Graphics Editor System

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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.

It should support following functionalities

→ Color Box or palette
→ Standard toolbar with options for New, Open, Save, Toolbox and Text Toolbox.
→ One integrated view to users for Toolbar, Color box, menu and graphic screen.
→ It contains the toolbox which contains tools like: Line, Circle, Rectangle, Arc, Text, Draw, Lamp
→ Easy handling of tools for users
→ Ability to group several drawings into one i.e. complex drawing

→ Provision of zoom in and out
→ Different shadings of the tools are provided