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△ selectedShape: Type = Shape.Type.Square
△ selectedColor: String = "Blue"
△ action: Action = Action.Draw
△ background: BufferedImage = null
S,F WIDTH: int = 1700
S,F HEIGHT: int = 1700
△ mX: int
△ mY: int
△ upLX: int
△ upLY: int
△ W: int
△ H: int
△ selX1: int
△ selY1: int
△ selX2: int
△ selY2: int
△ extrasList: String[] = {"Draw", "Move Object", "Clear Canvas", "Move Group", "Cut", "Paste", "Save", "Load", "Undo", "Redo"}
△ colorList: String[] = {"Black", "Cyan", "Green", "Yellow", "Magenta", "Red", "Blue"}
  colorMap: Map<String,Color> = Stream.of(new Object[][]{
    {"Black", Color.black},
    {"Cyan", Color.cyan},
    {"Green", Color.green},
    {"Yellow", Color.yellow},
    {"Magenta", Color.magenta},
    {"Red", Color.red},
    {"Blue", Color.blue}
  }).collect(Collectors.toMap(data -> (String) data[0], data -> (Color) data[1]))
△ shapeList: List<Type> = Arrays.asList(Shape.Type.Freehand, Shape.Type.Line, Shape.Type.Rectangle, Shape.Type.Square, Shape.Type.Circle, Shape.Type.Ellipse, Shape.Type.Polygon)

● windowClosing(WindowEvent):void
● windowActivated(WindowEvent):void
● windowOpened(WindowEvent):void
● windowIconified(WindowEvent):void
● windowClosed(WindowEvent):void
● windowDeactivated(WindowEvent):void
● windowDeiconified(WindowEvent):void
● mouseMoved(MouseEvent):void
● mouseClicked(MouseEvent):void
● mouseExited(MouseEvent):void
● mouseEntered(MouseEvent):void
● itemStateChanged(ItemEvent):void
● Drawingtool(String)
● actionPerformed(ActionEvent):void
△ chooseColor(Graphics):void
● mouseReleased(MouseEvent):void
● mouseDragged(MouseEvent):void
● moveObject(Graphics,Shape,int,int,int,int):void
● moveObjects(Graphics,List<Shape>,int,int,int,int):void
● redraw(Graphics):void
● selectObjectToMove(int,int):void
● getObjectToCut(int,int):Shape
● selectObjectsToMove(int,int):void
● mousePressed(MouseEvent):void
● drawPolygon(int,int,String):void
△ setMenuItems():void
● drawStack(Graphics):void
● S main(String[]):void

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