Use case diagram

The use case diagram depicts how a user would interact with the software. 2 main steps are to load an image / images and class / classes. Once this is done images and classes can be sorted by descending or ascending order in their respective pane according to name or file size. Additionally, classes can be added or removed. After this segment the user will annotate the selected number of images with shapes consisting from 3 to 8 vertexes. For each image an annotation file will be created which can be opened and loaded by the user. User can alter these files, in particular their content and file names + save any updates made.