

CS488 - Assignment 0

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Manual

Program Description

This program lets you draw simple primitives in 2D, and is meant as introduction to GUI interfaces and using a drawing library.

Usage Instructions

Using the mouse, click, drag, and release to draw shapes. You can select either line, oval, or rectangle from the Tools menu. You can select a colour from the Colour menu - all subsequent shapes drawn will be in the selected colour. There are several keyboard shortcuts available - they are displayed on the right side of each menu item. Help for drawing each shape can be viewed under the Help menu. You can clear the window or quit the application from the Application menu.