#2 - Christopher - “As a user, I can have my rendered shapes persist between uses of the program so that I do not have to recreate them each time the program loads”

1. Description:

The 2d graphics modeler program will have the ability to read in shapes from a file known as shapes.txt and render them.

It will be able to read/traverse shapes.txt and accurately gather the data needed to accurately render it. This is done whenever the program loads.

The 2d graphics program will save currently rendered shapes into shapes.txt before closing

1. Tasks:  
   For developers, inspect files shapes.txt and shape\_input\_file\_specs.txt to see the format of how files will be stored.   
     
   Then, create a logical way of traversing through each shape in this file and pass it to the proper Shape type Class using this data (one of the derived classes, figure out which one based on what Shape type/shape id is in the file). Then, call the draw() member function to render it.
2. Tests:  
     
   The modeler properly saves all shapes being rendered  
   The modeler properly renders all shapes accurately in shapes.txt (this involves ensuring our parser logic for shapes.txt is correct)
3. Assignee:  
   Christopher
4. Estimation: 40
5. Priority: 8

Done: