

LAB-7

Graphics Editor

Problem Statement

As of today, ^{the use} CGI animation in movies has ~~been~~ skyrocketed. There is a need for a software with UI which is powerful and enables a user to develop his/her own model. The SW must be easy to use and should provide both coding and drag and drop options. We need to choose the best underlying framework upon which this UI can be built.

SRS

- It consists of a graphical document editor which can be used to create new document, delete or update.
- Editor consists of many documents each of which can be saved, opened or printed.
- A document is made of many sheets which have graphics included in them.
- Sheet has multiple objects which can be created grouped or formatted.
- Functions are implemented to draw object and their connections as well as functions to add and remove connections, using event listener, so that any changes in model will be reflected in diagram.

- Editing is done using palette supplied, thus modifying underlying model.
- Each sheet contains drawing objects, text, geometric objects and groups.
- Geometric objects include circle, rectangle, ellipse, squares etc with respective constraints.

Graphical Editor

