Graphics Editor

Problem Statement :-

As of today use of CGI, animation in movies has sky rocketed. There is a need for a software with UI which is powerful and enables a user to develop his/her own model. The s/w must be easy to use and should provide both coding & drag & drop options. We need to choose best underlying framework upon which UI can be built.

SRS :-

* It consists of graphical document editor which can be used to create new doc, delete or update.

* Editor consists of many documents each of which can be saved, opened or pointed.

* A document is made of many sheets which have graphics included in them.

* Sheet has multiple objs which can be created, grouped or formatted.

* Functions are implemented to draw obj and their connection as well as functions to add & remove connection, using event listener so that any changes in model will be reflected in diagram.

* Editing is done using pallette supplied

* Each sheet contains drawing objs, text, geometric objs & groups.

* Geometric objs include circle, rectangle, ellipse, squares etc with respective constraints.

Graphics Editor
- app-name: string

- newDoc()
- openDoc()
- importDoc()
- exportDoc()
- deleteDoc()

makeOf *

Document
- name: string
- createDate: date
- lastModified: date
- neobjsheet: int

- newSheet()
- save()
- print()
- deleteSheet()

consistOf *

Sheet
- name: string
- neobjgrps: int
- createDate: date
- lastModified: date

- copy()
- paste()
- delete()
- edit()
- addgroup()

has

Text
- message: string
- font: string
- size: string

- enter()
- remove()
- edit()

Group
- name: string
- createDate: date
- lastModified: date
- nodeobjgrp: int

- addObject()
- deleteObject()

1 *has* *

Object
- name: string
- position: point
- colour: string

- create()
- delete()
- changecolor()
- zoomInOut()

Zero dimension
- dimension: int

One dimension
- dimension: int
- orientation: degree

Two Dimension
- dimension: int
- orientation: degree

Point
- logitude

Line
- length: int

Arc
- angle: degree
- diameter: int

Circle
- radius: int

Rectangle
- length: int
- breadth: int

Ellipse
- length: int
- breadth: int