Expanded Use Case:

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| **Use Case: Edit Diagram** | |
| Actor: User | System: PatternController |
|  | 0. System displays the Window |
| 1. TUCBW the user selects Box Button on the window | 2. System state changes to shapeState |
| 3. User clicks on the Drawing Panel | \*4a. Box is created  \*4b. State for Shapes is created  \*4c. State is added to the formerShape stack  \*4d. Undo button is enabled |
| 5. User selects on Undo button | \*6a. Box is removed from the Drawing Panel  \*6b. Box is added to the stackInverse stack  \*6c Redo button is enabled |
| 7. User selects on Redo button | \*8a. Box is displayed on the Drawing Panel  \*8b. Box is removed from the stackInverse stack  \*8c. Redo button is disabled  \*8d. Undo button is enabled |
| 9. TUCEW the user seeing the Box on the Drawing Panel |  |

Note: We are considering Box Shape and its editing functionality. It is same for Circle Shape too.