7. Graphics Editor

Problem Statement

The graphics editor provides an application programmer's Interface that enables a programmer to develop their own graphical model editor for a specific type of model. This API in turn, relies on extending the Framework to provide an editor functions and the programmer can create a graphical editor and pallete of shapes in order to modify an model. Such instance of graphical editor allows a user to drag objects from a specified model into working graphical editor

Software requirement specification

- The graphical editor Consists of a graphical document editor which can be used to create new document, delete document, update or view the document

- It consists of many documents, where each document can be saved, opened, printed or create a new one.

- A document is made up of many Sheets which can have graphics included in them.

- Sheets have multiple no. of drawing objects, which can be created, grouped or formatted.

- The user can also add and remove Connections b/w these objects as needed using the palette supplied thus modifying the underlying model.

- Each sheet contains drawing objects, including tent, objects and groups

- A geometrical objet includes circle, ellipse, rectangles, lines etc which are identified by their respective domains