

# 77 Graphics editor system

- \* The graphical editor consists of a graphical document which can be used to create a new document, delete document, update or view the document.
- \* The graphical document editor consists of many documents where each document can be saved, opened, printed or create a new one.
- \* A document consists of many sheets which can have graphics included in them.
- \* Sheets have multiple number of drawing objects, which can be created, grouped or formatted.
- \* The programmer must provide implementation functions that draw objects & their connections as well as functions that add & remove connections. The latter function will be handled by a specific event listener. Any changes made in relation to the underlying model will also be updated in the diagram through separate event listeners.
- \* The user can also add & remove connection between these objects as needed using the palette supplied, thus modifying the underlying model.
- \* Each sheet contains drawing objects including text, geometrical objects & groups.
- \* A geometrical object includes circle, ellipse, rectangle, line & squares.