**Console Drawing Tool**

The console version of the program is developed using Java SE.

There are four files

1. Canvas.java – This class contain all the operations for drawing the canvas
2. Command.java – This interface contains the valid commands of the tool
3. Constant.java – This is used to store the drawing tool constants
4. DrawingTool.java – This class is the main class which is used to run the entire program.

As it is a java console program, compile all the files using command – **javac \*.java** in command prompt.

To execute the program – **java DrawingTool**

The above program is developed with following conditions handled.

* The user will be prompted with error for the following conditions:
* If the user tries to draw the line and rectangle or fill the area before creating the canvas, as the above components are drawn inside the canvas.
* If the user gives coordinate for drawing the line and the co-ordinates do not form an actual vertical or horizontal line,then line will not be drawn.
* If the user gives invalid co-ordinates

Exception for Fill bucket:

Error will not be thrown if the given co-ordinate is a not an empty point and it is actually used by any lines or rectangle, because fill buckets should not be throwing an error for this scenario as it is to fill the character.