

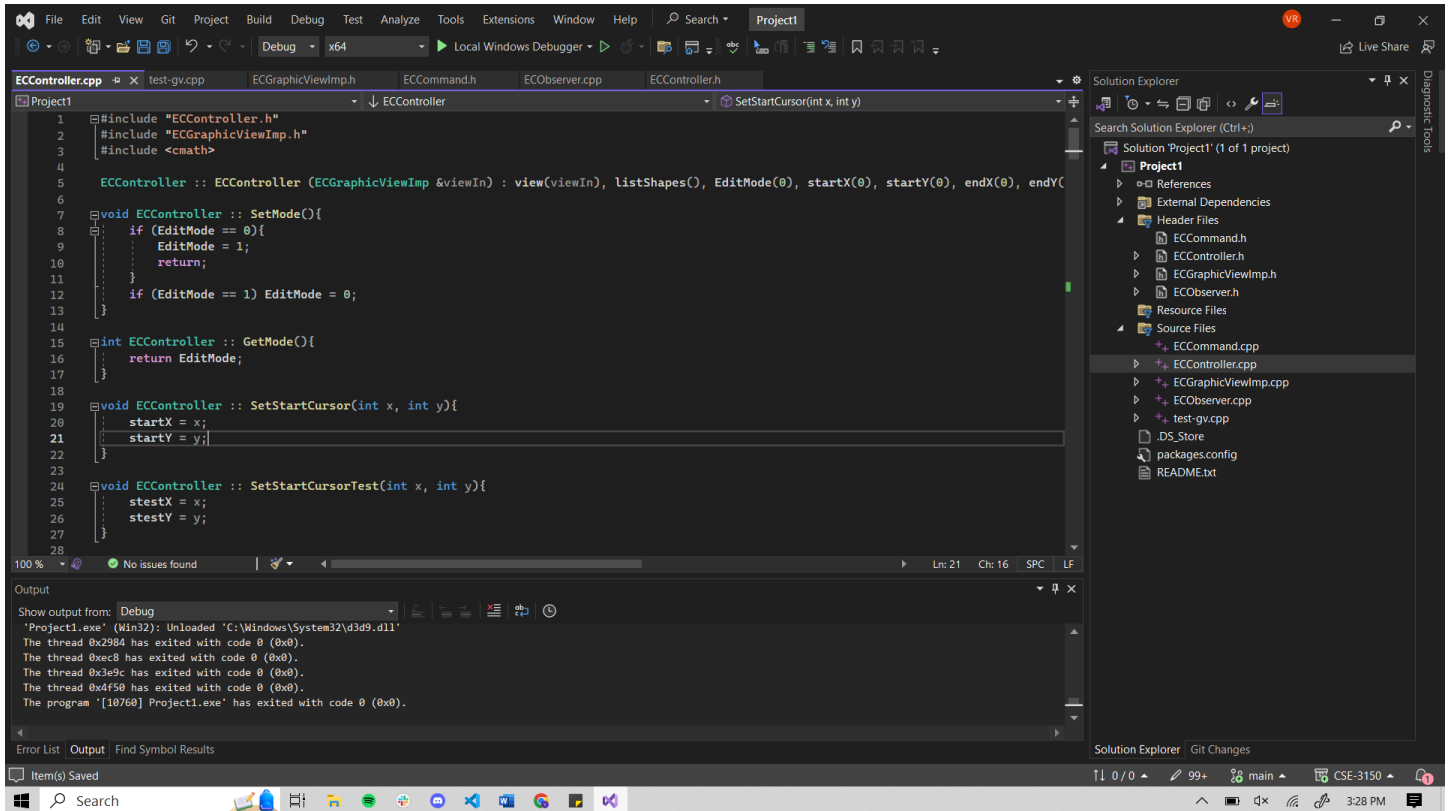
Features to implement - Project Part 1

Varsha Rathore

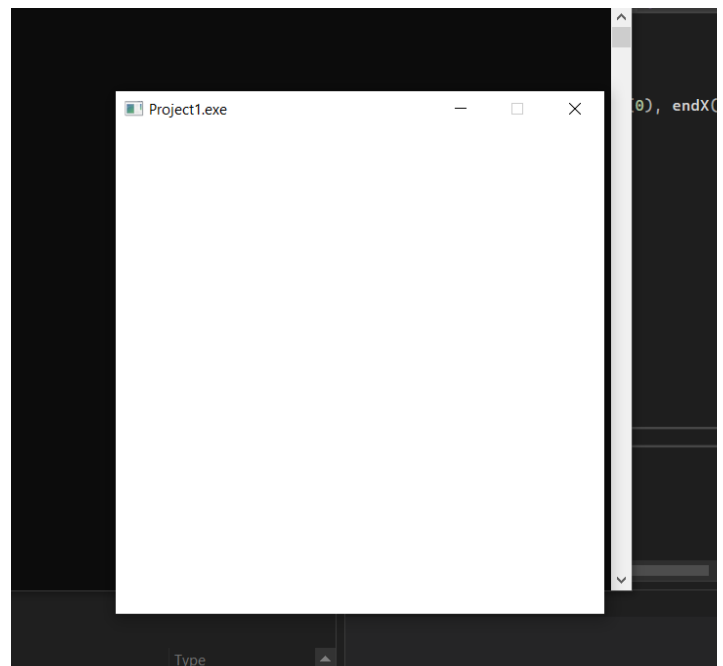
1. Insertion and Edit Mode:

The default mode is edit mode where that is how the UI loads up. When I press space once, then I'm able to draw images.

This is the startup page before I run the Local Windows Debugger:



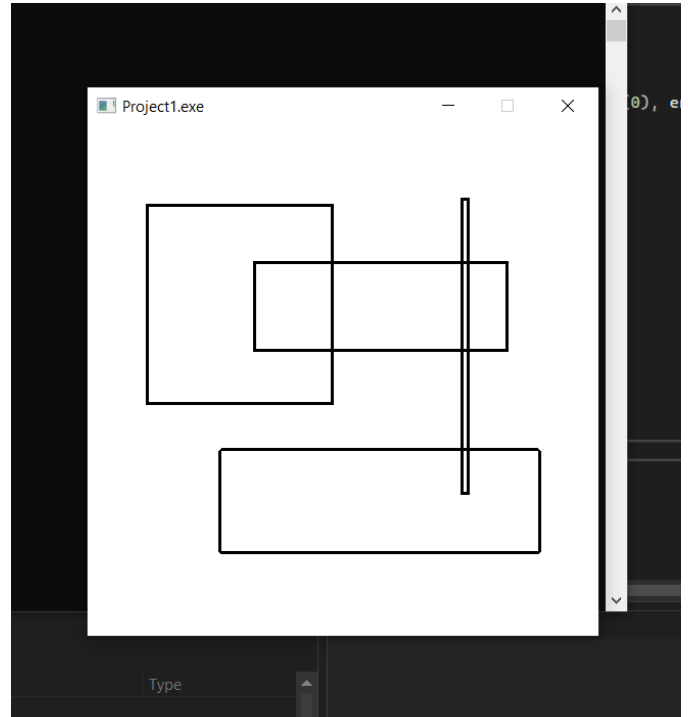
This is how the window looks on startup (by default in edit mode where when I try to draw shapes, it does not draw anything):



2. Insertion Mode Support:

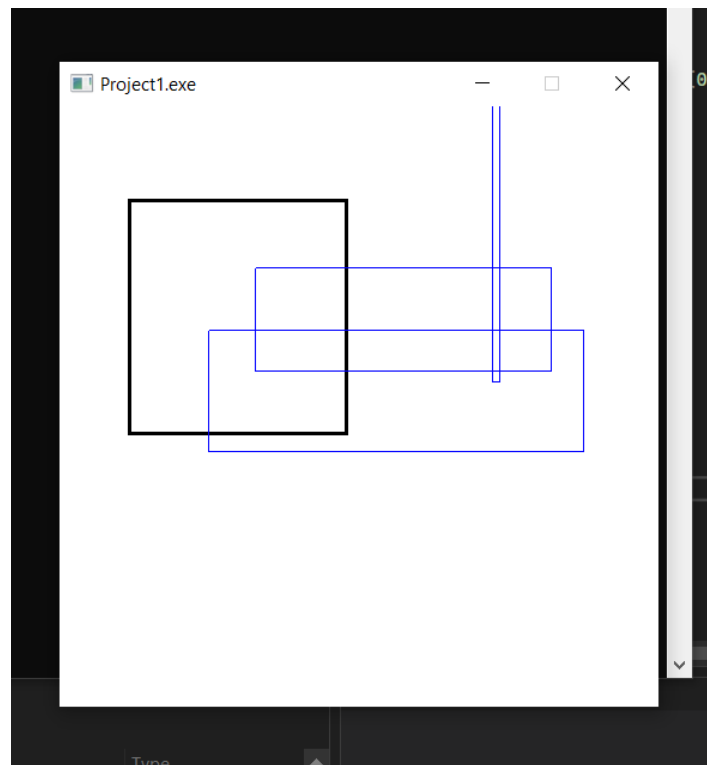
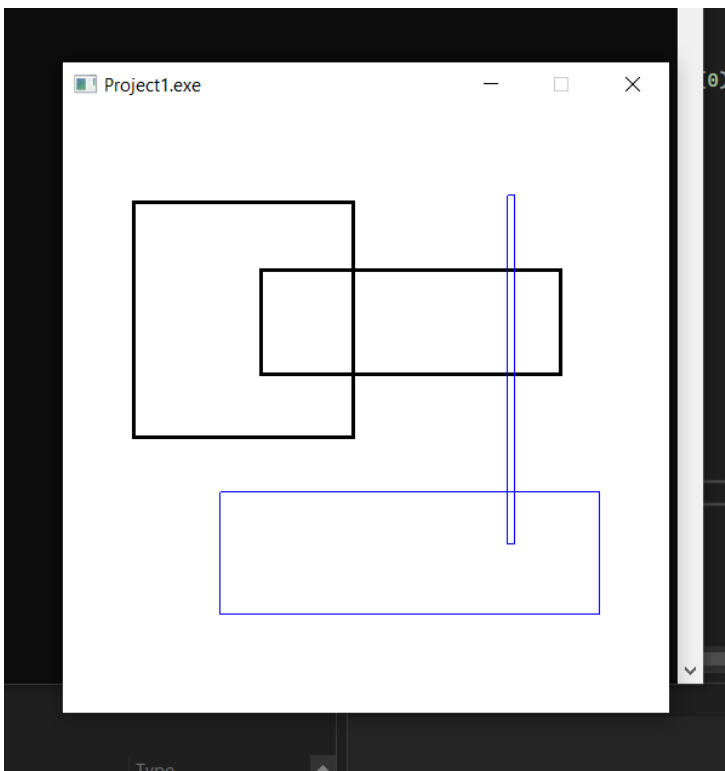
In insertion mode (which is once I've pressed the space bar once, I can draw images by clicking and dragging to give the rectangles parameters):

As expected, I am not able to select the shapes nor move them around. I can only draw more and more rectangles.

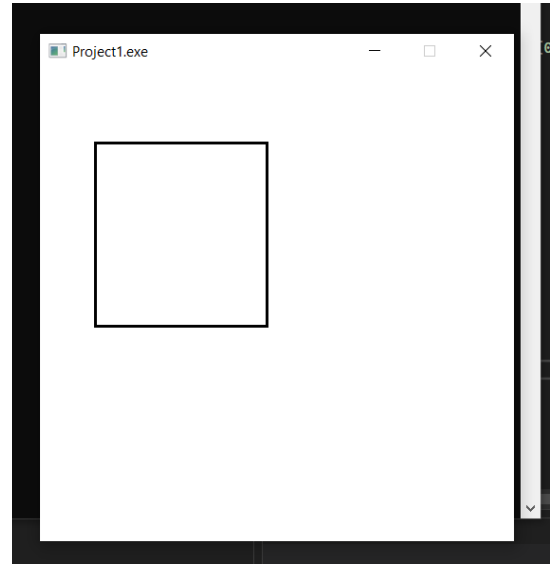


3. Edit Mode Support:

Once I press the spacebar after I've drawn a few rectangles, I can then select shapes (image on the left). I chose these two rectangles, and then I was able to drag them around (as in the image to the right)

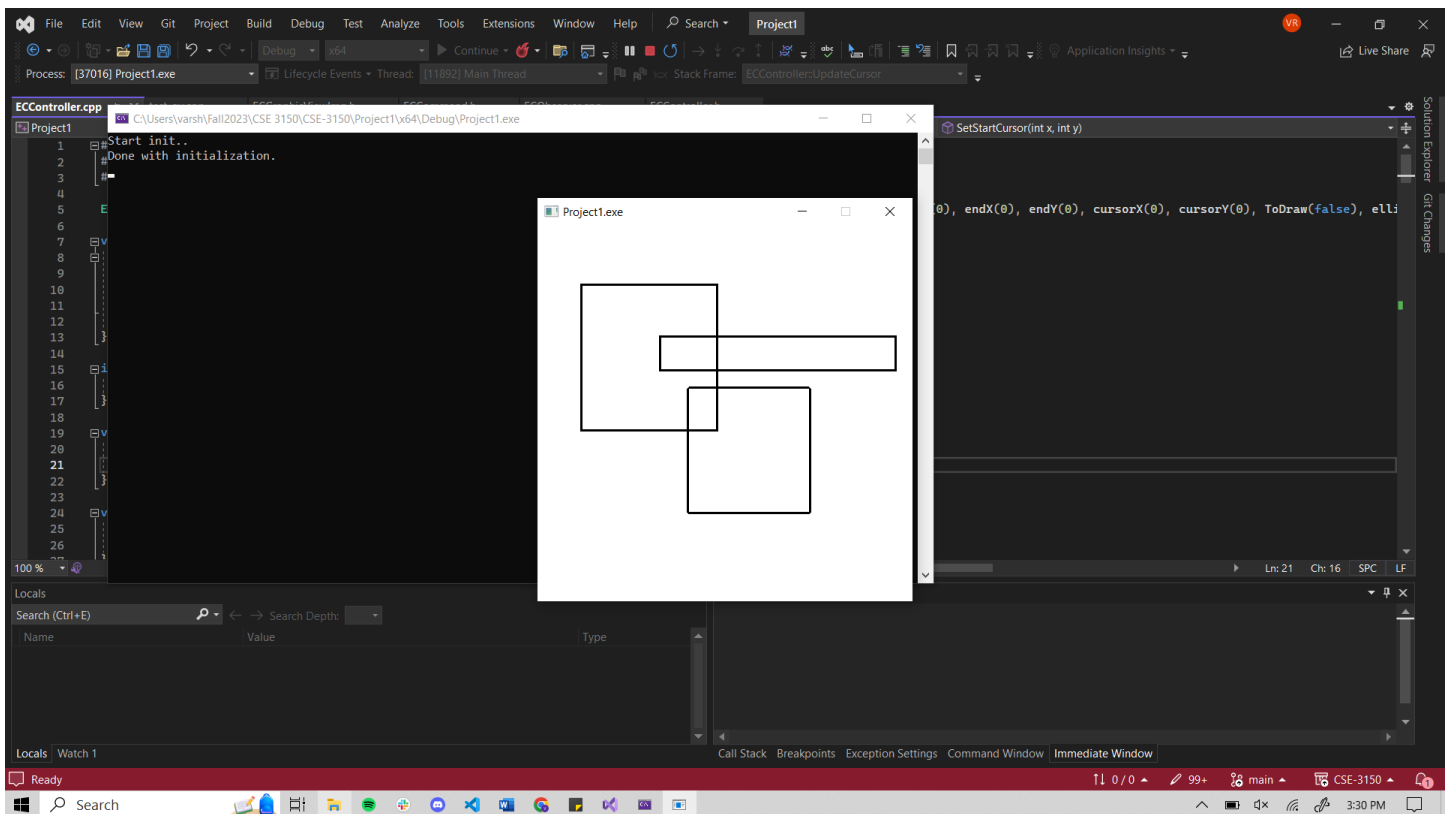


I am then able to press the letter 'd' in order to delete the selected shapes:



4. Undo/Redo

This feature unfortunately *does not work*. I am not able to use the 'z' and 'y' keys for undo and redo, respectively. I tried by drawing more images and then pressing the keys in insertion and edit modes, but it doesn't work regardless :(



Other than that, I do not have any other bugs.