

editor_flow

A new Flutter project.

Getting Started

This project is a starting point for a Flutter application.

A few resources to get you started if this is your first Flutter project:

- [Lab: Write your first Flutter app](#)
- [Cookbook: Useful Flutter samples](#)

For help getting started with Flutter development, view the [online documentation](#), which offers tutorials, samples, guidance on mobile development, and a full API reference.

```
1.  增删命令 (CRUD)
1.  add_node_command.dart + 测试          ok
2.  delete_node_command.dart + 测试
3.  add_edge_command.dart + 测试
4.  delete_edge_command.dart + 测试
2.  移动命令
1.  move_node_command.dart + 测试
2.  move_edge_command.dart + 测试
3.  批量操作和选择
1.  select_nodes_command.dart + 测试
2.  clear_selection_command.dart + 测试
3.  batch_update_command.dart + 测试
4.  图层顺序
1.  bring_to_front_command.dart + 测试
2.  send_to_back_command.dart + 测试
5.  对齐与分布
1.  align_nodes_command.dart + 测试
2.  distribute_nodes_command.dart + 测试
6.  组合/解组
1.  group_nodes_command.dart + 测试
2.  ungroup_nodes_command.dart + 测试
7.  属性更新
1.  update_node_property_command.dart + 测试
2.  update_edge_property_command.dart + 测试
```