

# Class Diagram of WindowSetUp

<i>WindowSetUp</i>
<div>widthOfMainScreen: int</div> <div>heightOfMainScreen: int</div> <div>heightOfCanvas: int</div> <div>widthOfCanvas: int</div> <div>primaryStage: Stage</div> <div>mainScreenLayout: GridPane</div> <div>colorPicker: ColorPicker</div> <div>canvas: Canvas</div> <div>canvasGraphicContext: GraphicsContext</div> <div>hbox: HBox</div> <div>lineWidthSlider: Slider</div> <div>sep: Separator</div> <div>sep1: Separator</div> <div>sep2: Separator</div> <div>sep3: Separator</div> <div>sep4: Separator</div> <div>fillButton: Button</div> <div>saveButton: Button</div> <div>eraseButton: Button</div> <div>undoButton: Button</div> <div>redoButton: Button</div> <div>dropperButton: Button</div> <div>textButton: Button</div> <div>freeHandButton: Button</div> <div>lineButton: Button</div> <div>rectangleButton: Button</div> <div>squareButton: Button</div> <div>triangleButton: Button</div> <div>circleButton: Button</div> <div>cutMoveButton: Button</div>
<div>createSaveButton(String): ImageView</div> <div>createCanvas(void): void</div> <div>setUpColorPicker(void): void</div> <div>createSlider(void): void</div> <div>createHBox(void): void</div> <div>buttonSeparator(void): void</div> <div>createSaveButton(void): void</div> <div>createEraseButton(void): void</div> <div>createFillButton(void): void</div> <div>createUndoButton(void): void</div> <div>createRedoButton(void): void</div> <div>createDropperButton(void): void</div> <div>createTextButton(void): void</div> <div>createFreeHandButton(void): void</div> <div>createLineButton(void): void</div> <div>createRectangleButton(void): void</div> <div>createSquareButton(void): void</div> <div>createTriangleButton(void): void</div> <div>createCircleButton(void): void</div> <div>createCutMoveButton(void): void</div>