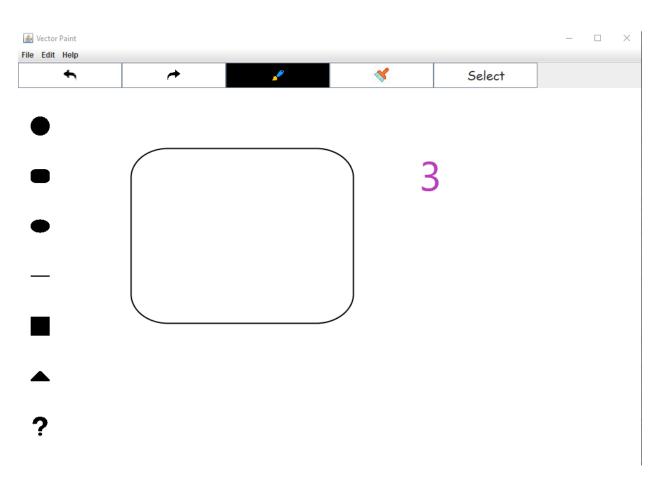
tell you .

After saving your work in a file , you can later load it by pressing load from

file menu and you should also browse and choose the file you want

You may want to load an external jar(implementing the shape interface)

and draw it . In this case you press the "?" on the left buttons and browse

for the jar files you want and load it, then congratulations you can draw

the shape

2

Specify a jar file to Load

Look In: Paint

- .idea
- .settings
- bin
- src
- .classpath
- .project
- Draw.iml

- RoundRectangle.jar
- test_supporting_files.jar

File Name: RoundRectangle.jar

Files of Type: All Files

Open   Cancel

3

Vector Paint

File   Edit   Help

Select

Samples