Graphics editor

Problem Statement

The graphics editor provides an effective Programming Interface that enables a programmer to develop their own graphical model editor for a specific type of model. API in turn relies on Eclipse graphical editing framework to provide an environment in which the editor functions and the programmer can create a graphical editor and palette of shapes in order to modify an underlying model. It provides an interface with which the programmer implements said editor for a model.

SRS

It consists of a editor which can be used to create, delete, update, view documents.

It consists of many documents where each document can be saved, opened, printed or create a new one.

A document is made up of many sheets which have graphics.

Sheets have multiple no of drawing objects, which can be created, grouped or formatted.

Programmer should provide implementations of factory that draw objects and their connections as well as functions that add and remove connections.

The user can also add / remove connections between objects as needed using a palette, thus modifying the underlying model.

Each sheet contains objects, including text, geometrical objects & groups of objects.

Geometrical objects include circle, ellipse, rectangles, lines, square, etc