

The Graphics Editor

i) Graphics Editor -

1. Add new Doc/open Doc
2. Import/Export Doc
3. Delete Doc

ii) Document -

1. Name, id
2. Last modified date
3. No. of sheets
4. New Sheet.

iii) Objects

1. Name, position, color
2. Dimension of objects
3. position of objects

iv. Toolbox

1. Eraser
2. color box/palette
3. Have Save/Open

v. Text

1. Message, font, size
2. edit/remove
3. Add

write SRS R/s/6

The graphics editor provides an application programmer Interface that enables a programmer to develop their own graphical model editor for a specific type of model. This API in turn, relies on extending Eclipse graphical Editing Framework to provide an environment in which the editor functions, & programmers can create a graphical editor & palette of shapes in order to modify an underlying model.