

## 7) Graphic editor

### Problem statement:

The graphics editor provides an application Programmer's Interface that enables a programmer to develop their own graphical model editor for a specific type of model. This helps to overcome the difficulty of having to draw models on pen and paper.

### The use cases of the system are:

- It contains a toolbox which contains tools like line, circle, rectangle, etc.
- It has a colour list or palette
- Standard toolbar with options for new, open, save, ~~and~~
- One integrated view for users for toolbar, colour box, menu and graphics screen.
- Ability to group several drawings into one, i.e., complex drawing.
- Provision of zoom in and zoom out.
- Different shadings for the tools are provided.