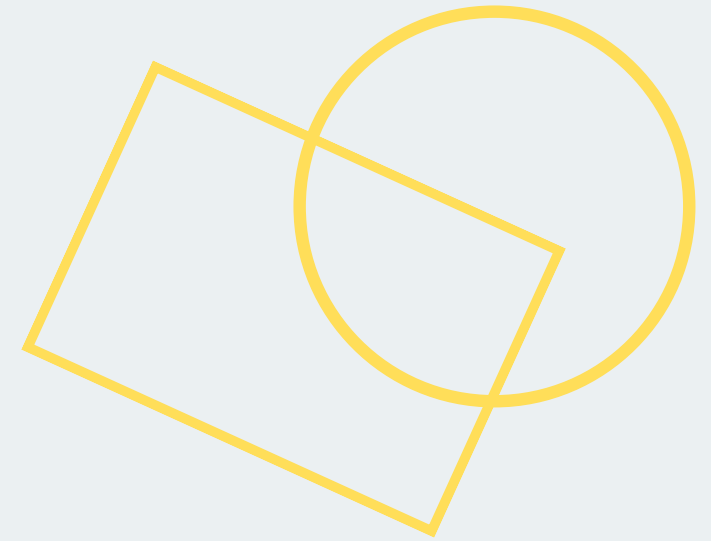# Geometric Drawing Program

SOFTWARE ENGENEER

A cura di Campagnano Vincenzo

Corcione Marta

D'Onofrio Francesco

Franco Paolo

DESCRIPTION

We have to develop a simple Java application that allows the user to draw and color geometric shapes using simple tools.

VIEW OF THE APPLICATION

THE APPLICATION IS COMPOSED BY A CENTRAL EMPTY SHEET AND ON THE LEFT A LIST OF AVAILABLE SHAPES WHILE ON THE RIGHT A LIST OF THE INSERTED SHAPES.

ARCHITECTURE OF THE PROGRAM

WE ARE USING MVC ARCHITECTURAL PATTERN TO SEPARATE AND ORGANIZE THE CLASSES.

MODEL

VIEW

CONTROL

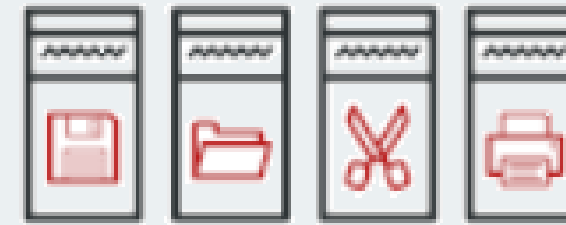Contains some classes related to geometric shapes and its classifications

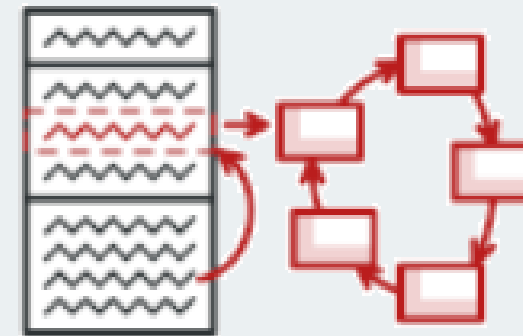This section consists of an FXML file configured by SceneBuilder.

This section provides visual results to the view section.
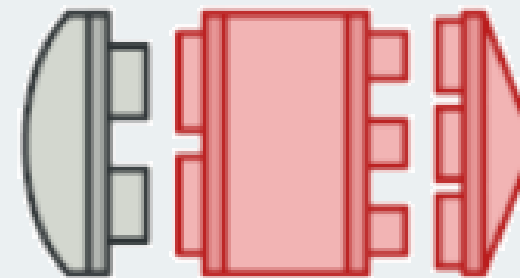
DESIGN PATTERN USED

IN ADDITION TO THE MVC PATTERN, WE HAVE USED THESE DESIGN PATTERN:
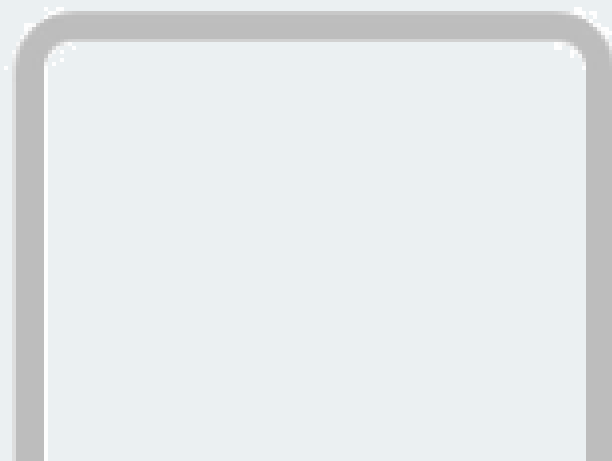
Command

State

Adapter

DEFINITION OF DONE

Done means that every task under the User Story has been completed and tested and any work created is attached to the User Story so the Product Owner can review it and make sure it meets his or her expectations.

UML DIAGRAM