WebSketch

Created as a CMU 15-112 term project. WebSketch allows a user to lay out a website via a Photoshop-like software, including rectangles, text, and images, and export it to HTML and CSS. Features include moving up and down layers, resizing, and basic relative positioning of objects. You can also save your canvas and import it at any time.

Getting Started

This project utilizes Python 3. In addition to Python 3, you will need the following modules installed:

- Pillow
- TKinter (preferably 8.6)
- _pickle
- requests

TKinter and _pickle should come native with Python 3, so you may need to install Pillow and requests via the following commands in terminal:

```
python3 —m pip install pillow
python3 —m pip install requests
```

Once this is set up, you can clone the repository into a directory of your choice via

```
git clone git@github.com:harvzheng/15112_term_project.git
```

To run, `cd` into the `15112_term_project` and execute the following line in a terminal:

```
python3 main.py
```

Shortcuts for the Editor

- Cursor tool: c
- Rectangle tool: r
- Text tool: t
- Image tool: i
- Undo: shift + z
- Redo: shift + y
- Selecting multiple objects: press 's' to toggle shift, and click on objects *with cursor tool*
- Deselect all objects: esc
- Help mode: h