# Changes

## Views

- FileChooser class added for creating filechoosing dialogs
- ILauncherView interface added for launcher view
- LauncherView this class is added for the laucnher view representation
- ConnectPanelView this view class represents the connection tab in the edtior view

## Utils

Utils package added for utlilti classes * Logger logger class used for logging and debuginng purposes during our development * Settings this class introduced for storing the users settings acros ssessions * KeyConverter introduced for old AWT and jajvafx keycode convertion * MusicPlayer class for playing music

## Controller

- LaunchEventHandler for handling the events of the launch screen
- SelectGizmoEventHandler strategy added for loading in gizmo properties
- ConnectHandler added for handling the events form the connection tab in edtor mode

## Model

- UndoRedo class added for hadling model history for editor view
- DefaultTrigger and DefaultTrigarable classes added for composition in classes to provide the general baisck impelemntation for ITriggerbale ITrigger Method
- Octagon, Rhombus, Spinner classes added as they represnetik the new custom gizmos we added
- AbstractGizmoAction Action representation
- ChangeColorAction, CHangeToARandomColor, DestroyerGizmoAction, GoToJailAction, PlaySoundAction, RemoveGizmoAction, RotateAction, TimedColorChange, This classes are predefined actions for gizmos which could be set to activate on trigger.