README

1. **features, bugs, extra credit, and miscellaneous notes.**

I couldn’t implement the Undo/Redo correctly due to an issue with repaint() method. It clears out the graphics and when I redraw by retrieving the saved objects inside the stack it doesn’t show the new draw. So, I commented out where I called the repaint method. Therefore, old rectangles are still remain on the canvas. To show that undo works I shifted starting “x” point by 200 pixels when I hit undo.

1. **Link to GitHub repo -** https://github.com/sanjayadpf/OOPFinalProject.git

Note: I have given the access. Please accept the invitation.

1. **List of Design Patterns**

Tried to implement Command pattern for Undo/Redo using the CommandHistory.java. Couldn’t succeed because of the issue with repaint() method issue. Trying to figure out How to use the CommandHistory.java file with the actionlistener of the Buttons. Created a GenerateShape Class which implements ICommand and IUndoable. In there I’m adding the GenerateShape objects to the CommandHistory.