

Graphic Editor System

The graphic editor provides an Application Programming Interface that enables a programmer to develop their own graphical model editor for a specific type of model. This API in turn, relies on extending the Eclipse Graphical Editing Framework to provide an environment in which the editor functions and the programmer can create a graphical editor and palette of shapes in order to modify an underlying model. Such an instance of the graphical editor allows a user to drag objects from a specific model into a working graphical diagram.

→ It should support following functionalities:-

- * It contains the toolbox which contains tools like Line, Circle, Rectangle, Arc, Text, Draw, Erase.
- * Colour box or palette
- * Standard toolbar with options for New, Open, Save, toolbox and text toolbox.
- * Easy handling of tools for users.
- * Ability to group several drawings into one i.e. complex drawings.
- * One integrated view to user for toolbar, colour box, menu and graphic screen.
- * Provision of zoom in and zoom out.
- * Different shadings of line tool are provided.