

## List of classes and methods

- Classes
  - Paintings
    - They are the 4 paintings in the middle of the screen, if you click the paintings it will slowly show some paintings of different artistic eras.
  - Fun art
    - In this class there are some methods that are to entertain the user in creating some art.
      - First the bottles on the lower left: click on them and the screen will have a splash of color that you have selected
      - Second: if you click the buttons of the left white canvas some random circles will show.
  - Canvas
    - Here there are some methods that will change color and size of the users brush so they may paint what ever they want.

## Methods

- Some important methods are located inside every one of the classes.
  - void paintings() inside the class paintings:
    - if the user clicks on a selected area it will slowly reveal some paintings
  - Void clickValue() in the same class will update whether the mouse was clicked in those areas
  - With the help of several IT we managed to make an array list for the slashes of paint that are located in the class FunArt, in this class it will pick a random location in side the screen and give that location to the image, then it will slowly make that image transparent
  - !!some bugs of this part of the Slashes!!
    - At first the colors are clear distinct, but after a while the merge and make an ugly color
    - If the user clicks too fast the slashes will make the program run low
      - I managed limit how low it will get but after a while it will run at a low fsp



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