This is a simple paint program. Like Photoshop, this program uses layers and allows user to load images and draw over it.

FinalProject2.java contains the main function. Once the program is running, it is self-explanatory:

- File Menu
    - Create New Canvas (default canvas is 1400*800)
        - Enter width&height to set size for the selected layer
    - Load image
        - Onto selected layer
    - Save image
    - Exit program
- Tool bar:
    - **Pen tool**
        - use left mouse button to draw over the canvas. Can use the right property panel to adjust pen size, power(opacity) is not working
    - **Eraser tool**
        - use left mouse button to erase (to paint with background color (default color is white))
    - **Paint bucket**
        - Click on part of the image, it will flood fill area with the same color with front color
        - If a region is selected, it will only paint the selected region
    - **Selection tool**
        - use left mouse button to drag and select a rectangular region
    - **Move tool**
        - Use left mouse button to move current layer
    - **Crop tool**
        - Drag lower right corner to resize current layer
    - **Shape tool**
        - once selected, choose the shape you would like to draw on the right property panel
        - **Straight line**
            - Click and drag with left mouse button to draw a straight line
        - **Oval**
            - Click and drag with left mouse button to draw an oval
        - **Rectangle**
            - Click and drag with left mouse button to draw a rectangle
        - **Fill**
            - When selected, the shape you draw will be filled
    - **Front & background color**

- Select color of your choice with left mouse button

- Layer Panel
  - Click on the eye icon to change visibility of layers
  - Click on layer to select the layer you would like to draw on
    - *** indicates current layer

Known Bug:

- Save image only returns the largest layer
- Select and clear stopped working after fill bucket is used