# DESIGN PROBLEM #2

A good software system provides a user multiple ways to accomplish the same task. For example, to open a file, a good user interface would provide the user a menu option, a toolbar option and a keyboard shortcut. Although each of these items could contain an implementation of the "open file" functionality, this would lead to a lot of redundant code and creates a maintenance problem, as the developer would have to remember to change every instance of the code.

You have been asked to create a simple document editing program. The program will have the ability to cut, copy and paste text. Shown below is part of the system. Extend the diagram to show how you would provide the following:

- One source code location for each of the cut, copy and paste functionality.
- The ability to undo actions