⑦ SRS – GRAPHICS EDITOR SYSTEM

The graphics editor provides an Application Programmer's Interface that enables a programmer to develop their graphical model editor for a specific type of model. This API in turn, relies on extending the Eclipse Graphical Editing Framework to provide an environment in which the editor functions, & the programmer can create a graphical editor and palette of shapes to modify an underlying model.

It should support following functionalities

- It contains the toolbox which contains tools like, Line, circle, rectangle, arc, text, draw, eraser,
- Color box or palette.
- Standard toolbar options for New, open, save toolbox and textbox toolbox.
- One integrated view to users for toolbar, color box, menu and graphic screen
- Easy handling of tools for users
- Ability to group several drawing into one complex drawing.
- Provision of zoom in and zoom out
- Different shadings of line tool are providing.