

# README

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## 1 Introduction

This is a report of Qt TP. Step 1 to 7 and step 9 are realised.

## 2 Run the application

The project can be opened with Qt Creator on the Linux machines of Télécom Paris. After clicking the run button, the user will see a window like this...



Figure 1: the initial window

### 3 Draw some graphics

The initial window is in **Draw Mode**, where the user can select on the top among three shapes, and at the bottom the corresponding color, thickness and line style. The user clicks to start drawing, holds and drags to adjust the graphic, and releases to complete drawing. The user may then create something like this...

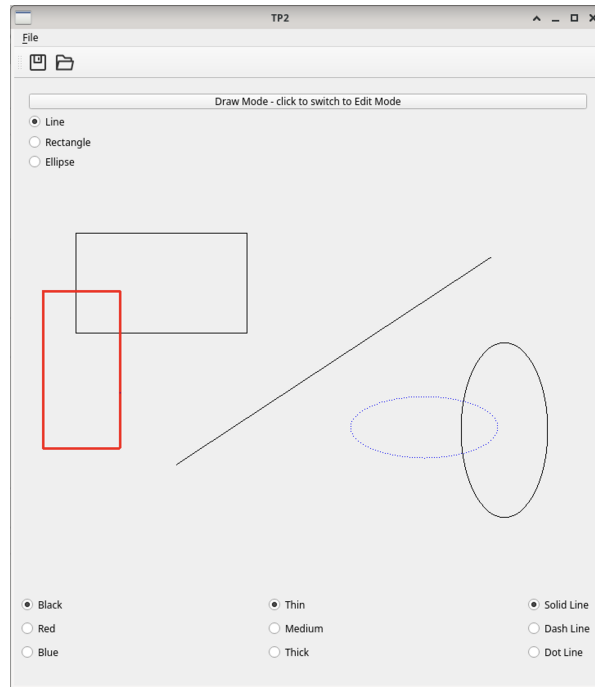


Figure 2: some graphics

or something more creative ;D

### 4 Edit the graphics

The user can switch to the **Edit Mode** by clicking on the button at the top, in which mode the user may make changes to the existing graphics. In order to move, resize or change the parameters of a graphic, the user needs to firstly select the graphic by clicking on its edge. When selected, the graphic will be framed by a gray dash-dot rectangle or ellipse (refer to the black rectangle in figure 3). The user clicks, drags and releases to move or resize, and selects in the bottom menu to change parameters.

Compared to the previous figure, the black rectangle is moved, the blue ellipse is resized and the the line's color and style are changed.

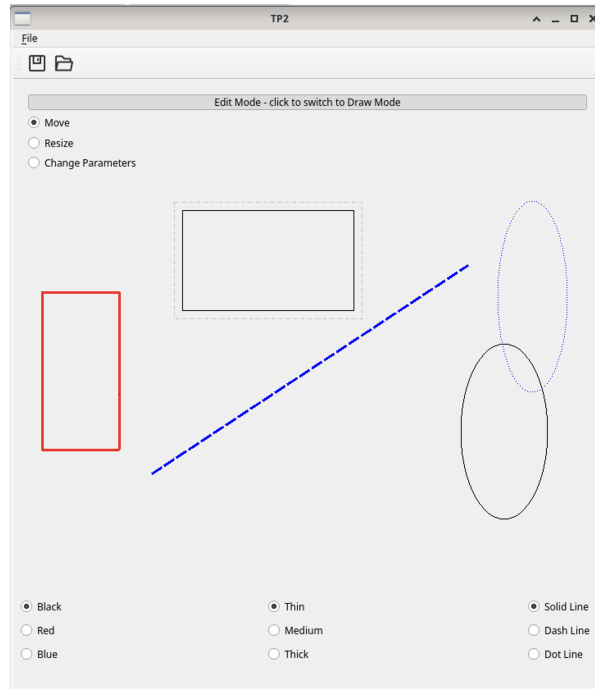
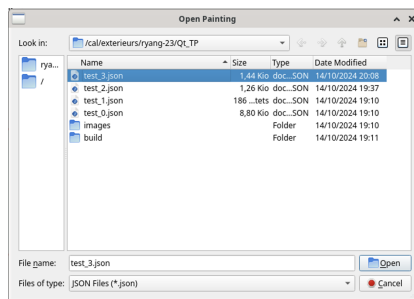


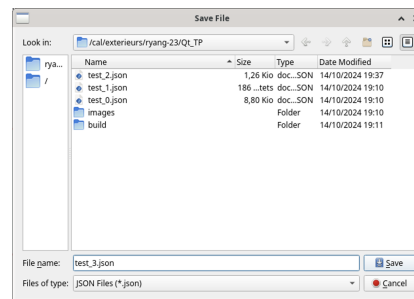
Figure 3: edited graphics

## 5 Open & Save the painting

By clicking in the tool bar, the user can choose to save or open a drawing, with the drawings saved in *.json* files.



(a) Open



(b) Save

Figure 4: Open & Save a drawing