CAB302 A2

Alexander Brimblecombe

N10009833

Group 471

Contents

[Instructions 3](#_Toc9872219)

[Drawing 3](#_Toc9872220)

[Colours 4](#_Toc9872221)

[Undo 4](#_Toc9872222)

[I/O 4](#_Toc9872223)

[Architecture 4](#_Toc9872224)

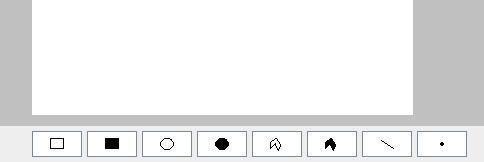
[Agile Methods 4](#_Toc9872225)

[OOP 4](#_Toc9872226)

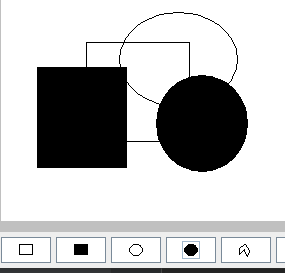
# Instructions

## Drawing

Select drawing commands from the bottom panel. Solid icons denote a filled shaped.



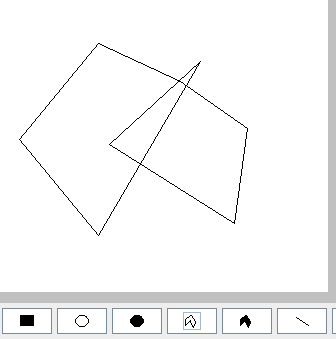
For rectangles, ellipses and lines **left click** to start drawing. **Drag** until the point you desire, then **Release** to commit.



For plots (single point) **left click** the location to immediately commit the instruction.



For polygonuse **left click** to start drawing the shape, add new points by **left clicking**. After at least one point is added **right click** to finish drawing.

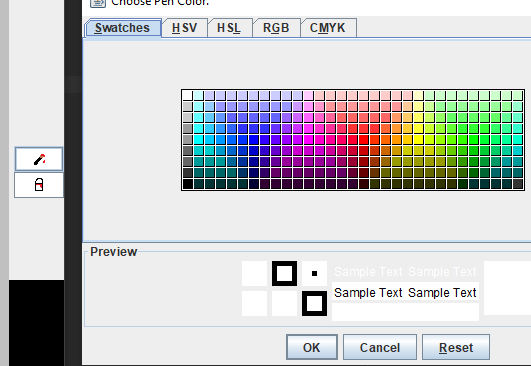


## Colours

To select both **pen** colour and the **fill** colour use the buttons on the right-hand panel. These will open a colour chooser.

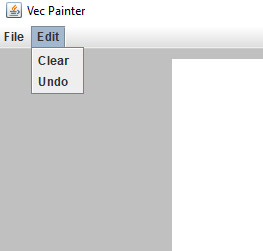
Use the paint brush icon to open a chooser for the **pen** color.

Use the paint bucket icon open a chooser for the **fill** color.

****

## Undo / Clear

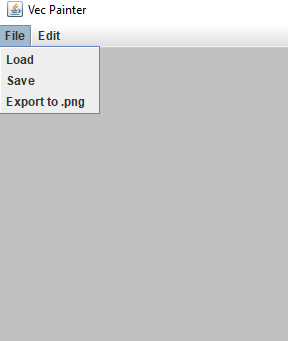
To undo the last command press **ctrl z** on the keyboard or navigate to the **edit** menu on the top panel.



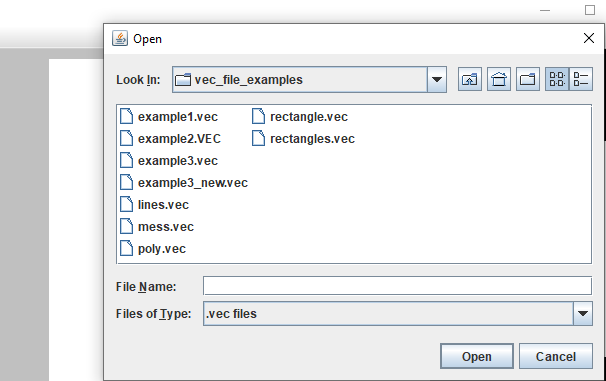
The menu also provides the option to clear the screen. This will remove everything from the canvas.

## I/O

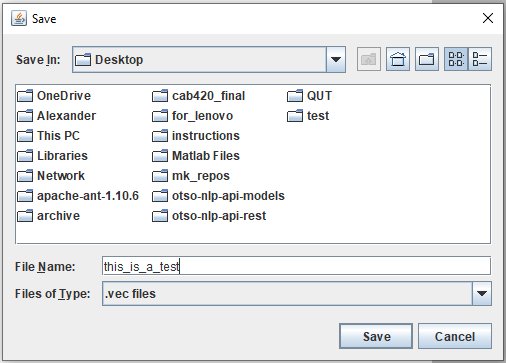
To **load, save** and **export** used the file menu.



**Load** will open the file chooser letting you navigate your system’s file system while showing all files with the .VEC extension.



**Save** will open the file chooser letting you navigate to a directory to save the current state of the canvas in .vec format. The file name can be entered with or without .vec in the name (if without it will be added automatically).



# Architecture

# Agile Methods

# OOP