Load Distribution:

Mario Raafat:

Detector For The Mouse In0put On The Screen including one for the colorsMenuItem + their dependencies (Enum ActionType)

Antonious Nagy:

Detect String Input:

DrawSquare()

DrawTrinagle()

Kerolos Mohsen:

DrawHexagon()

DrawCircle()

Dependencies' and Marcos and funLikeMarcos Needed For Optimization

Kerolos Wagih:

DrawToolBar()

PlayToolBar()

Them Dependencies' like (PlayMenuItem DrawMenuItem) + adding the Icons in the Right Dir