Summary report

# What changed from the initial plan

At the beginning several functions were planned such as the possibility to draw stars, to allow the user to make fractals by pressing the arrows on the keyboard. Basic functions such as New, Save, and Redo were also planned. Unfortunately due to a lack of time, these functions could not be implemented. Moreover, it was also planned to better structure the code between several files, to create new classes and other organization methods.

# What turned out to be easier or harder

Backing up and exporting files was much more difficult than expected, it was a big waste of time. On the other hand, nothing seemed to be easier than expected. Two libraries were downloaded such as Newton.Json and SVG.Net.

# Features changed or dropped

The selection function was originally intended to select a shape and allow the user to modify it afterwards (enlarge/shrink, change the background colour, or the border). Eventually, the selection function was turned into a delete function only. If there are several shapes in the same place, only the last one created will be deleted. It is also worth noting that the rectangle that is displayed to indicate a selected shape is not displayed in the foreground. In more complex designs with several shapes, the fact that the rectangle is displayed in the background makes this function unnecessary. Finally, the function Save has not been implemented, only the function Save As has been implemented.

# Anything that you learned

With this project, and all the ones done during the year, I learned to find, understand and solve bugs in different ways. But what I remember is that knowing how to build a software architecture is a very important skill in development but extremely difficult to acquire. It is only through practice that one can develop it, and unfortunately, I didn't have the time these last weeks to focus on it. I hope however that one day I'll be able to practice it. A tidy code is beautiful and important.