

Graphics Editor

* Problem Statement:- Design UML diagram for Graphics Editor with systems requirements specification.

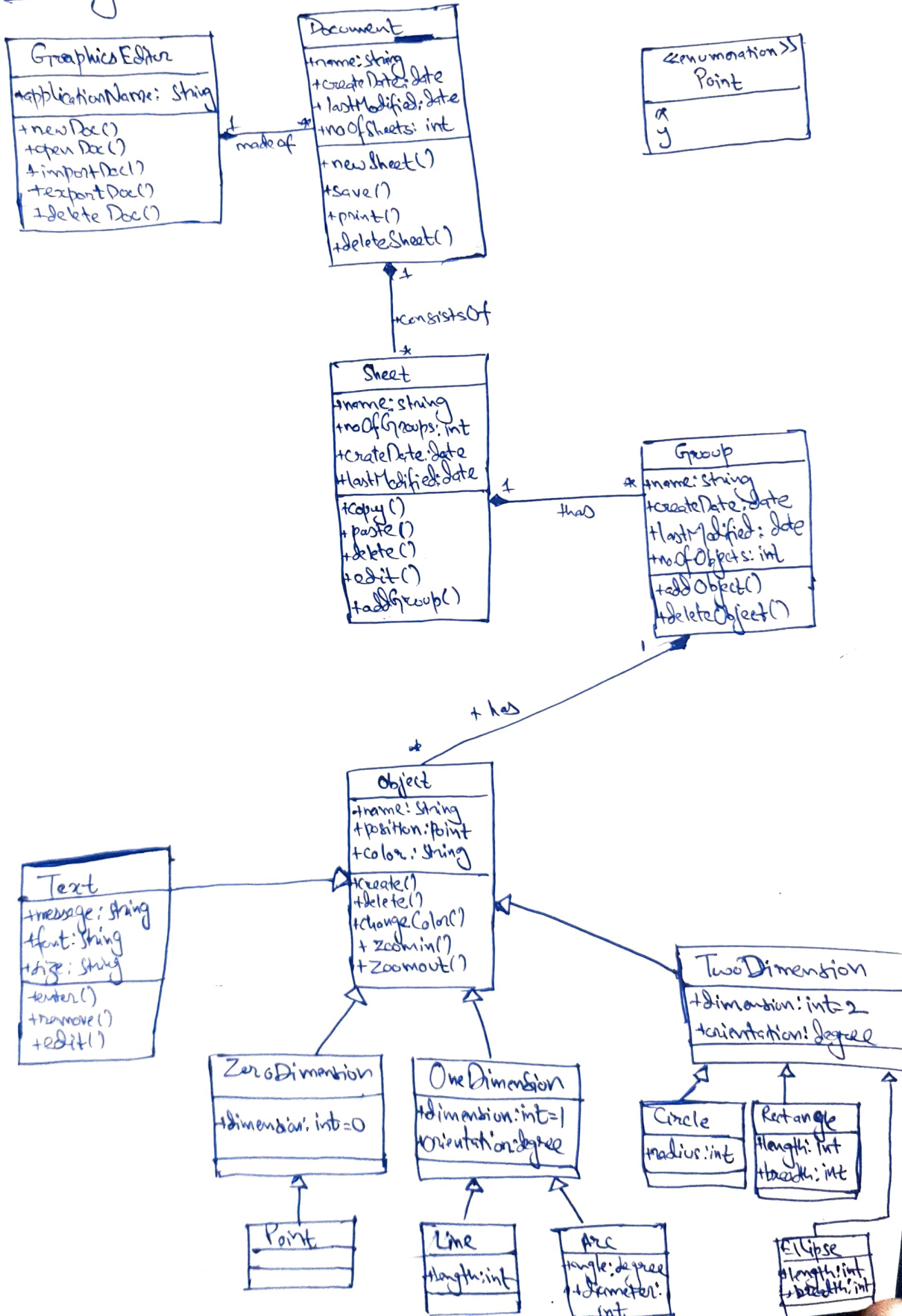
* SRS

- The graphics editor provides an application programmers 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 toolbar which contains tools like: line, circle, rectangle, arc, text, draw, eraser.
- It should support color box or palette
- It should have standard toolbar with options for New, Open, Save, toolbar and text toolbar.
- It support one integrated view to users for toolbar, color box, menu, and graphic screen.
- Easy handling of tools for users.
- Provision of zoom in and zoom out
- It should have different shading of line tool.

22/9/22

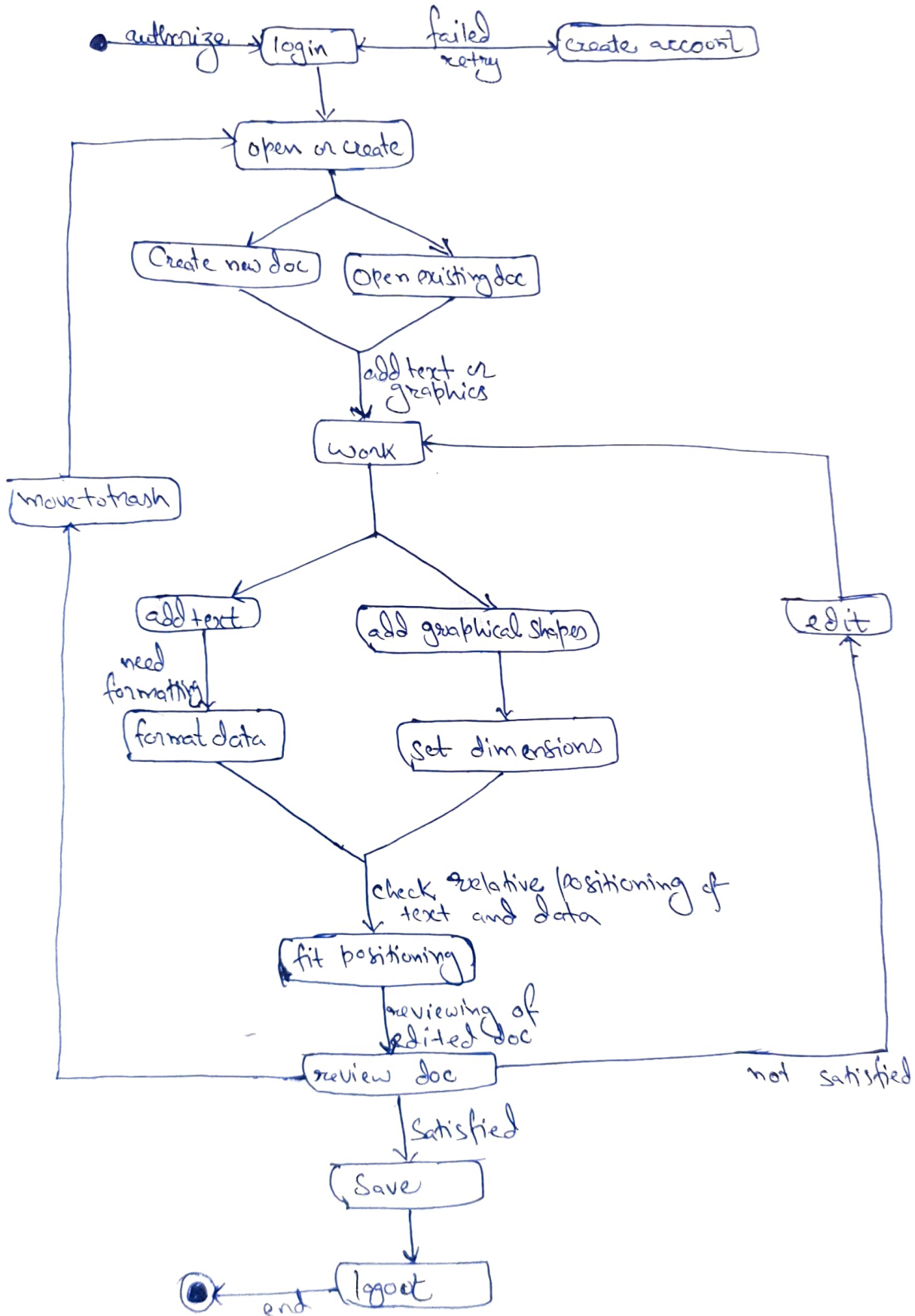
Graphics Editor

* Class Diagram



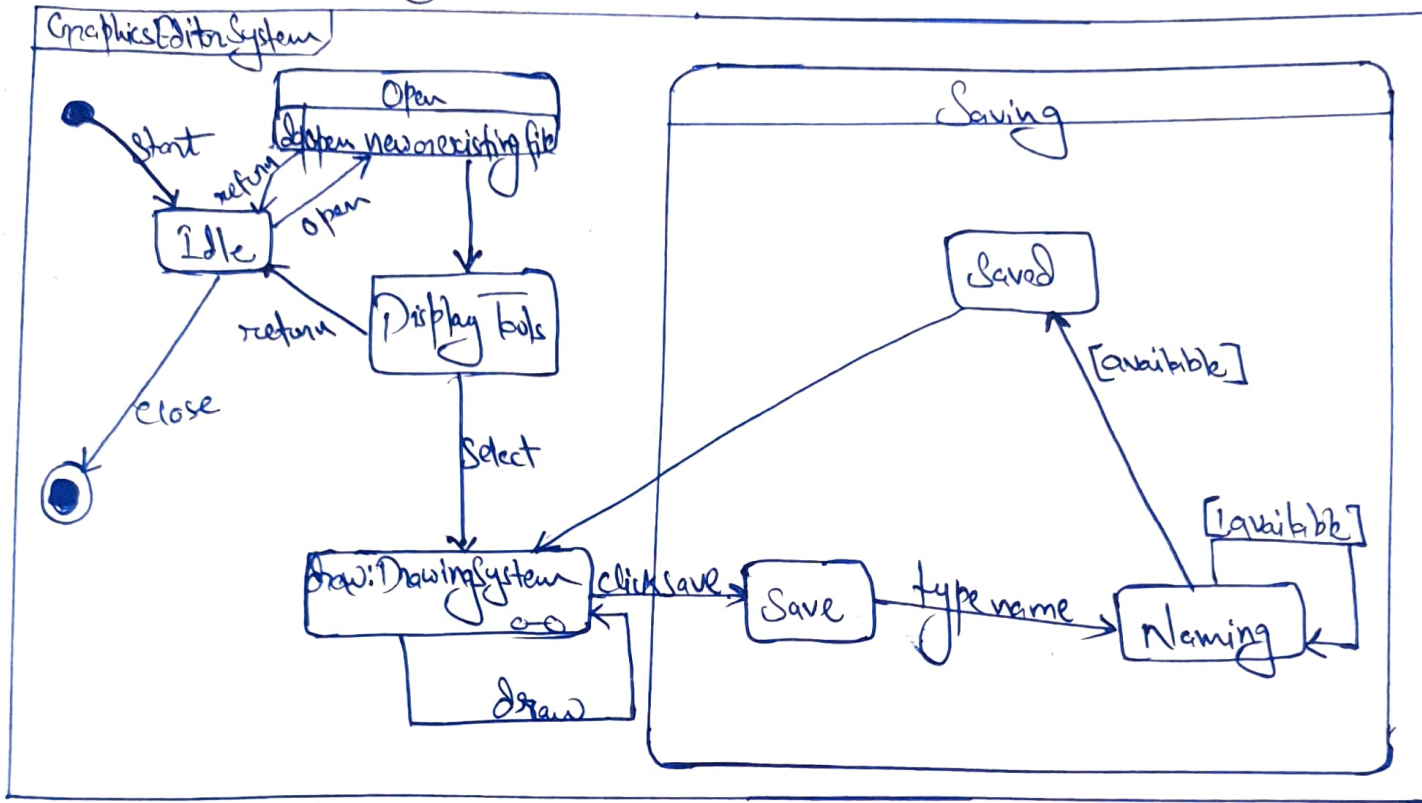
Graphics Editor

* Simple state diagram



Graphics Editor

Advance State Diagram



stm Drawing System

