

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 Graphics Editing Framework" to provide environment in which the editor functions and the programmer can create a graphics editor and palette of shapes in order to modify an underlying model.

It should support following functionalities

- ① It contains the toolbox which contains tools like - line, circle, arc, Rectangle, Text, Draw, Erases.
- ② Color box or palette.
- ③ Standard tool bar with options for new, open, save, toolbox, text toolbox.
- ④ One integrated view to users for toolbox, color box, menu and graphic screen.
- ⑤ Easy handling of tools for users.
- ⑥ Ability to group several drawings into one i.e., complex drawing.
- ⑦ provision to zoom in or zoom out.
- ⑧ Different Shading of line tools are provided.