File Loader

1. **Description of how the file loader works**

The application will get the path of the file the user wants to load as an argument. If no argument is provided or the given path is invalid, it will produce an error dialog.

Initially we will try to read every line of the file and produce myFileEntry objects for each one. We will keep the valid ones and pass them on to a myEntriesParser object. This will go through all the entries and will populate a context object which will keep all of the information needed to create the described element. If we find an error at any point we will return that.

Once the entries parser has finished reading through the entries and created the context, we will pass that to a myElementFactory which will be responsible for understanding that context and creating the element we asked for. All the different kinds of elements will be implementations of a myElement interface. Since this loader can only handle Bezier curves, it will only create a myBezierCurve object with all its needed information.

Once we have created our Bezier curve, we can draw it on a myDrawing object and then add that drawing to a myPrinter object. The printer then will be responsible to do the actual rendering of the object.

1. **How to run**

You can build the FileLoader.sln as Debug x32.

Once you build FileLoader, you can run the application with the argument of the path of the file you want to load, like so:

>FileLoader/Debug/FileLoader.exe <absolute path of the file>