# Paint for Kids
## User Manual

This short user manual is intended to explain:

- how to properly "set up" the program
- the job of the tool bar items

## I) Before you use the program:

➢ Make sure you have copied the folder named "PaintFiles" into your "C:\" directory. This is the folder that includes **this** User Manual.

This step is crucial for the Help and Info buttons to function properly. Normally, the user would not be asked to do this step, as it is the responsibility of the installation package, but, since we have not made an installation package, you are kindly required to do it yourself.

## II) Running the program:

➢ After you do step I), you are ready to run the program. Upon running it, you will be in Draw Mode. You will see a Tool Bar, a clear Drawing Area, and an empty Status Bar. See the coming pages for information on how to use the program functionalities.

# First: Draw Mode

Upon running the program, you will see a Tool Bar, a clear Drawing Area, and an empty Status Bar.

The Draw Mode Tool Bar looks like this:
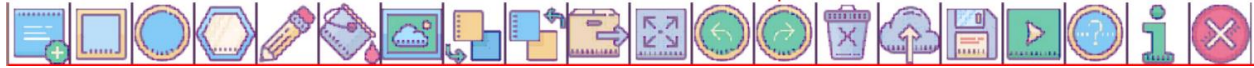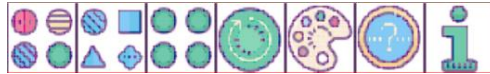
From left to right, the buttons are:

1. **New Sketch:** Creates a new empty sketch. If a sketch is already drawn, the user is prompted to save it.
2. **Square**
3. **Ellipse**
4. **Hexagon**
5. **Pen Color**: Opens a palette of 16 colors from which the user can choose.
6. **Fill Color**: Opens a palette of 16 colors from which the user can choose.
7. **Background Color**: Opens a palette of 16 colors from which the user can choose.
8. **Send to Back**: Sends one or more figures to back. In case multiple figures are selected, all of them are sent to back, preserving their *relative* order.
9. **Bring to front**: Brings one or more figures to front. In case multiple figures are selected, all of them are brought to front, preserving their *relative* order.
10. **Move by Dragging**: After clicking this button, you can select a figure and start dragging it.
11. **Resize**: Opens four buttons, each with a different resize factor (1/4, ½, 2, and 4).
12. **Undo**
13. **Redo**
14. **Delete**: Deletes selected figures from sketch.
15. **Load**: Prompts the user to enter a file name in the same directory to load.
16. **Save**: Prompts the user to enter a file name in which to save the sketch. Sketches are saved in the same directory.
17. **Switch to Play Mode**: You need at least one figure in the sketch to go into Play Mode.
18. **Help:** Opens a User Manual.
19. **Info**: Opens a text file with information about the program (version, institution, developers, etc.).
20. **Exit**: If the sketch is not saved, the user is prompted to save it before the window is closed.

## Notes:

- When you Save or Load, do not worry about adding the ".txt" file extension at the end of the file name. The program automatically adds it.
- No figures are allowed to extend beyond the Drawing Area. Any operation that attempts to draw outside the borders will be aborted.

# Second: Play Mode

The Play Mode Tool Bar looks like this: 

From left to right, the buttons are:

1. **Shape Game**: Play a game based on figure shape. Asks the user to click on figures of a certain shape. When a correct shape is clicked, it is hidden from the Drawing Area. After every click on a figure, the number of correct picks and incorrect picks is changed and shown on the status bar. Once the user has picked all figures of the required shape, a message is shown with the total score.
2. **Fill Game**: Play a game based on figure fill color. Asks the user to click on figures of a certain fill (or no fill). When a correct-filled figure is clicked, it is hidden from the Drawing Area. After every click on a figure, the number of correct picks and incorrect picks is changed and shown on the status bar. Once the user has picked all figures of the required fill, a message is shown with the total score.
3. **Fill & Shape Game**: Play a game based on both figure shape and fill. Asks the user to click on figures of a certain shape and fill (or no fill). When a correct figure is clicked, it is hidden from the Drawing Area. After every click on a figure, the number of correct picks and incorrect picks is changed and shown on the status bar. Once the user has picked all figures of the required shape and fill, a message is shown with the total score.
4. **Restart**: In the middle of any of the above three games, this button can restart by showing all hidden figures. After clicking this button, the user can choose any of the three games to play.
5. **Switch to Draw Mode**: Switches to Draw Mode, discarding all changes made in Play Mode
6. **Help:** Opens a User Manual.
7. **Info**: Opens a text file with information about the program (version, institution, developers, etc.).

## <u>Notes:</u>

- You cannot start a game while you are playing another. You must either finish the current game or restart.

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