

Assignment 7: Copy & Paste

In this assignment we extend our graphics editor with *Cut*, *Copy* and *Paste* functionality. *Cut* and *Copy* shall be applicable on the selection. For both the *Copy* and *Paste* functionality each figure in the selection has to be copied. For this *cloning* shall be used. Note that the `clone` method must be overwritten in order to create a deep copy. We recommend implementing parts of the clone functionality in an abstract figure base class.

The JDraw framework is already prepared for this assignment as the interface `Figure` already contains a public `clone` method indicating that all figures can be cloned. In addition, the `Figure` interface extends the marker interface `Cloneable` which indicates, that Java-cloning must be implemented.

The following methods provide access to the selection of a `DrawView` instance:

<code>getSelection</code>	returns a list of the selected figures. The order of the figures in the list is the one in which the user has selected them.
<code>addToSelection</code>	extends the selection
<code>removeFromSelection</code>	deselects a figure
<code>clearSelection</code>	clears the selection and removes all selection markers

The clipboard may be implemented with a (global) field. As a variant, the system clipboard could be used (`java.awt.datatransfer.Clipboard`). This would allow transferring figures from one JDraw application to another JDraw application. In order to transfer figures to other editors, the appropriate formats would have to be implemented.

Deadline: November 06, 2018