

GRAPHICS EDITOR SYSTEM

Problem statement :

The existing graphics system has some loose polls. The API is not good and does not contain new methods.

SRS :

The graphics editor provides an application programmer's interface that enables a programmer to develop their own graphical model editor for a specific type of model. This API in turn, relies on extending the eclipse graphical editing framework to provide an environment in which editor functions

→ It contains the tool box which contains tools like line, circle, rectangle, arc etc.

→ Color bot or palette.

→ Standard toolbox with options for new, open, save toolbox and text toolbox.

→ One integrated view to users the toolbox, colorbox and graphic screen.

→ Easy handling of tools for users.

→ Ability to group several drawings into one i.e. complex drawing.

→ Provision of zoom in and zoom out.

→ Different shadings of line tool are provided.