Command Design Pattern

- Used to implement all the commands we run on the canvas
  Classes Implementing:
- CopyCmd
- DeleteCmd
- DrawCmd
- MoveCmd
- PasteCmd
- RedoCmd
- UndoCmd
- GroupCmd
- UnGroupCmd

Null Design Pattern

- To handle undefined dependency, **Drawable.java** in Interface folder is implementing this.

Composite Design Pattern
- To make the commands to work same on different groups and handle the case where those groups and the shapes which are not in the group can be considered different.
  Classes Implementing:
  CollectionGrouping.java
  CollectionUnGrouping.java

Static Factory Design Pattern and Strategy Pattern
  Classes Implementing:
  ShapeTypeFactory.java
  Drawable.java

  These two create new objects of the interfaces Drawable.java, ShapeTypeInterface.java, runs with strategy by selecting different algorithm at each time