Open Image button

Opening menu

Start up the program

Cancel

Choose image from files

Exit button

Open image

Start canvas

|  |
| --- |
| **Undo/Redo Stack** |
| +undoStack : Stack<WritableImage>  +redoStack : Stack<WritableImage>  +wim : WritableImage |
| +saveToStack(Canvas canvas)  +undo(Canvas canvas, GraphicsContext graphCont)  +redo(Canvas canvas, GraphicsContext graphCont) |

Yes

Are you sure?

Exit canvas

No/

cancel

|  |  |  |
| --- | --- | --- |
| **Button** |  | **Image Edit Buttons** |
| +currentBtn : String  +posX : double  +posY : double | +moveImage : Button  +rotateImage : Button  +rotateAngle : double |
| +displayButton(Button btn)  +setMouseNull(Canvas canvas) | +setUpButtons(Canvas canvas, GraphicsContext graphCont)  +setToolTips() |

|  |
| --- |
| **Drawing Buttons** |
| +mouse : Button  +pencil : Button  +eraser : Button  +btnRectangle : Button  +btnCircle : Button  +btnTriangle : Button  + addText: Button  + getColor: Button  +lineWidth : Slider  +colorPicker : ColorPicker  +svg : SVGPath |
| +setUpButtons(Canvas canvas, GraphicsContext graphCont)  +setToolTips()) |