

# Graph Editor User Guide

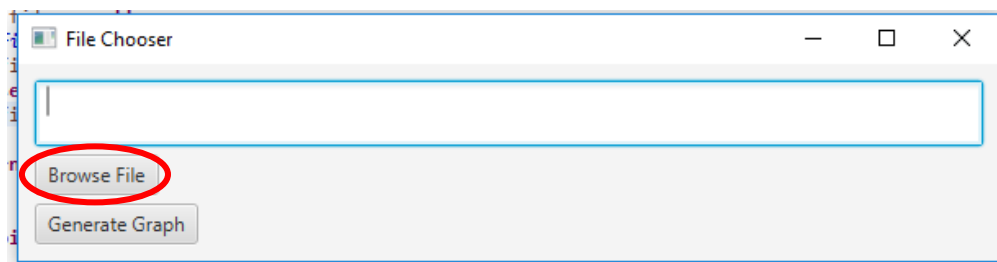
## Introduction

This graph editor works as the following:

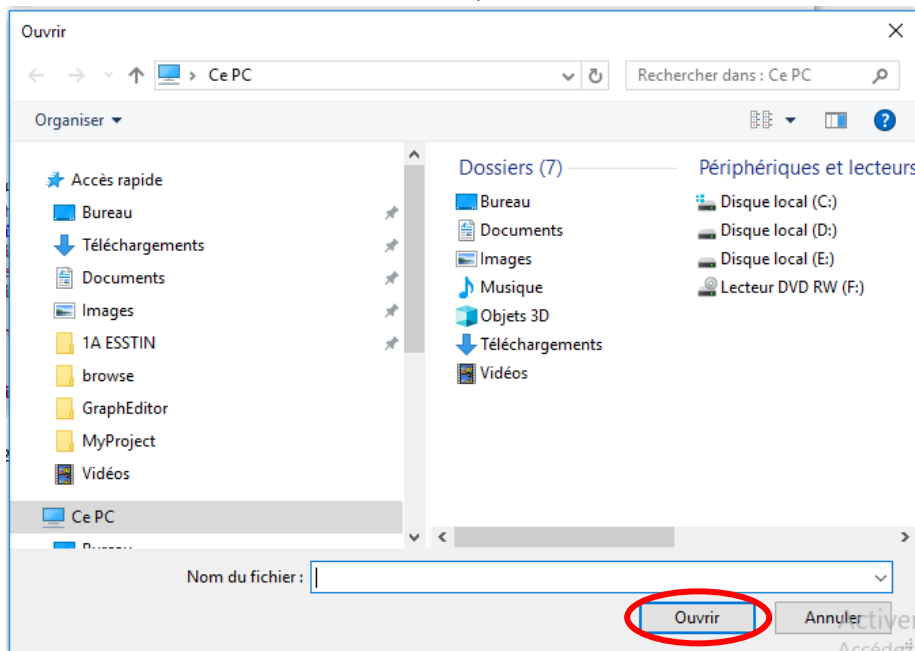
When the app is launched, a JavaFX GUI appears and the user can browse his XML file (written in GraphML) from desktop. Then the program retrieves the XML file, reads it and convert it to a graph that appears on the GUI (the nodes will be in random positions). The user can move the nodes as he wants and then save the graph as a png image.

## Steps

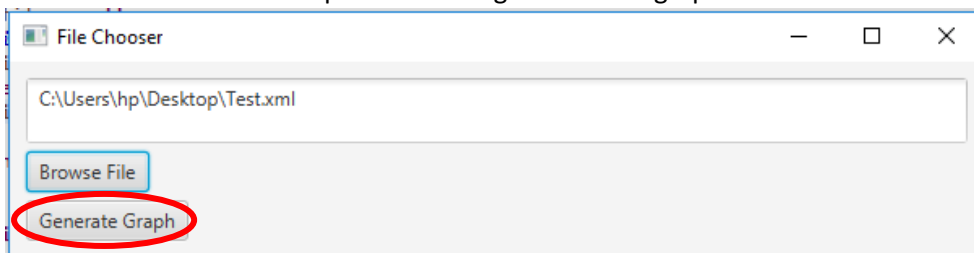
- 1- Click on the “Browse File” button to browse the XML file.



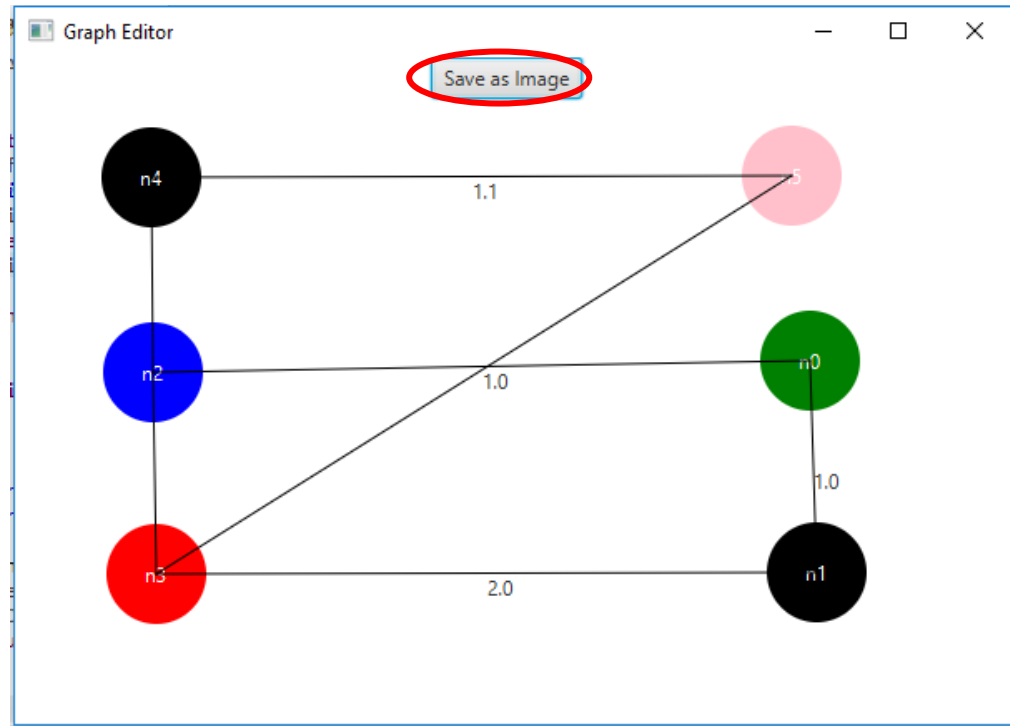
- 2- Choose the XML file and click on the “Open” button.



- 3- Click on the “Generate Graph” button to generate the graph.



- 4- The graph is generated. You can move the nodes around and choose their positions, then click on the “Save Image” button to save the image.



- 5- Choose a name and a position for the image and click on the “Save” button.

