

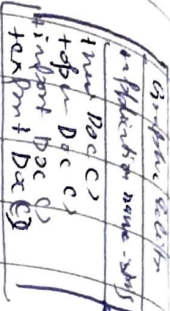
# Graphics Editor

\* Problem Statement: Design DML diagrams for graphic editor with system requirements specification.

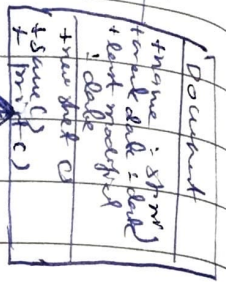
→ SRS.

- 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.
- The graphical editor provides an interface with which the programmer implements said editor for a given underlying model.
- It contains the toolbox which contains tools like: line, circle, rectangle, arc, text drawer,
- should support color box or palette
- should have standard toolbox with options for new, open, save, tool box and text tool box.
- easy handling of tools for users.
- provision of zoom in and zoom out

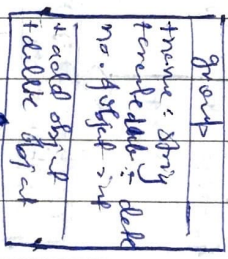
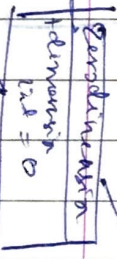
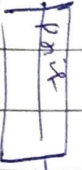
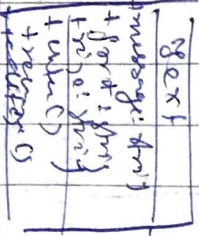
# Graphics Editor class diagram



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