

Implemented features:

- Drawing straight lines
- Drawing rectangles
- Drawing ellipses
- Drawing 5-pointed stars
- Undo/redo (more than basic)
- Different colours
- Select a previously drawn object and change its location, colour or size.

Compile and run the programme. (The main() method is inside Frame.java.)

The first screenshot shows how the frame look when it is instantiated.

Choose a color. (The default color is black.)

Click the button of the shape (i.e. line, rectangle, ellipse or star).

Drag a shape (or shapes) on the canvas. Each shape you drew has a button linking to it. (the second screenshot)

Click the button to choose which shape (layer) to manipulate with. (Once a layer button is clicked, the shape it linked to flashes.)

You can move the chosen shape by mouse dragging and scale it by mouse wheel scrolling. (the third screenshot)

Choose the color first before you click the “change color” button. (the fourth and fifth screenshots)

You can conductively undo and redo your actions (location changing, scaling, color changing) on the selected layer.

You can also undo or redo consecutive shape drawings (layer creations) if clicking the “undo” or “redo” button without choosing a layer first.

You can no longer recover the shape (layer) once it got deleted. (You will be asked to confirm before it gets deleted.)

You can no longer recover the canvas once it get cleared. (You will be asked to confirm before the canvas gets cleared.)

How to run Junit?

Run TryTest.java
(It is inside src.test)

