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| **Use Case Number** | **#1** |
| **Application** | **2D Graphics Modeler** |
| **Use Case Name** | **Add/Remove Shape** |
| **Use Case Description** | **User performing an add/remove execution on the program** |
| **Primary Actor** | **User** |
| **Precondition** | **Program Initialized and startup** |
| **Trigger** | **User clicks Adds/Remove button** |
| **Basic Flow** | **User selects shape from a selection box, user clicks**  **Remove button, the shape on canvas will be removed.If user clicks add button, user has choice to add shape with default settings or custom settings, once decided, shape will be displayed on the canvas** |
| **Alternate Flows** | **User will try to remove shape that does not exist on the canvas** |