

Graphics Editor

→ Sheet

- Should add a new sheet and given it a name which can be edited and display details such as last modification etc.
- Should perform operations such as copy sheets, paste, add group, ~~etc~~ and delete the sheet

→ Document

- Create new document which consists of sheets
- Perform operations such as delete document, save and print
- display details such as last modification and no. of sheets.

→ Graphics Editor

- It should contain all documents which have been created and saved previously / Display
- New documents can be created or any of the displayed documents can be opened

→ Group

- allows data to be added into the sheet as a collection in the form of a group
- many objects can be added in one group

→ Object

- contains one, two and three dimensional objects
- Perform functions such as zoom-in and zoom-out
- Should add colour to objects
- Create objects and add them to the sheet and modify/edit it.