

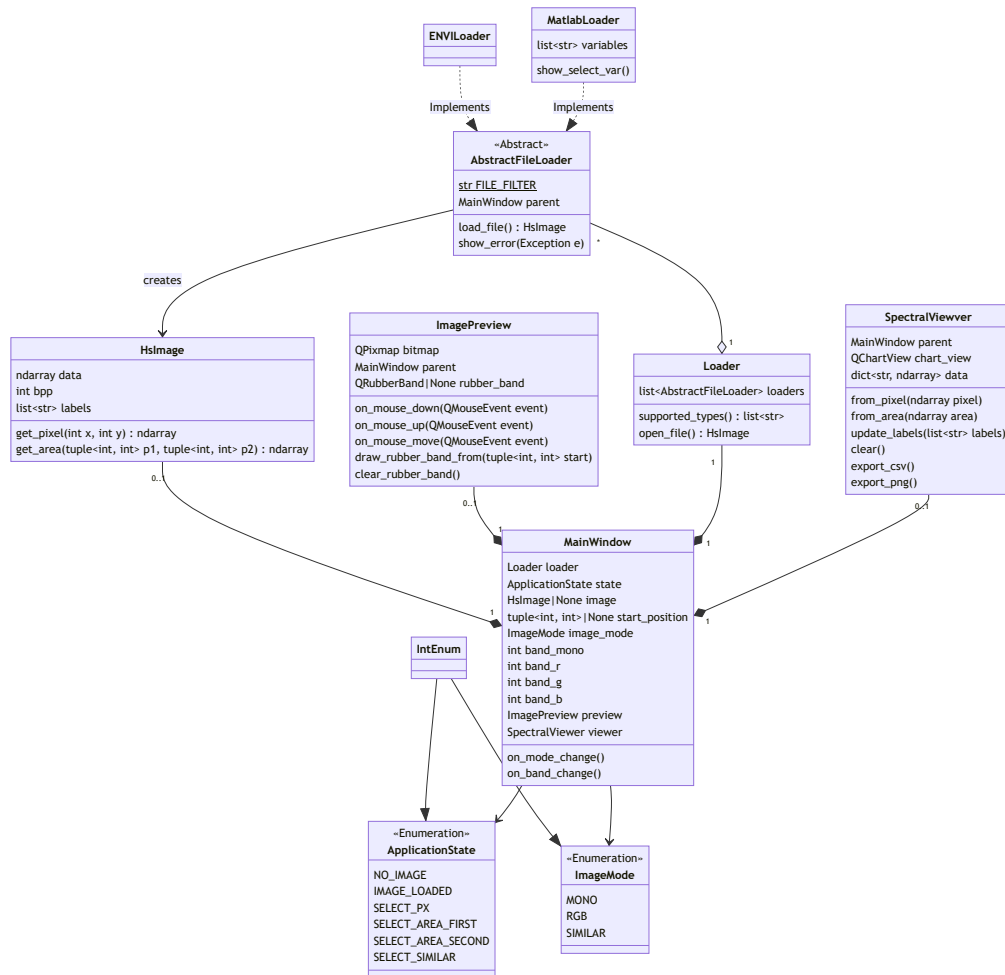
Software Design

Team 7RS

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1 Classes

1.1 UML diagram



1.2 Class description

1.2.1 MainWindow

Contains UI setup, most UI elements and event handlers

1.2.2 ImagePreview

Proxies events to `MainWindow` after translating mouse position to pixel coordinates.

Optional: Manages zoom and panning.

2 High level overview

2.1 State diagram

