Graphics Editor System

The graphical editor provides an interface with which programmer implements the said editor for a given underlying models. Such an instance of the graphical editor allows a user to drag objects from a specified model into a working graphical diagram.

It supports following functions

- color box or pallette.
- Contains toolbox with tools like :- line, circle, rectangle, draw, erase.
- Easy handling of tools for users
- zoom in and zoom out feature
- different shading of line tools are provided.