Text Commands that the user can implement:

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| Command | Function |
| Help | Calls help function |
| **Add Frame** | Calls add frame function |
| **Add Image “image.gif” (Point.x, Point.y)** | Calls addImage function with parameters:  “Image.gif” and (Point.x, Point.y) |
| **Add Text “Hello world” (Point.x, Point.y)** | Calls addText function with parameters:  “Hello world” and (Point.x, Point.y) |
| modify frameRate | Changes the fps in the animation class to frameRate |
| Remove Frame frame# | Removes the frame frame# |
| exit | Close the window |
| View frame frame# | Changes the canvas view to view all frame number |
| done | Goes to a clear canvas |
| < (key command) | Moves to previous frame |
| > (key command) | Moves to next frame if no next frame stays on current |
| clear | Clears what is on the frame |
| Remove image, remove icon | Frames tab should have new tab called “items on current frame with a corresponding item number that can be used for deletion” |
| undo | Undos last frame addition or removal |