Graphics Editor System

Prathibha R

1BM18CS074

The graphics editor provides an application programmer's interface that enables a programmer to develop their own graphical model, editor for a specific type of model.

This API in turn, relies on extending the eclipse graphics editing "framework" to provide environment functions and the programmer can create a graphics editor and palette of shapes in order to modify on underlying model.

It should support following functionality

1. It contains the toolbox which contains tools like - line, circle, arc, rectangle, text, draws, erases.

2. Color box or palette.

3. Standard toolbar with options for new option open, save toolbox, text toolbox

4. One integrated view to users for toolbar colorbox, menu and graphic screen

5. Easy handling of tools for users

6. Ability to group several drawing into one i.e, complex drawing.

7. Provision to zoom in or zoom out.

8. Different shading of line tools are provided.