



SWE-205

Computer Science Department

Implementation Document

Project: MyPaintShop

"Team (16) Members"

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I-Introduction

A-PURPOSE OF THIS DOCUMENT

The purpose of this document is to help to show how the painting program been implemented. It will show some technical information, the code of the program and some screen shots of the program's features.

Technical Background

The language used to code (***MyPaintShop***) is Java, and (scene builder) was used to help arranging the user interface.

B- Overview of the reminder of the document

The reminder of the document will show the code of (***MyPaintShop***) with documentation and screen shots of the program, and the last section will be the appendices.

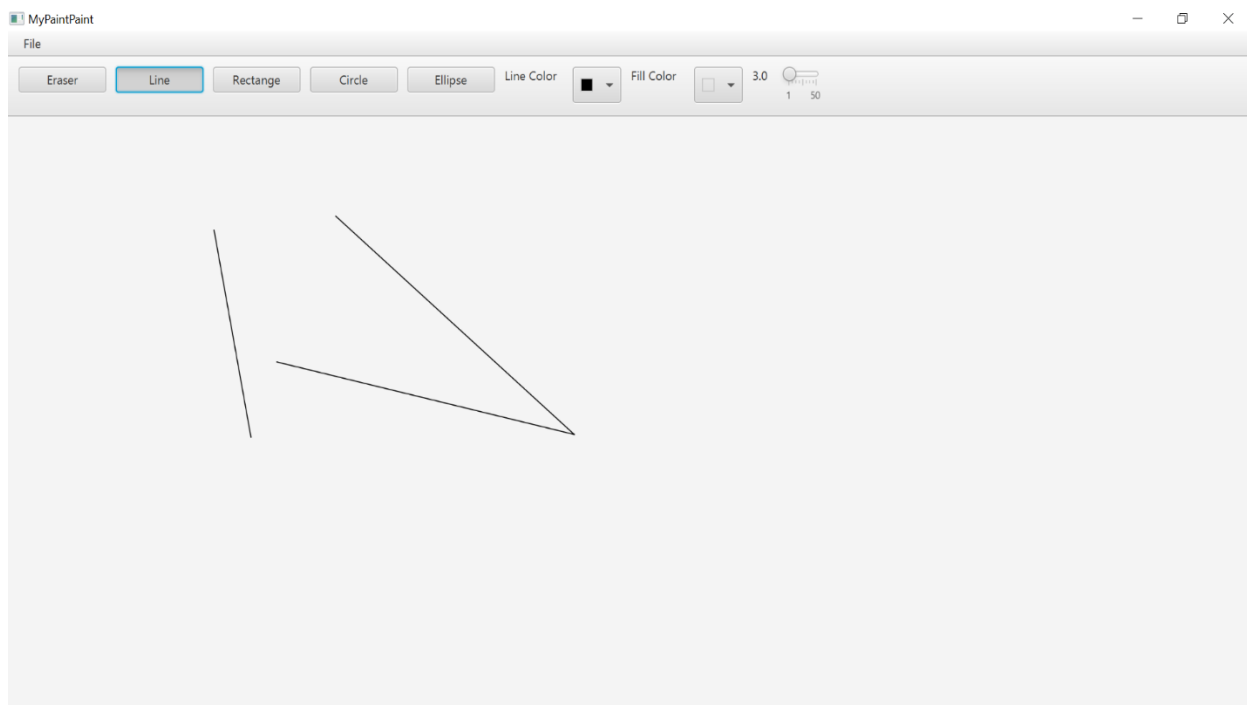
II-Implementation

A-The code

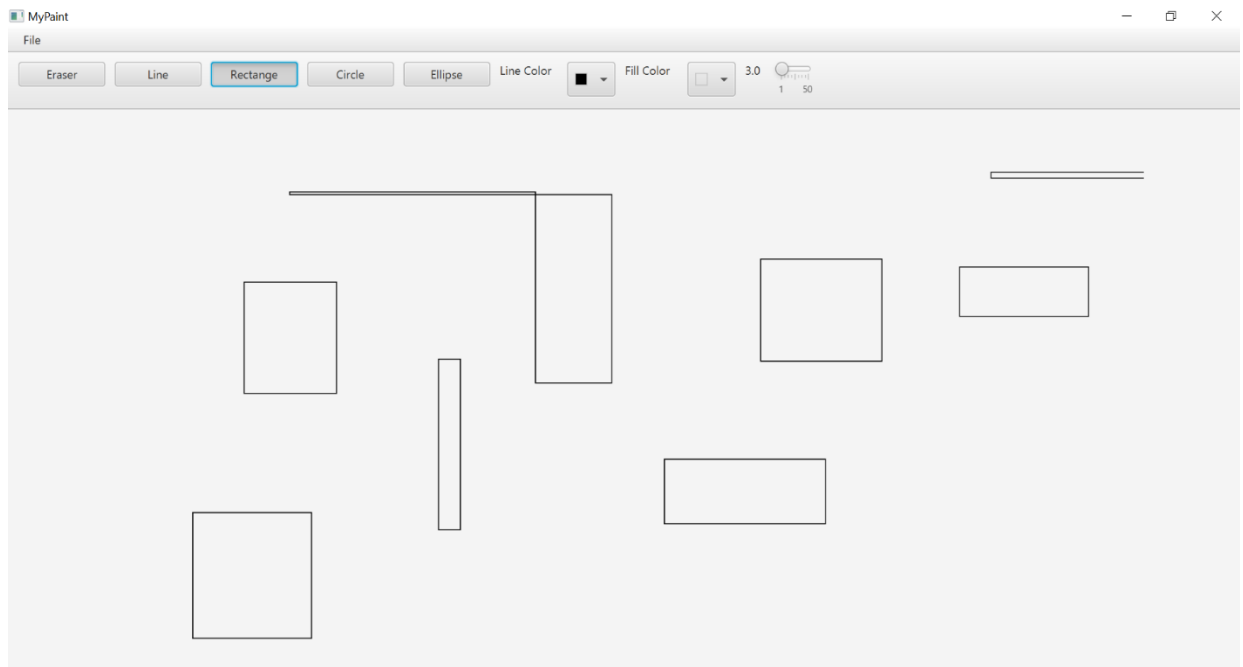
The code with documentation is attached in the same Zip file separately.

B-The Screen shots

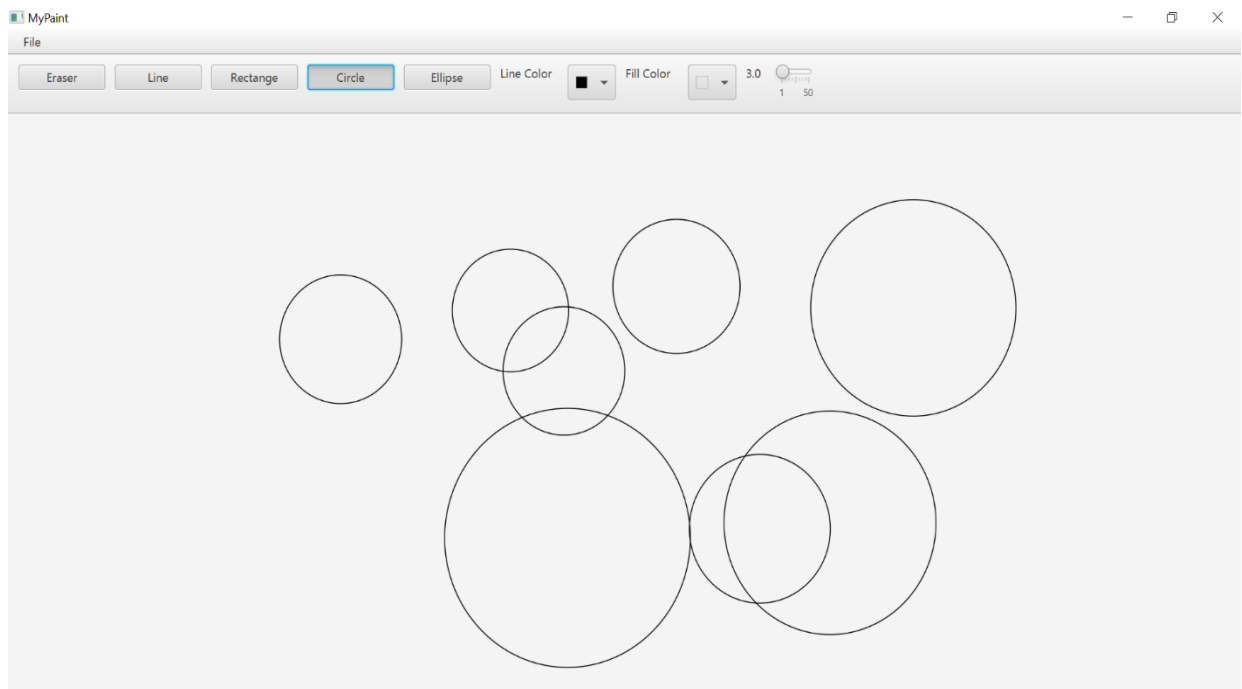
Drawing a line:



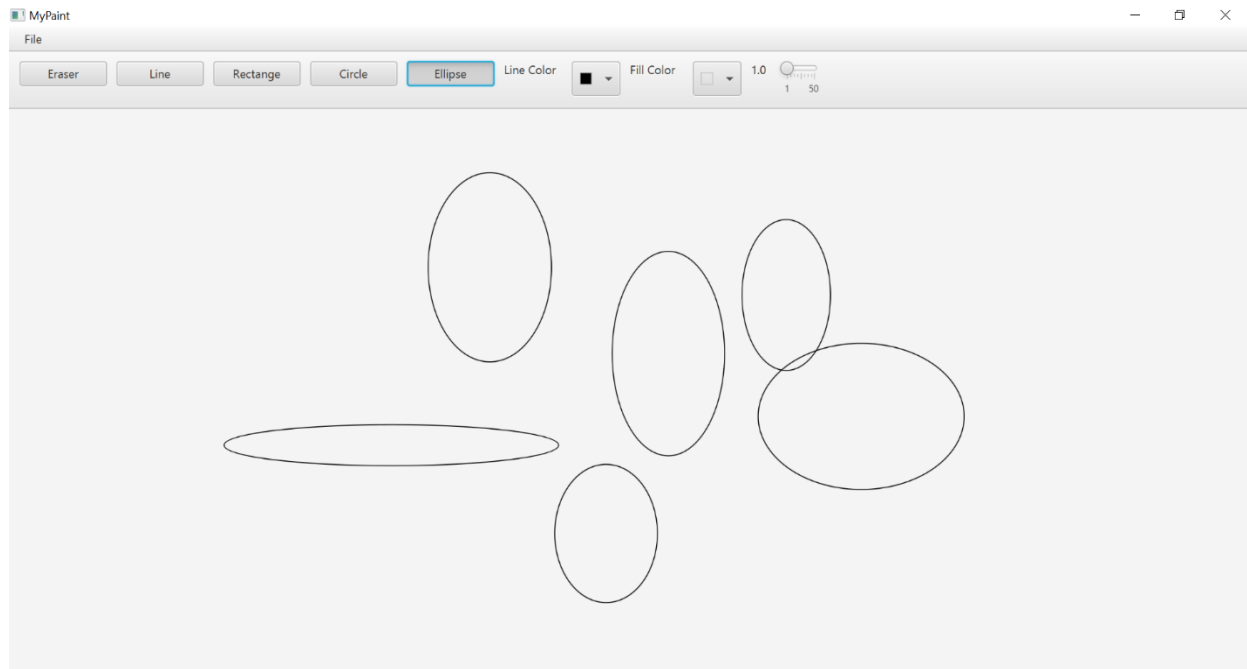
Drawing a Rectangle:



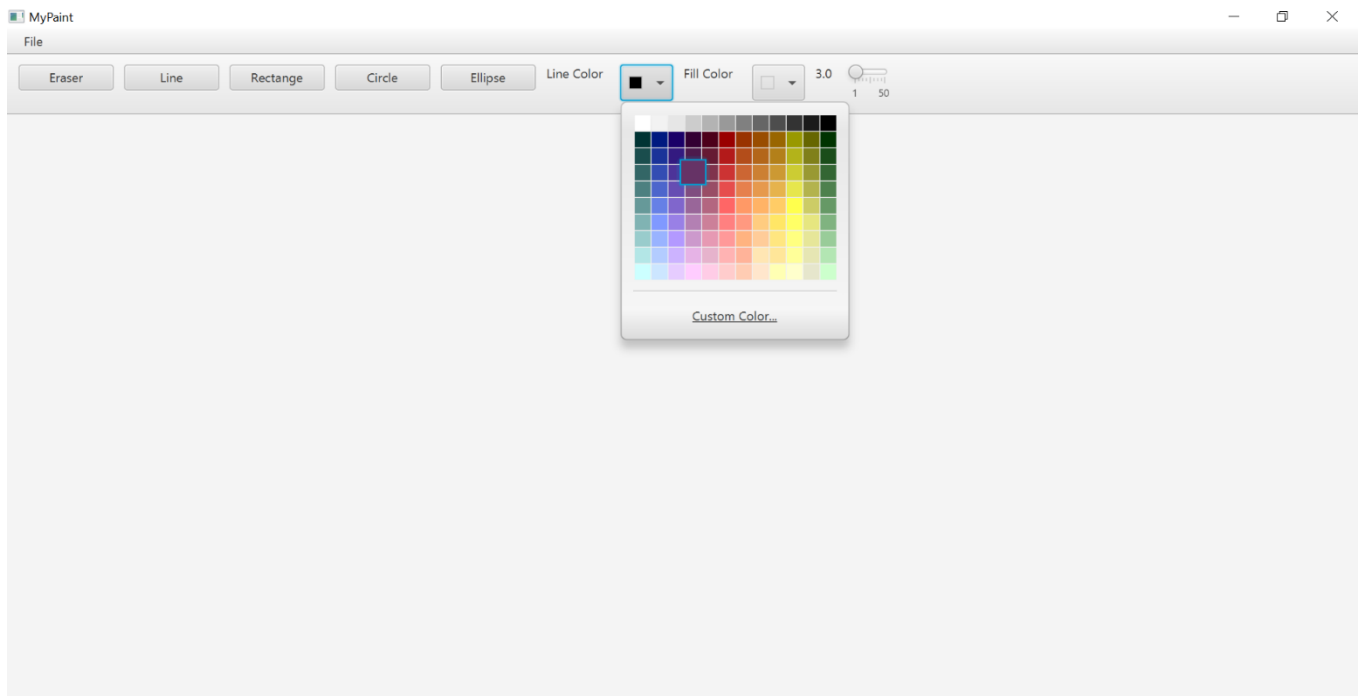
Drawing a Circle:



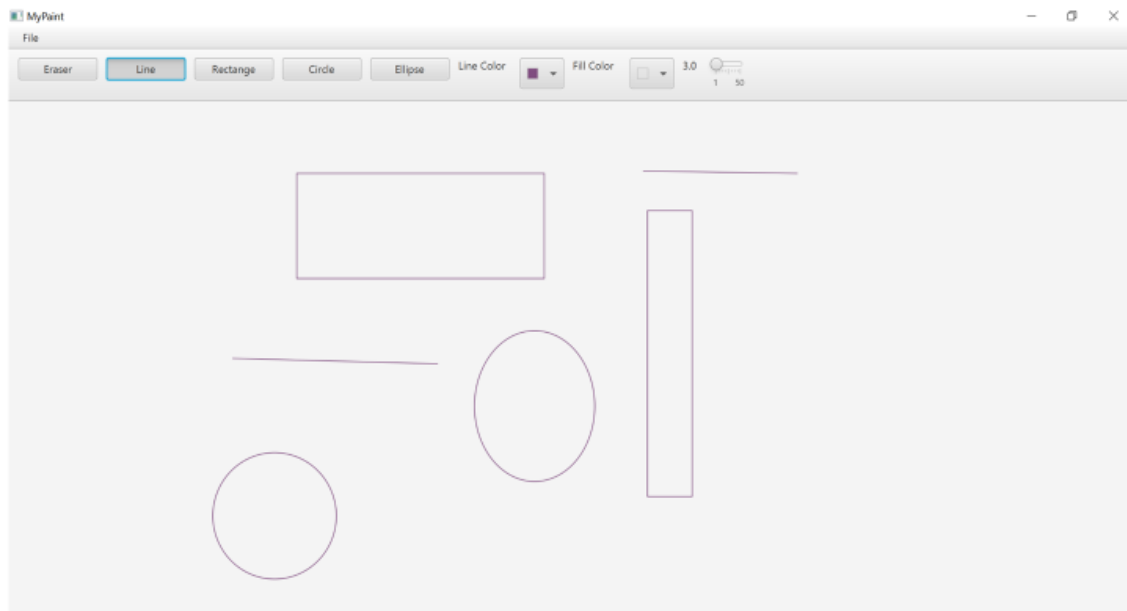
Drawing an Ellipse:



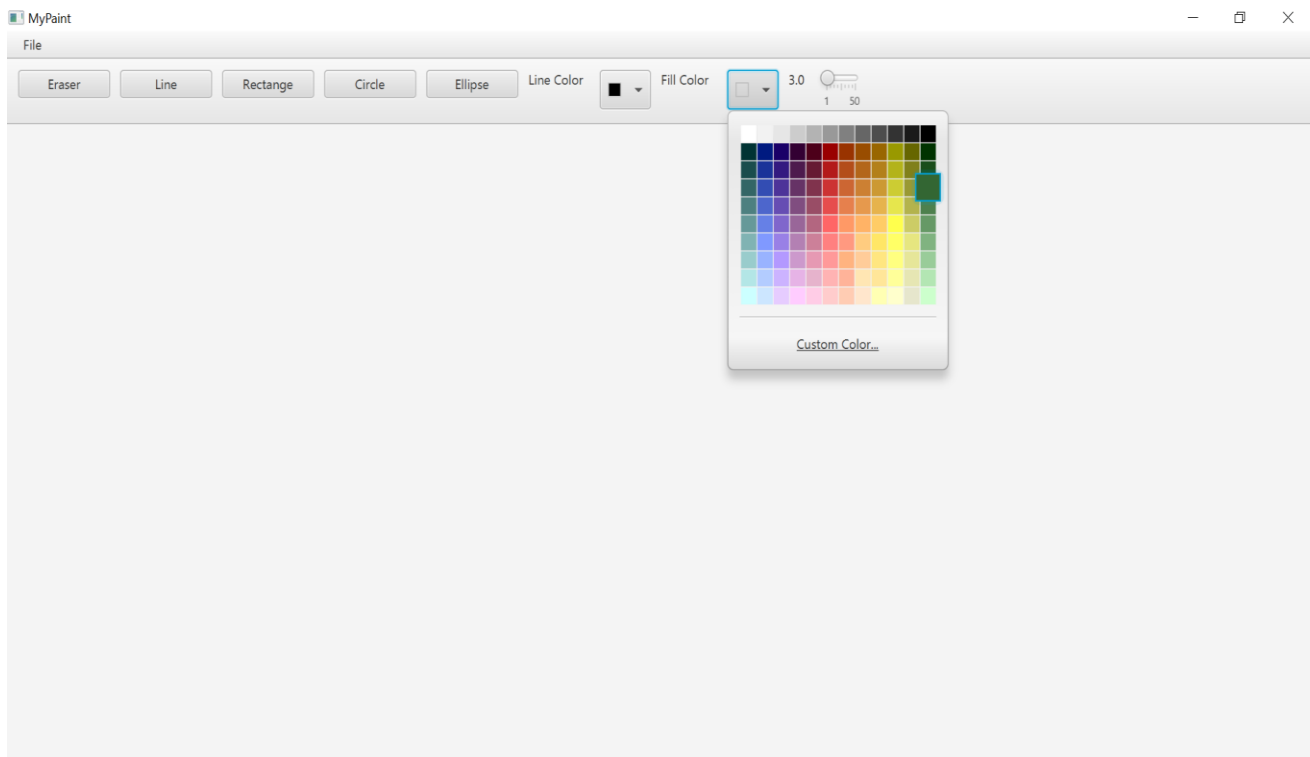
Pick a color to change the Border line of the shape:



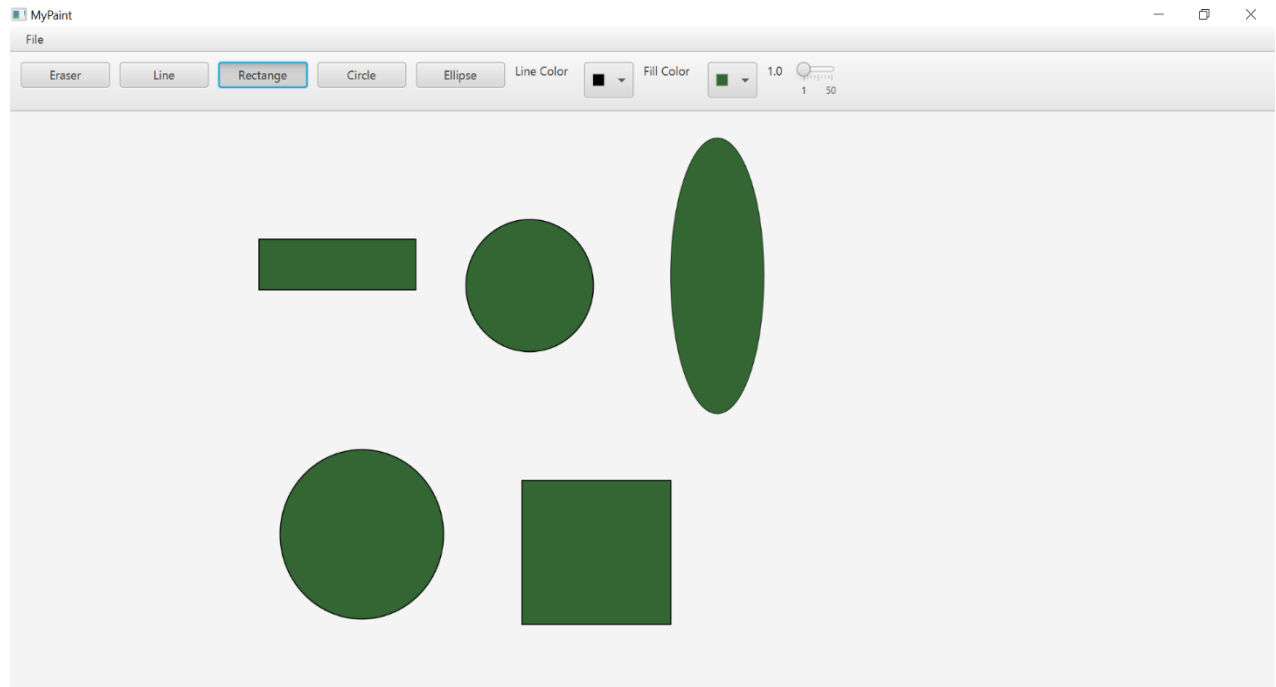
Change the Border line of the shapes:



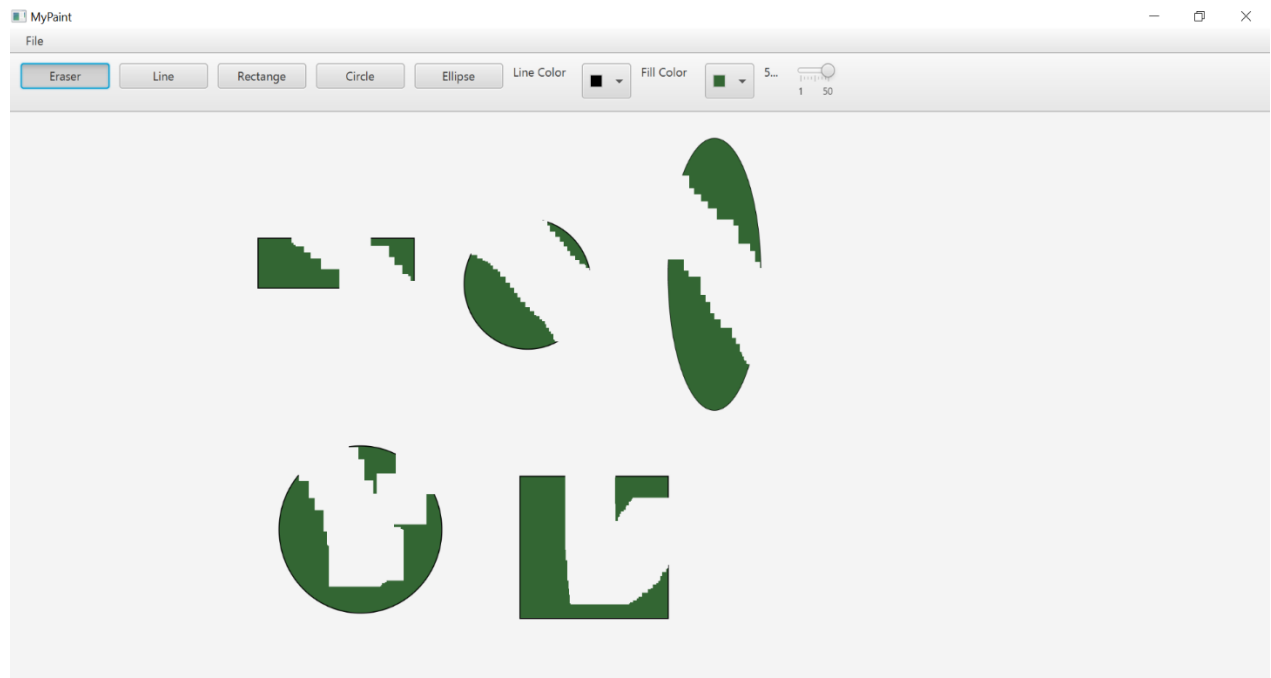
Pick a color to Fill the shapes:



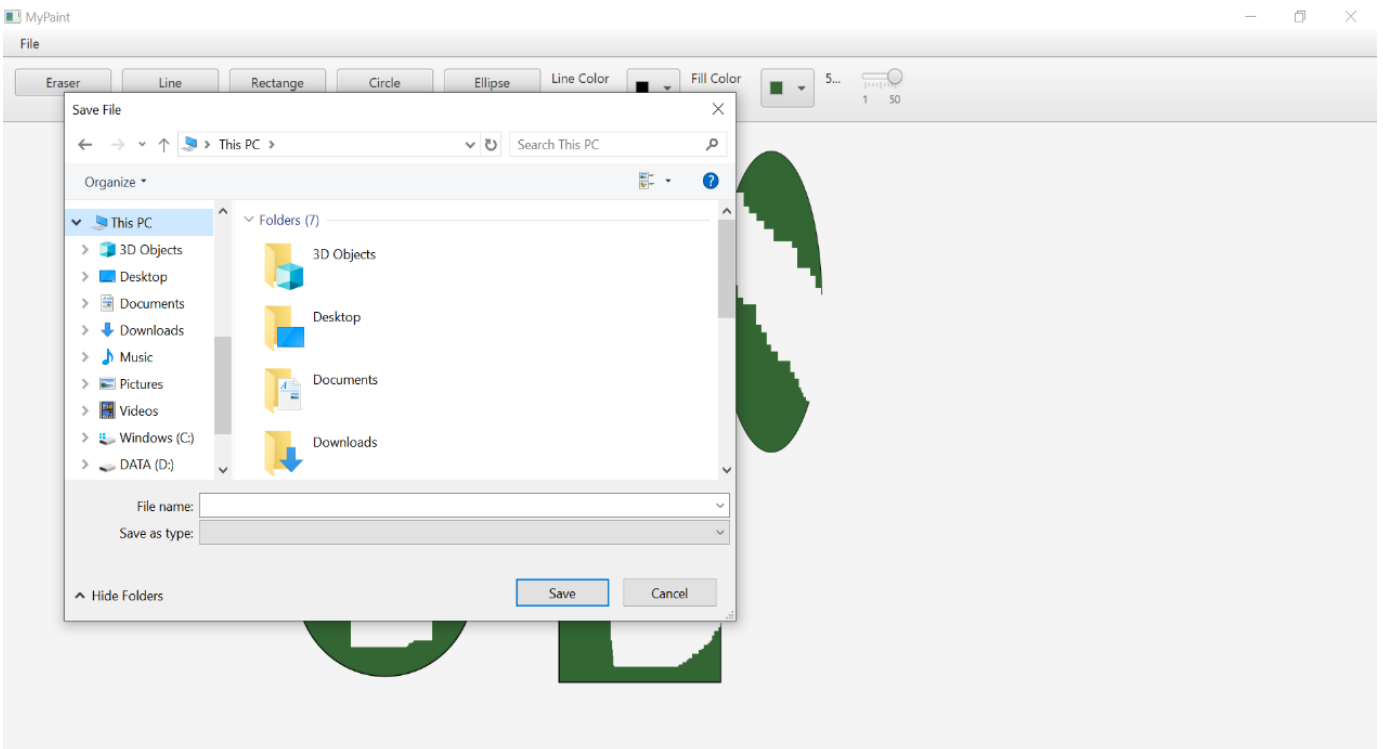
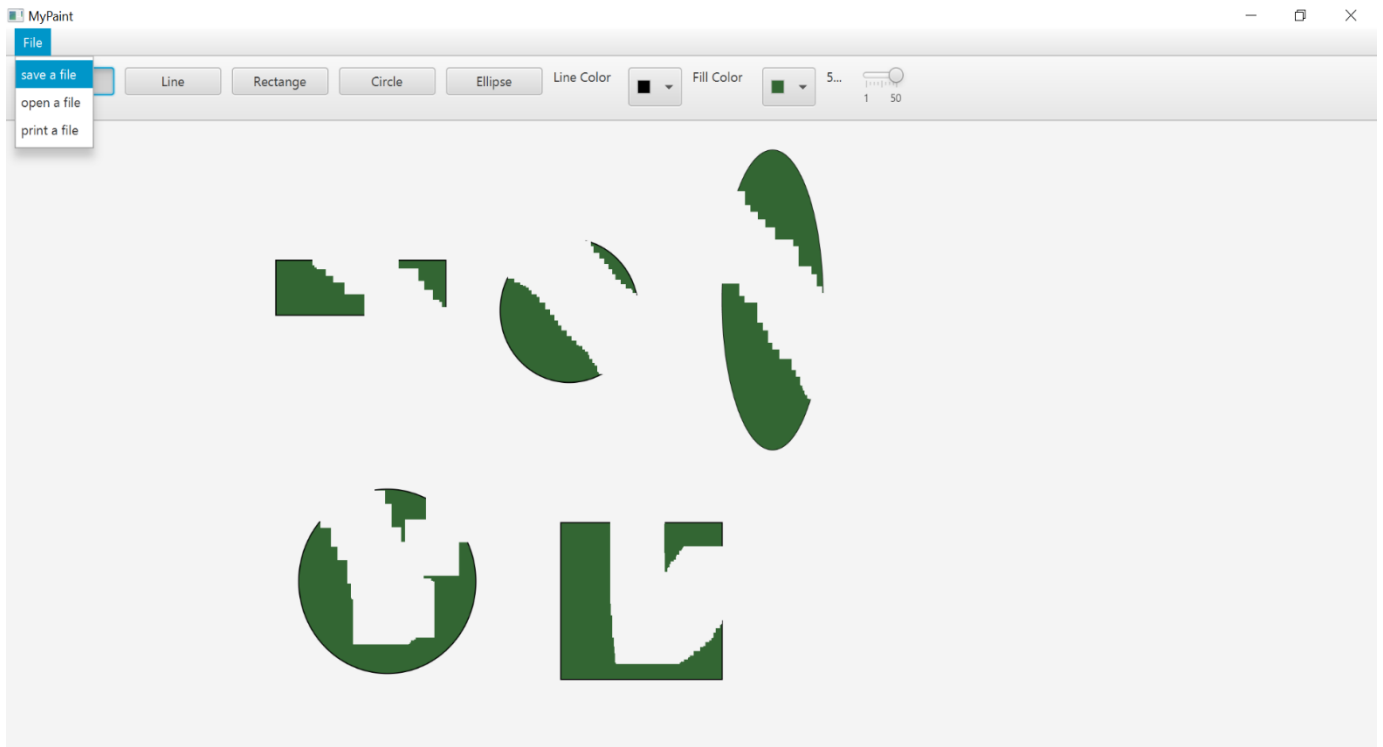
Fill the shapes:



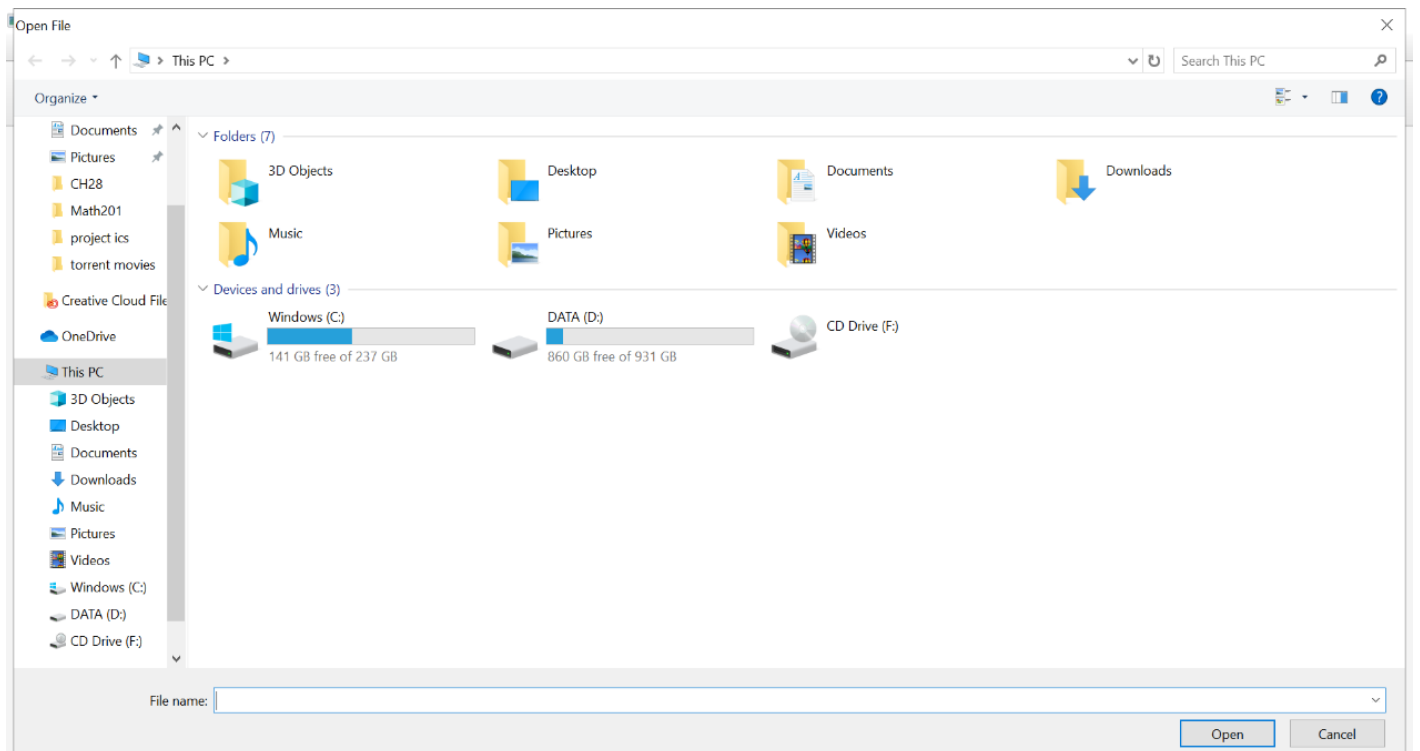
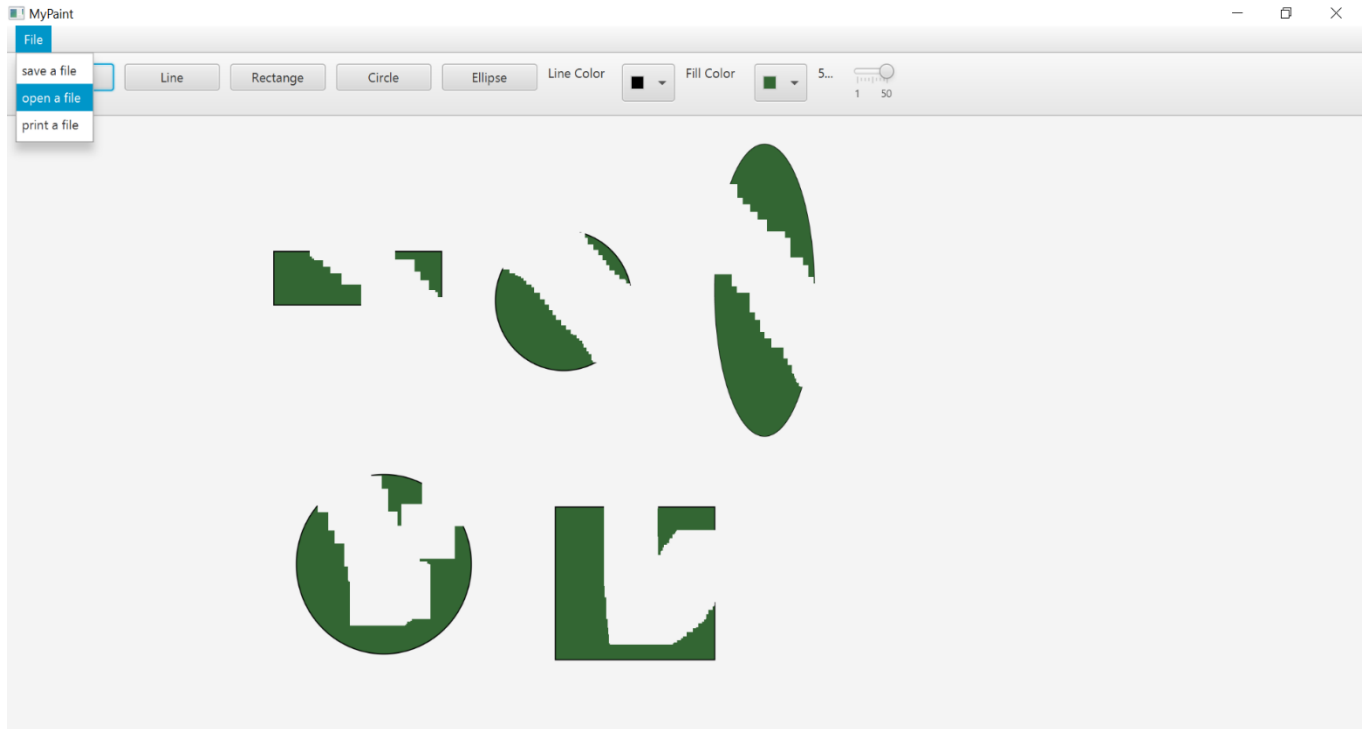
Use the Eraser:



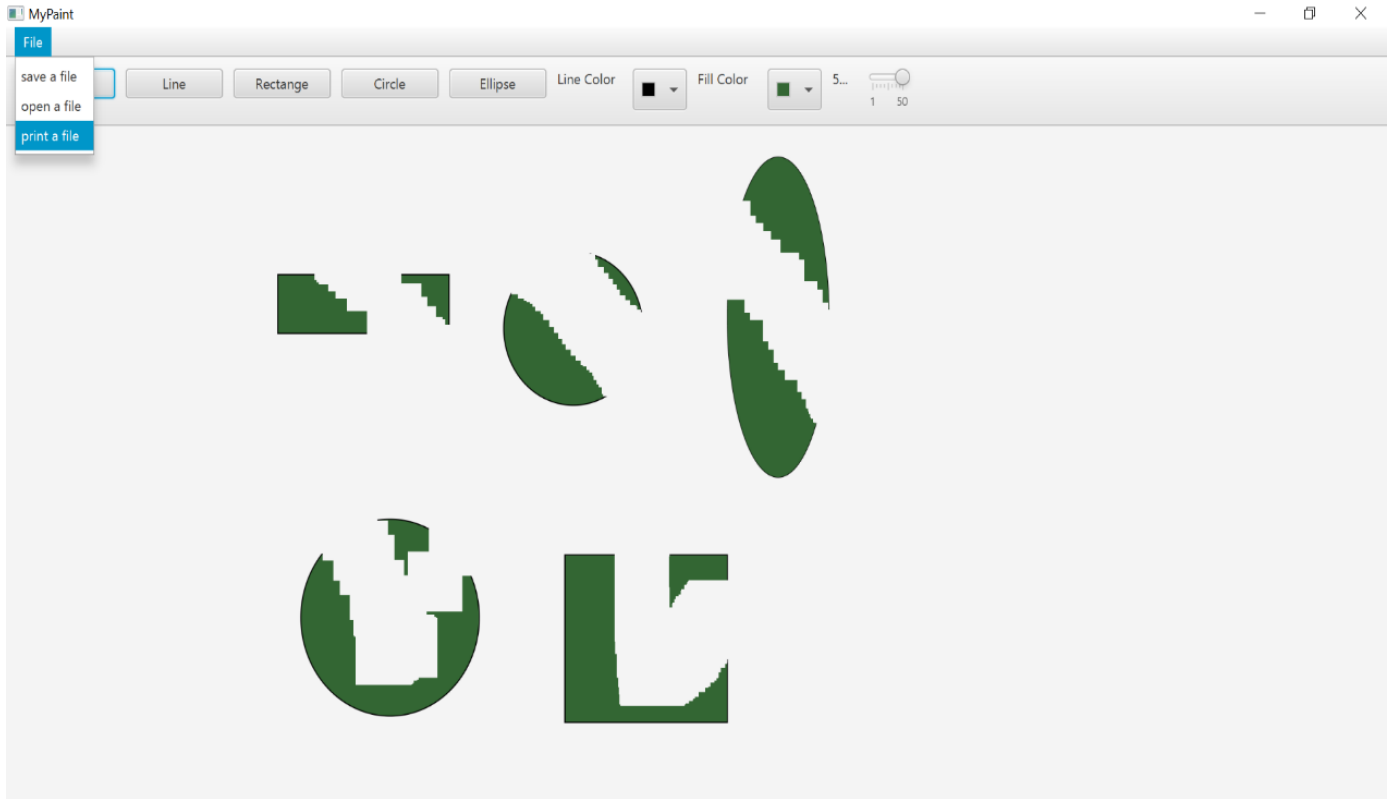
Save the Paint/File:



Open the Paint/File:



Print the Paint/File:



III-Appendices

❖ <https://www.youtube.com/watch?v=0u5aotARyU8>

❖ <https://www.youtube.com/watch?v=vaXuK-RsT6E>

❖ <https://www.programcreek.com/java-api-examples/?api=javafx.scene.paint.Paint>