Paint Brush Project Specifications

Abstract

Paint Brush is an Applet based application that enables the user to draw basic shapes with different colors and line strokes. In addition, the user should have the ability to clear all of the drawings or erase some parts of them. The user would be happy if the applications supported Undo operations.

You **must** show how much you understand **OOP throughout the design and implementation** of your project.

Specifications

1. Colors Buttons: The user should press one of these buttons before drawing to draw using this color.
   At least the following buttons:

   - Red

   - Green

   - Blue

2. Shapes Buttons: The user should press one of these buttons before the drawing to draw a shape by dragging from a start point to an end point. The shape should be drawn while dragging till the user releases the mouse button.

   - Rectangle

   - Oval

   - Line

3. Free Hand Button: The user should press on this button to doddle while dragging.

4. Eraser Button: The user should press on this button to be able to erase parts of the drawings.

5. Clear All Button: The user should press on this button to clear all of the drawings from the drawing area.

6. Filled Checkbox: If checked, it lets the Rectangle or Oval shapes that will be drawn after to be filled with the pre-selected color. If not check, it lets the shapes to be drawn as outlines only.

7. **Bonus:**

   - **Undo Button:** It lets the user undo the previous action(s)

   - **Dotted Checkbox:** If checked it lets the shapes line stroke to be dotted. If not checked, it lets the shapes line strokes to be solid.