**USER INTERFACE DESIGN - FINAL PROJECT**

**PROPOSAL :**

Further implementations on the Drawing Program

**BASIC INFORMATION :**

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COURSE : CS 5551

**DATA FILES :**

ArcShape.java, OvalShape.java, RectangleShape.java, MyMenuBar.java, MyPopUpMenu.java, PolyShape.java, SelectShape.java, MySelectionFrame.java, Shape.java,CoordinateSystem.java,Zoom.java

**FUNCTIONALITIES:**

* User can draw various shapes like rectangle, oval, arc or polygon/poly lines by selecting options from the menu bar or suitable icons from the tool bar.
* The shapes may be filled or unfilled depending upon choice from the user.
* The user can select the basic red, green or blue colors or use a color palette to decide on the color of the objects. The color options are present in the menu bar and the tool bar.
* The user can clear the graphics on the drawing area at any moment of using the application using the appropriate button.
* The user can open an existing file, save a file using the options provided.
* The mouse tracking capability shows the present position of the mouse.
* When the window is closed, the number of objects drawn is displayed.
* The last drawn object can be dragged to a different position using the hand button.
* The drawing area can be zoomed in and zoomed out by a factor of 25 depending on user's input.

**BUGS:**

When drawing arcs, the rest of the sphere is also appearing. If another object is placed on it, then the arc shows. The zoom feature is to be incorporated in the drawing window.

**IMPROVEMENTS:**

Removing the bug stated above. Adding more Graphic 2D objects and adding the text features.

**COMMENTS:**

We enjoyed learning different aspects of Java Swing and found lot of interesting stuff can be generated using different commands. We are also confident that we can make an application from scratch using Swing features.