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IBM18CS143.

Graphics Editor System.

The graphical editor provides an interface with which the programmer implements the said editor for a given underlying model. Such an instance of the graphical editor allows a user to drag objects from a specified model into a working graphical diagram.

It supports following functions.

- color box or pallette.
- contains toolbox with tools like :- Line, Circle, Rectangle, draw, erase
- easy handling of tools for users.
- zoom in and zoom out feature.
- different shading of line tools are provided.