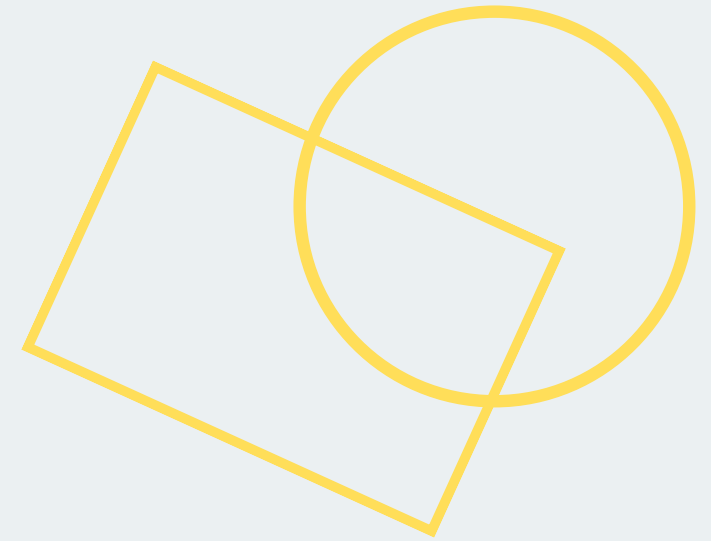




Geometric Drawing Program

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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.

Save	Load	
<div> <div>Available shapes</div> <div> <div>Line segment</div> <div>Rectangle</div> <div>Ellipse</div> </div> <div> <div>Border color</div> <div>Internal color</div> </div> </div>		<div> <div>Inserted shape</div> <div> <div>Rectangle</div> <div>Ellipse</div> <div>Line segment</div> </div> </div>	

ARCHITECTURE OF THE PROGRAM

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

MODEL

Contains some classes related to geometric shapes and its classifications

VIEW

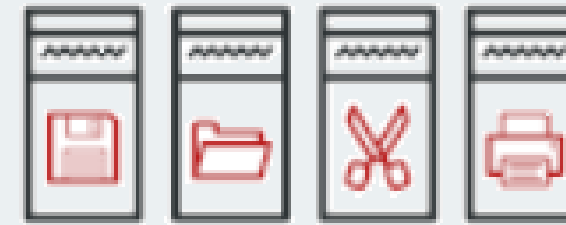
This section consists of an FXML file configured by SceneBuilder.

CONTROL

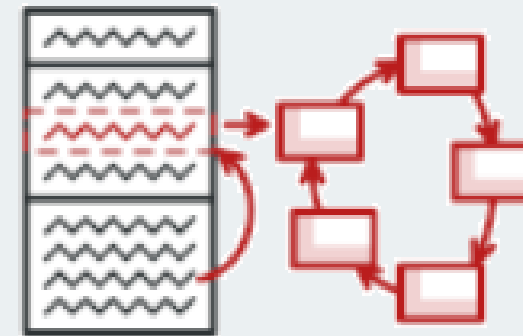
This section provides visual results to the view section.

DESIGN PATTERN USED

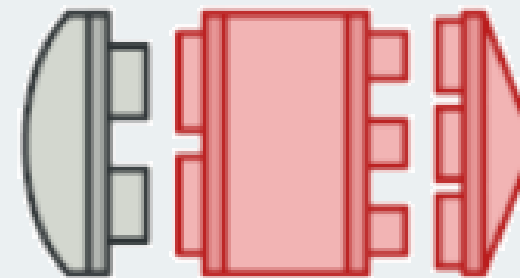
IN ADDITION TO THE MVC
PATTERN, WE HAVE USED
THESE DESIGN PATTERN:



Command



State



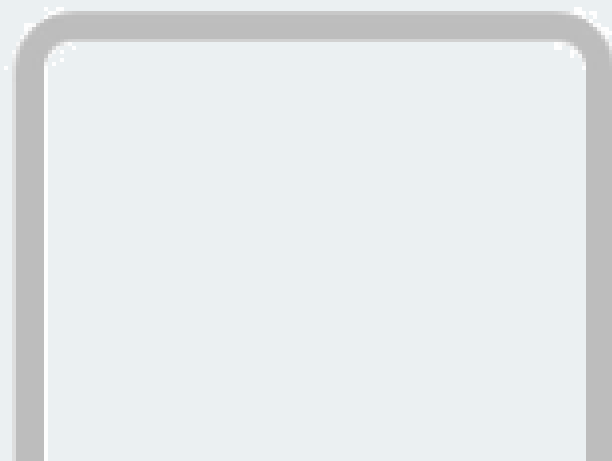
Adapter



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

