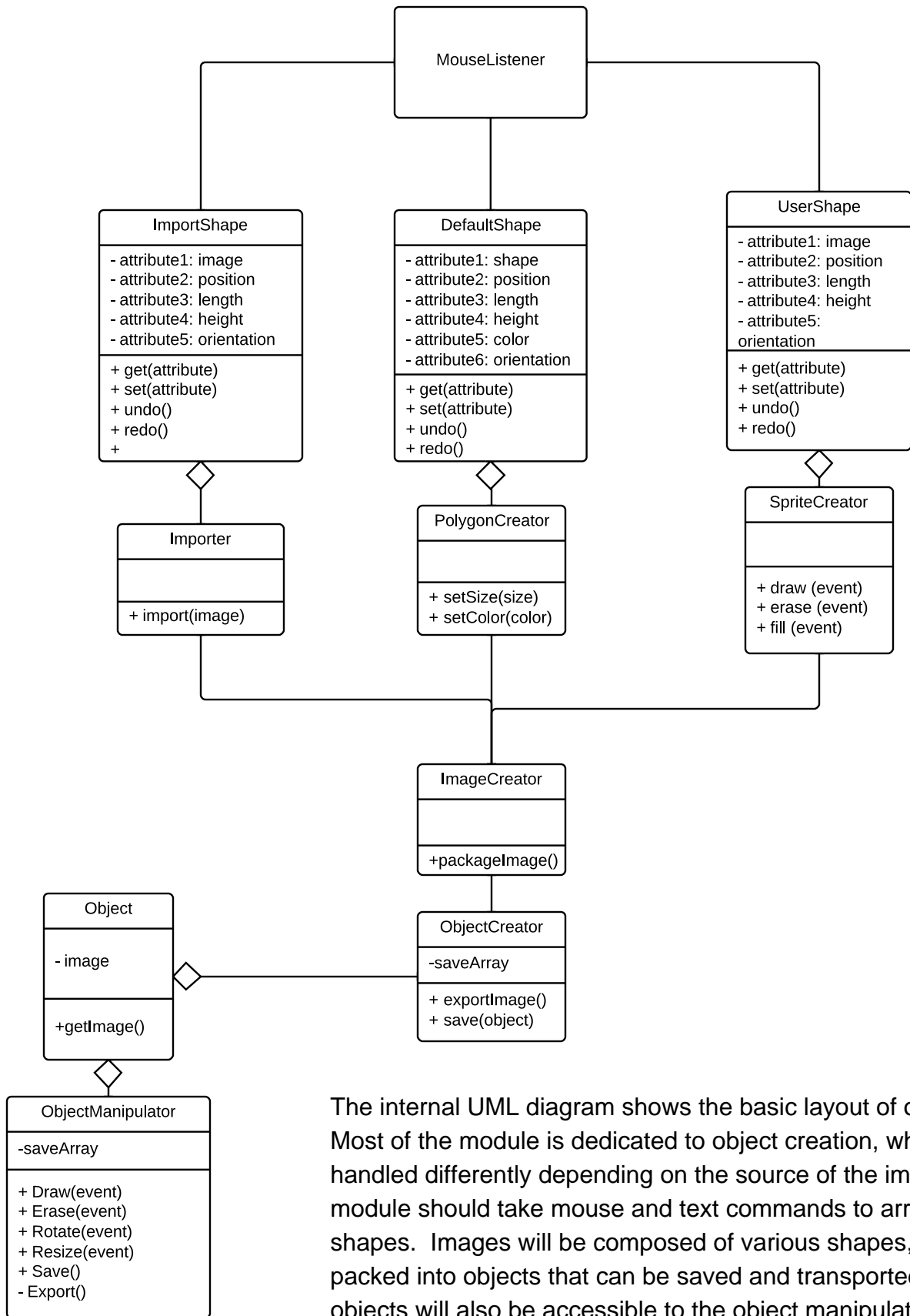


Internal UML diagram



The internal UML diagram shows the basic layout of our module. Most of the module is dedicated to object creation, which will be handled differently depending on the source of the image. The module should take mouse and text commands to arrange various shapes. Images will be composed of various shapes, which will be packed into objects that can be saved and transported. These objects will also be accessible to the object manipulator, which will handle changes to existing objects.