**UML Editor Design Description**

**1. Data Design**

* The GUIController class is the structure responsible for handling graphical aspects of the program. An item can be selected by clicking on it. Selected items can be copied or cut. Items within File and Edit call functions from the MainController to carry out instructions. Items within View are handled within the GUIController.
* The MainController class is responsible for accepting user input and issuing commands to the GUIController and Model classes. The MainController issues changes to the structure of Model and updates the GUIController with these changes.
* The Model class handles the underlying data structure of the application. The MainController issues commands to the Model without concern for how those commands are actually implemented.

**2. Architecture Design**

* The GUIController receives all user input. The GUIController sends information to the MainController depending on which button is pressed and the context it is pressed in. The MainController performs operations to modify the Model and GUIController based on the information received.

**3. Interface Design**

* The User Interface is a single window with a menu bar, icons for adding elements to the canvas, and a canvas area.
  + The Menu Bar has three categories: File, Edit, and View
    - File has four operations: New, Open, Save, and Print
    - Edit has five operations: Copy, Paste, Cut, Undo, and Redo
    - View has two operations: Zoom in and Zoom out