Graphics Editor System.

Graphics editor provides an Application Programmer's Interface that enables a programmer to develop their own graphical model editor for specific type of model.

1. Eclipse graphical Editing Framework to provide an supportive environment to create a graphical editor and palette of shapes to modify models.

2. It contains toolbox in which contains tools like line, circle, rectangle, arc, text and palette.

3. Standard toolbox option for new, open and save.

4. Open integrated view to users for toolbox, color box, menu and graphics screen.

5. System has ability to group several drawings into one i.e complex drawing

6. Zoom in and zoom out feature.

7. Different shading feature.