Observer

+start(stage : Stage) : void paint-view.fxml

FXMLController

-mode : String = "default"

-model: PaintModel

-g2d : GraphicsContext

-paintCanvas : Canvas

-fillOutline : ToggleButton

-linethicknessslider : Slider

-ovalimg : ImageView

-rectangleimg : ImageView

-circleimg : ImageView

-squareimg : ImageView

-triangleimg : ImageView

-polylineimg : ImageView

-colorsection: VBox

-primarycolor: Button

-colorpanel : GridPane

-shapeicons : ImageView[]

-shapeiconpath : String[]

-shapeiconfilledpath : String∏

-filesave : String

-changed : boolean

-initialize(): void

-initializeShapeIcons(): void

-initializeColorIcons(): void

-canvashandle(mouseEvent : MouseEvent) : void

-colorToHex(color: Color): String

-colorhandle(event : ActionEvent) : void

-modehandle(event ActionEvent): void

-updateButtonStyles(rootNode : Node,

givenNode : Node) : void

-fillstylehandle(event : ActionEvent) : void

-undoredohandle(event : ActionEvent) : void

-linethicknesshandle(newValue : double) : void

-filehandler(event : ActionEvent) : void

-saveFile(): boolean

-edithandler(event : ActionEvent) : void

-typehandler(event : KeyEvent) : void

-update(o : Observable, arg : Object) : void

Observable

PaintModel

Controller's

Model

-currentDrawable : Drawable

-ActionHistory: ArrayList<Action>

-sActionHistory : ArrayList<Action>

-cActionHistory: ArrayList<Action>

-cSelector : Drawable

-initPoint : Point

-fill : Boolean

-color : Color

-lineThickness : double

-background : Image

+setFill(fill: Boolean): void

+getFill(): boolean

+setColor(color: Color): void

+setLineThickness(It : double) : void

+undo(): void

+redo(): void

+setSelectedShapeColor(color: Color): voiid

+setSelectedShapeThickness(thickness: double)

void

+select(): void

+removeSelector(): void

+endPolyline(mode: String): void

+erase(mouseEvent : MouseEvent) : void

+drawShape(mouseEventType:

EventType<MouseEvent>, mouseEvent :

MouseEvent, mode : String) : void

+eyedropped(mouseEventType :

EventType<MouseEvent>, mouseEvent :

MouseEvent, pixelReader : PixelReader) : Color

+typedKey(key : String) : void

-getArgs(mode : String, mouseEvent : MouseEvent,

color : color) : Object[]

+getDrawings(): ArrayList<Action>

-recordDrawable(drawable : Drawable) : void

record brawasie (drawasie : Brawasie) : void

+resizeCanvasWidth(paintCanvas : Canvas,

newWidth : Double) : void

+ resize Canvas Height (paint Canvas: Canvas, paint Canvas) + resize Canvas (paint Canvas)

newHeight : Double) : void

+filenew(): void

+fileopen(): void

+editcut(): void

+editcopy(): void

+editpaste(): void

+getCanvasBackground(): Image