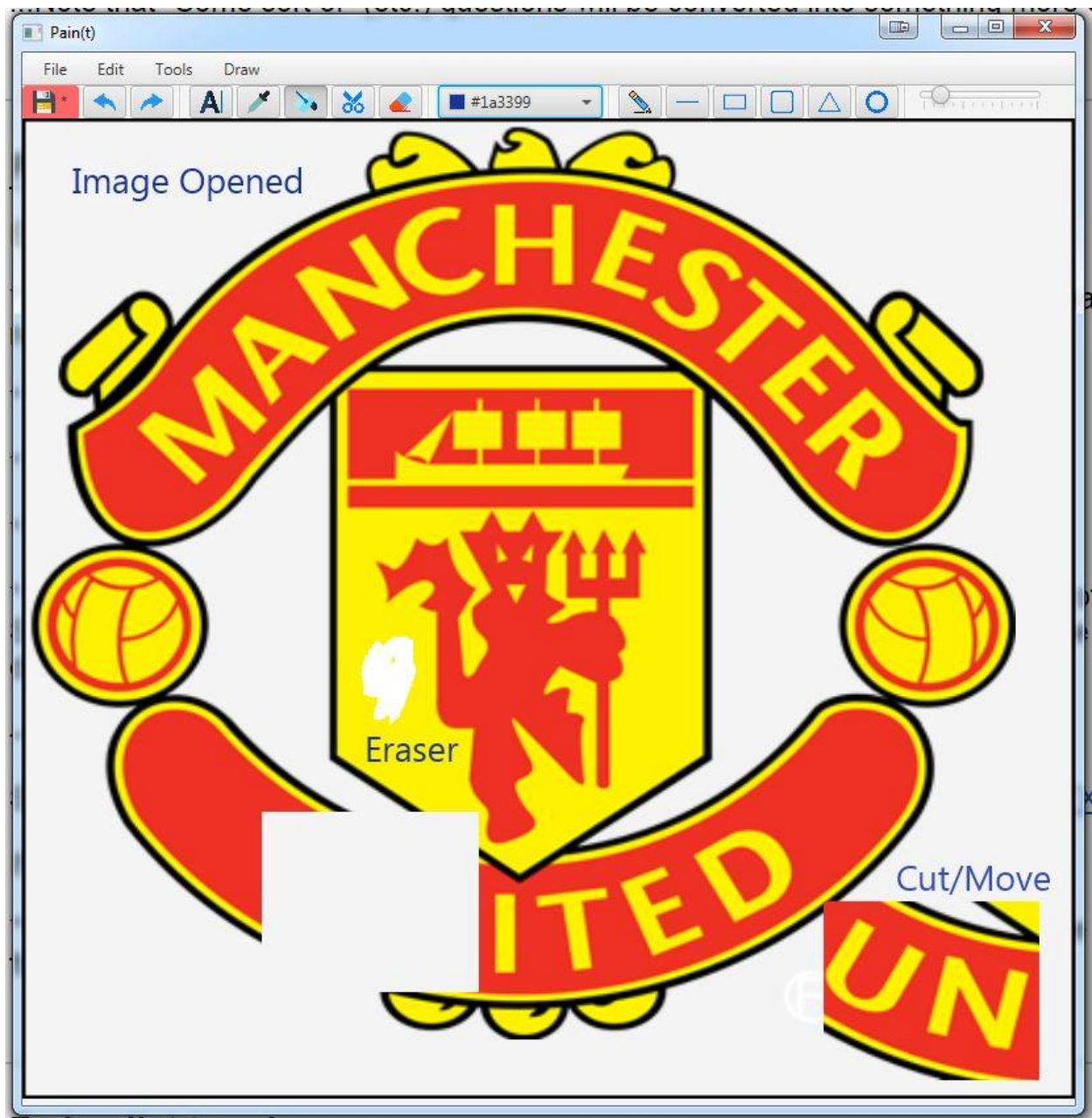
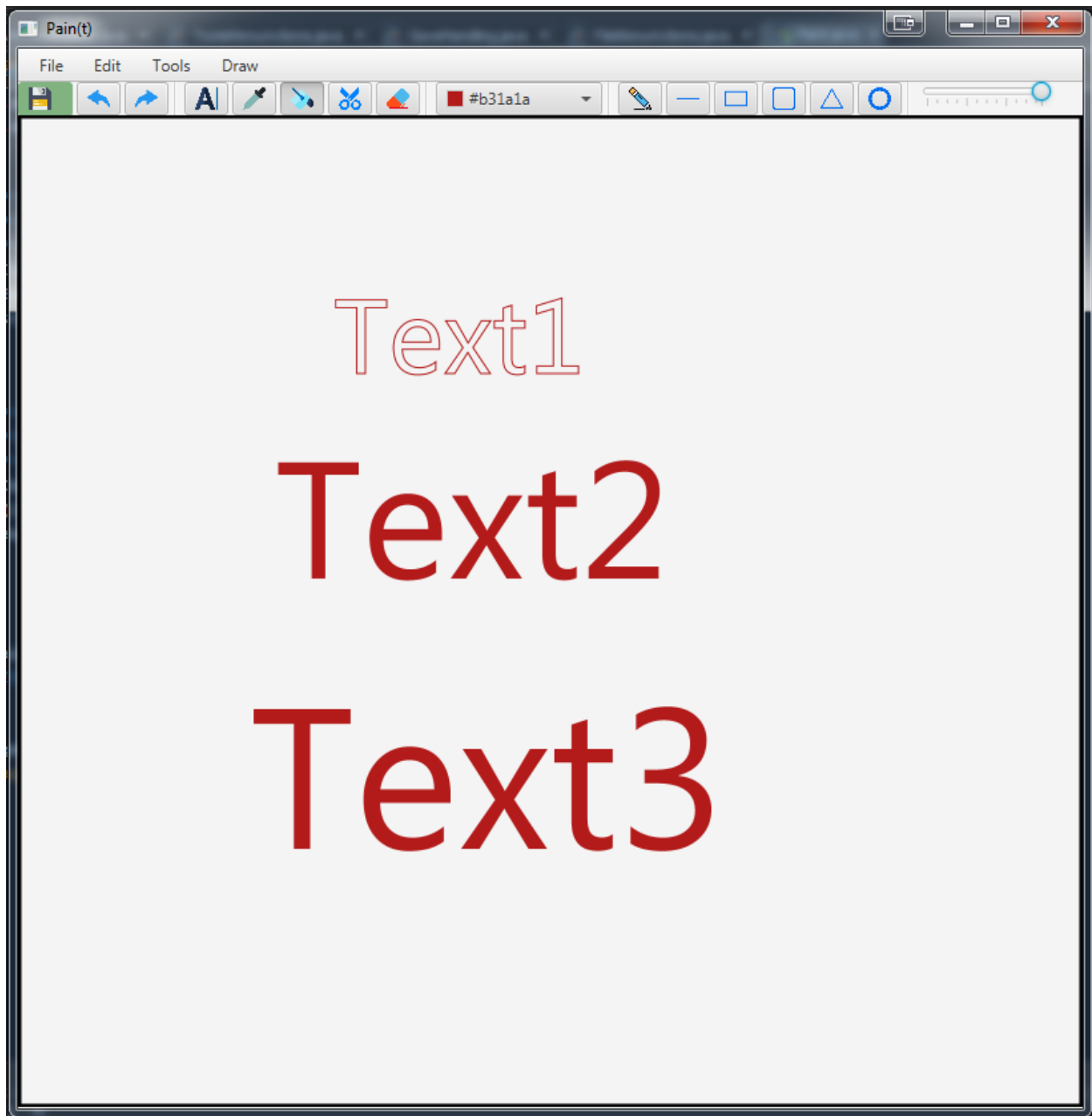


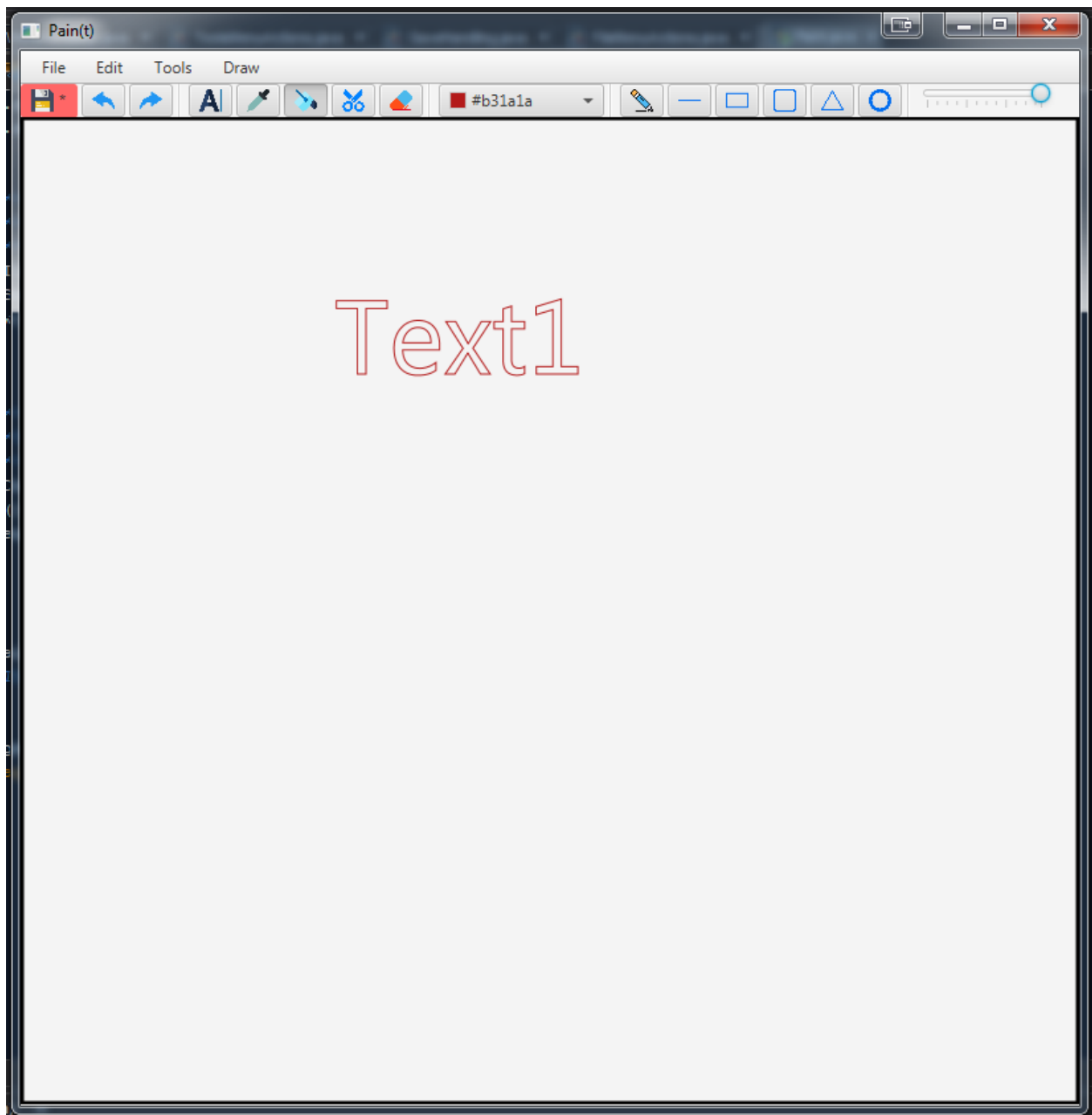
This demonstrates all of the shapes that the user can add to the canvas. Furthermore, it shows that I can add text, fill/not fill shapes, change the colors, change the size of text. I can even change the size of text, color of text, and fill/no fill of the text dynamically before placing it down.



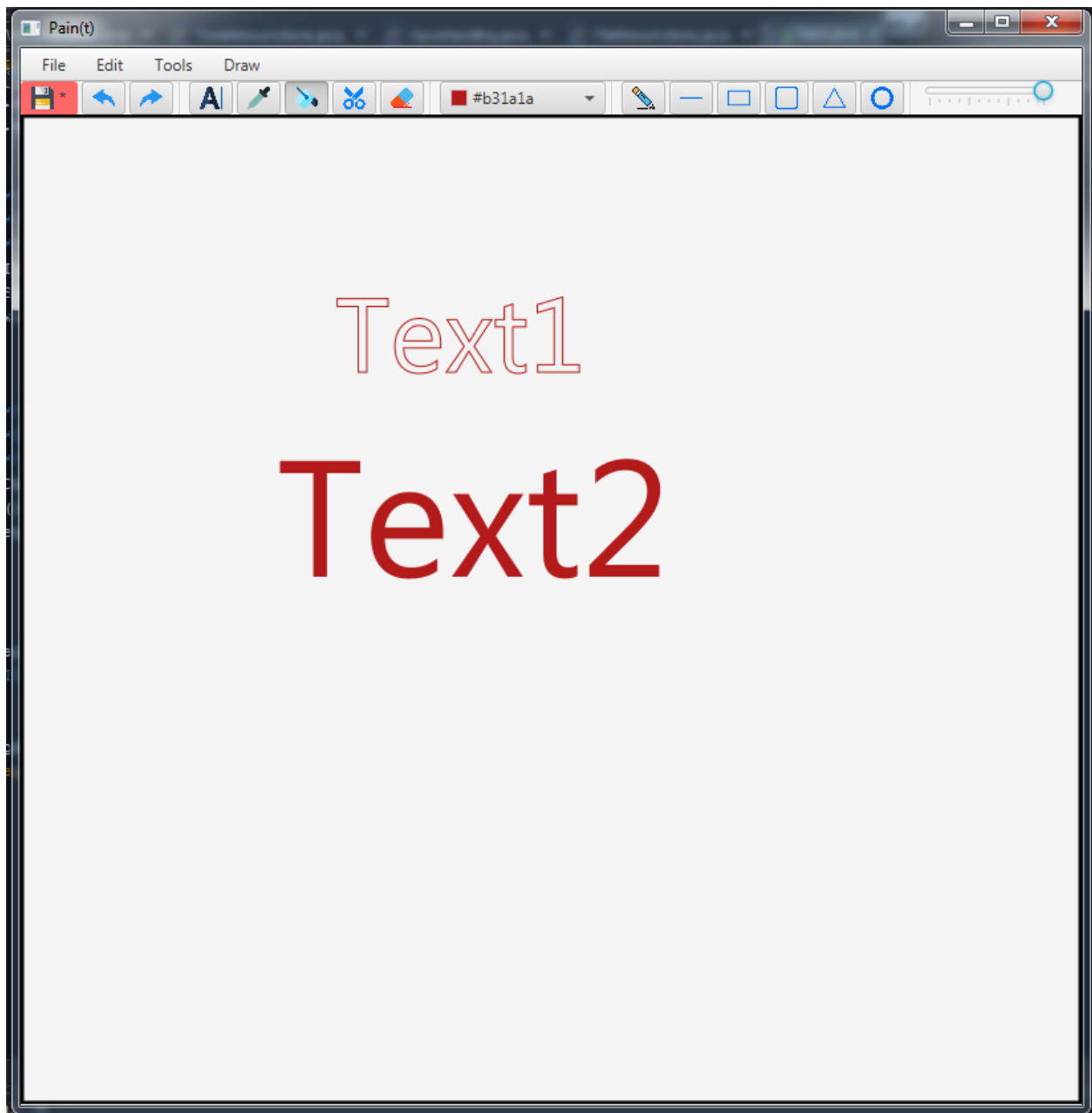
This demonstrates that I can cut and move a selection, I can open an image, and I can erase.



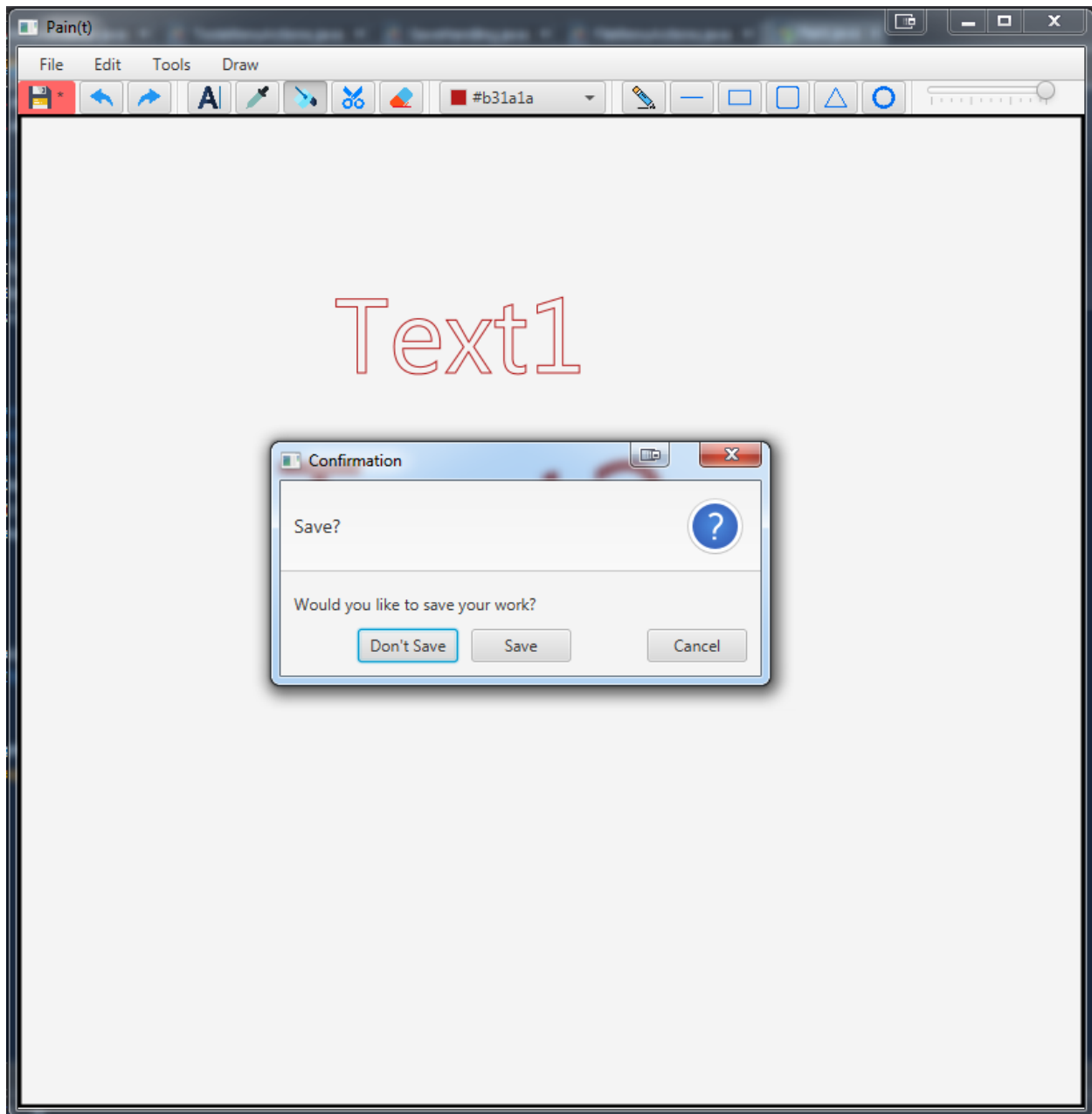
This demonstrates that I can add text that is filled or not and the save button up to the top left updates if the file is saved. If the file is not saved (can be seen in the previous two pictures), the button is red and has an asterisk. When the file is saved and no modifications have been made, the button is green with no asterisk. In the next two images I will demonstrate undo and redo.



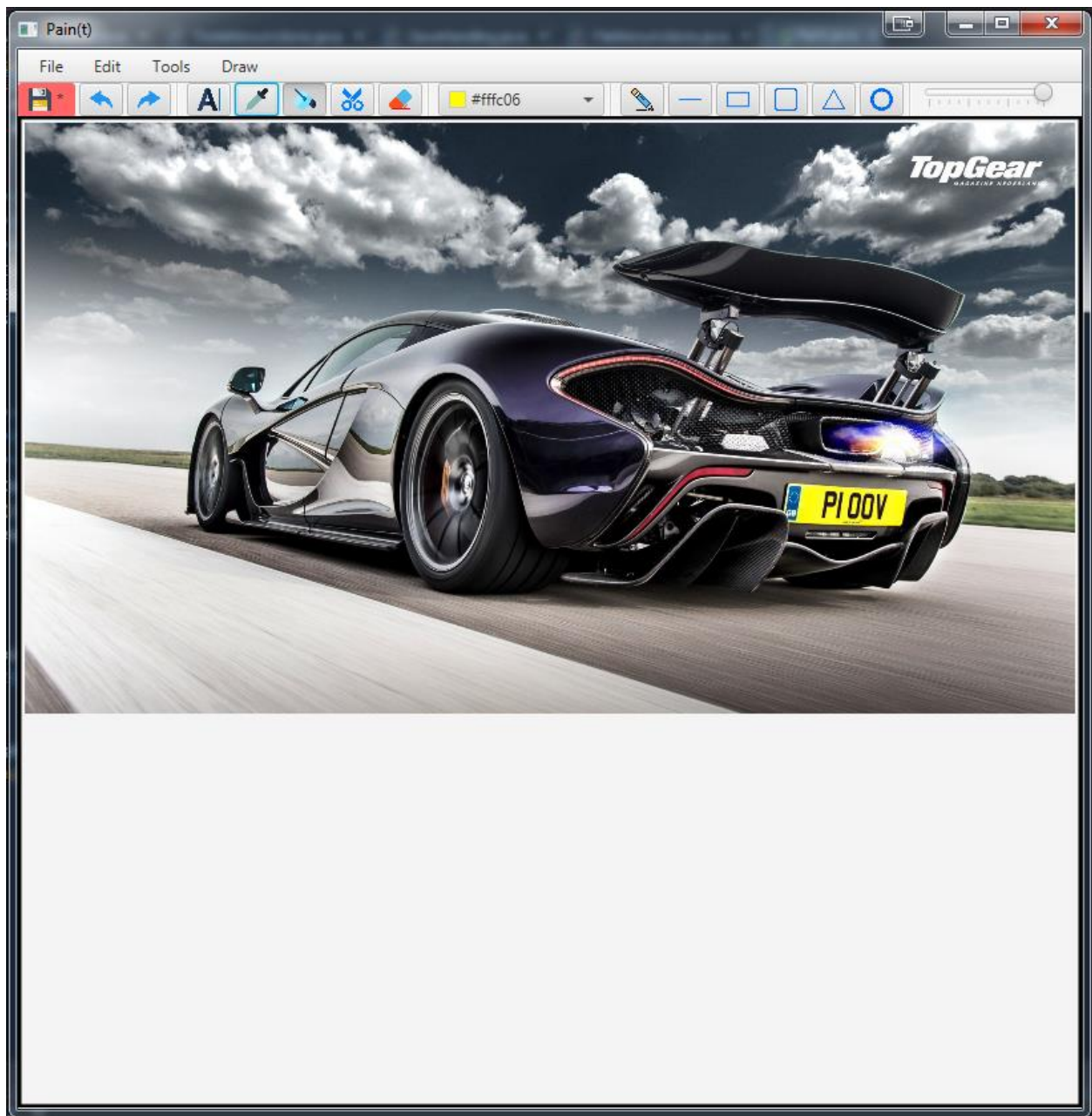
Here the undo button is pressed twice. Thus, Text2 and Text3 have gone away.



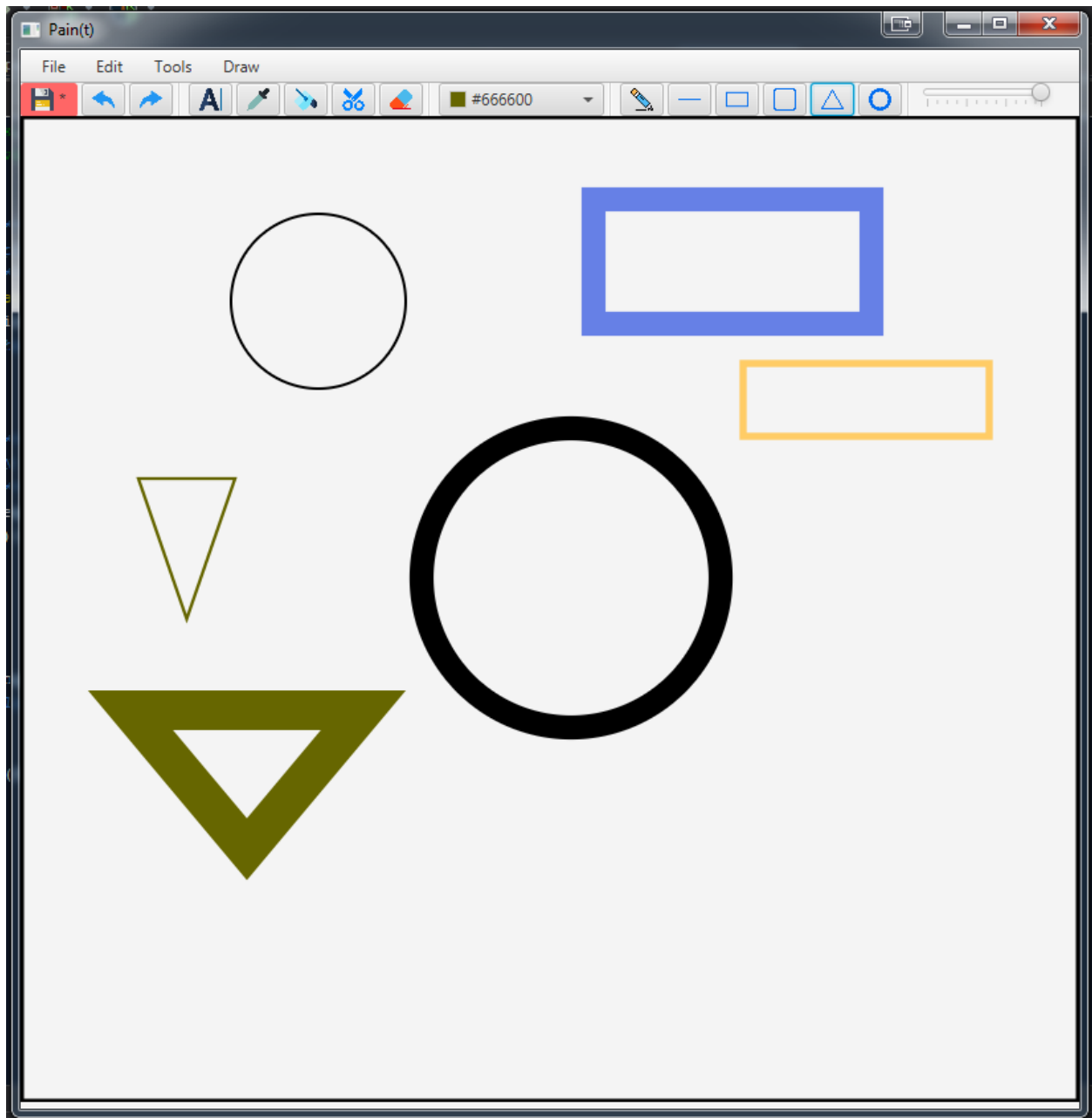
Here I have pressed the redo button once and Text2 has reappeared.



This demonstrates the smart save feature. The smart save also knows if a file path is specified or not. If user wants to save and no file path is specified, user will be prompted to specify a file location/create a file.



This demonstrates that I can use the dropper tool. I used the dropper tool to get the color of the license plate. The selected color can be seen on the color chooser.



This demonstrates that I can change the size of the stroke of shapes



Those were all of the features that I could show with screenshots. If features are not present in the screenshots, that means that I did not know how to show them in a screenshot.