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.

Graphical user interface, application

Description automatically generated

After Undo (x value shifted by 200)

Initial Drawing

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 that I faced with repaint() method. 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.