**Lab # 11 & 12**

**Case study- Graphics Editor**

***Aim:*** Case study- Graphics Editor

***Theory:***

**Requirement Statement**

It is required to develop a graphics editor software package to create line drawings involving several types of graphics entities. It should support following functionalities:

* It contains the toolbox which contains tools like:

Line, Circle, Rectangle, Arc, Polygon, Parallelogram, Text, Draw, Eraser

* 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.
* Easy handling of tools for users.
* Ability to group several drawing into one i.e. complex drawing.
* Provision of zoom in and zoom out.
* Different shadings of line tool are provided.

**Lab Task:**

1. Class Diagram for Graphics Editor
2. Use Case Diagram for Graphics Editor
3. Sequence Diagram for Creating a file
4. Sequence Diagram for Modifying a file
5. Collaboration diagram for graphics editor
6. Collaboration diagram for graphics editor
7. Component diagram for graphics editor
8. Deployment diagram for graphics editor