

## 7) Graphics Editor

- Problem Statement

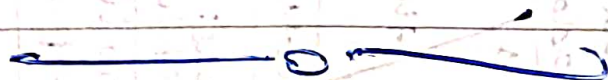
Design SRS for graphics editor.

- Software Requirements Specification

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 & programmer can create a graphical editor & palette of shapes in order to modify an underlying model. The graphical editor provides an interface with which the programmer implements said editor for a given underlying model. Such an instance of graphical editor allows a user to drag & drop objects into a working graphical diagram.

It should support following functionalities

- (i) Contains toolbox which contains tools like line, circle, rectangle, arc, text, draw, eraser.
- (ii) color box or palette.
- (iii) standard toolbar w/ options for new, open, save, toolbox & text toolbar.
- (iv) One integrated view to users for toolbar, ~~which~~ color box, ~~contains~~ menu, & graphic screen.
- (v) Easy handling of tools for users.
- (vi) Ability to group several drawings into one i.e. complex drawing.
- (vii) Provision of zoom in & zoom out.
- (viii) Different shadings of line tool are provided.





# Graphics Editor

