

Workflow Editor

- Organize editors according to Model View Controller pattern.
 - User can see his workflow history and load them or create a new one.
 - Workflow editor manipulates the data structure of a workflow and updates its view.
 - Needed action on the Workflow's interface: create, remove, add(Node), remove(Node), connect(Node1, Node2), get(Node).
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Form Editor

- Form editor organizes the Node's structure.
- Needed action on the Node's interface: `addField(Field)`, `removeField(Field)`, (something to order the fields).
- Needed action on the Field's interface: `create`, `print`, `getProperties()`, `setProperties(...)`



Editor general notes

- Workflow editor needs to save informations about the drawing's properties of a workflow.
- WFE and FormEditor class save: a reference to the active workflow, nodes position...