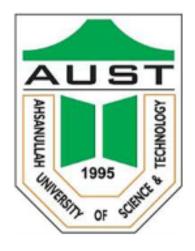# Ahsanullah University Of Science And Technology

Department of Computer Science & Engineering

Paint It Out

Software Engineering II (CSE 2100)

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ABSTRACT

The project titled "Paint It Out" is a Paint App for Drawing, painting and creating art using different unique colours and shapes. This project will be developed in Netbeans 12. This software mainly focuses on creating designs and paintings using different tools like pencil and pen, multiple colours and multiple unique shapes like circle, rectangle, lines, etc. A user can use this app to design stuff using provided tools and once the creation is complete the users can save the project and export the project in JPEG format. There will be a bunch of tools and features in this app. Users can choose a brush tool to draw and can change the width of the brush as well. There will be multiple shapes the user can choose to include in his drawing. There are circles, rectangles, stars , lines , etc. User can erase his drawing and also can change the width of the eraser. User can choose a paint bucket tool to drop colours to fill a huge area.

Overall the key purpose of this project is to provide a friendly environment to the users to create various designs using necessary tools and also export those as an image.

Software Platform:

• The project will be developed using JavaFX
• Netbeans 12

Identification of functional requirements:

● **Brush** :

Brush tools is the main tool of this app. This tool lets user put paint anywhere the user wants on canvas. You can create any custom shapes by drawing using brush tools. The user can change the colour of the brush tool and change the width of the brush tool as well.

- ## <u>Canvas :</u>

  Canvas is the window where the user can draw and paint. This canvas can be cleared or a new canvas can be opened every time and when the work is done the user can save the canvas as an image.

- ## <u>Shapes :</u>

  The shape tool comes with some shapes like circle, rectangle, square, lines, etc. The user can choose the colour and the width of the shape.

- ## <u>Colors :</u>

  The User can choose colors of brush and shapes according to their preference any time. There are already many colours saved as presets, The user also can create custom colors using RGB value.

- ## <u>Stroke Width :</u>

  The Stroke width of brush or shapes also can be changed to thin to wide according to user preferance.

- ## <u>Eraser :</u>

  Eraser lets the user remove the brush or shape strokes. The width of the eraser can be changed.

- ## <u>Paint Bucket :</u>

  Paint bucket lets the user fill any shapes with colours. Any color can be picked for use.

- **<u>Export as Image :</u>**

    The user can save their progress of painting anytime by exporting their project as an image. The file will be saved as .jpg format.

Having identified the major functional requirements, we assign an identifier to each of them for future reference and verification. Following table shows the list:

Table 01: Identifier and priority for software requirements

<u>#</u>	<u>Requirement</u>	<u>Priority</u>
R1	Brush	High
R2	Canvas	High
R3	Shapes	High
R4	Colors	High
R5	Eraser	Medium
R6	Stroke Width	Medium
R7	Paint Bucket	Low
R8	Export as Image(.jpg)	High