

## **SPRINT 2**

Fixed Move which was buggy.

### **Command pattern**

- RedoCommand
- UndoCommand
- CommandHistory
- CommandManager
- CreateShapeCommand
- **MoveShapeCommand**

### **Strategy Pattern**

- **EllipseShape** (responsible for providing logic to create and handle rectangle shape)
- **RectShape.** ( "" )
- **TriangleShape** ( "" )
- IShapeAction
- DimensionVerifyStrategy
- Dimension
- PaintShape (represents the behaviour and attributes of the shapes that can be drawn in the canvas)
- PaintCanvas.java (has drawGraphics method that contains switch statement that gets colour and outlines of the shapes)
- Clickhandler.java(has method selectShape() that includes the collision detection algorithm, includes drawTriangle, drawRectangle, drawEllipse methods that helps to draw shape object in canvas and adds to the shapeList)

## **SPRINT 3**

### **Singleton Pattern**

- Clipboard

### **Command pattern**

- **copyShapeCommand**
- **PasteShapeCommand**
- RedoCommand
- UndoCommand
- **DeleteCommand**
- CommandHistory
- CommandManager
- CreateShapeCommand
- MoveShapeCommand

### **Null Object Pattern**

- Point
- PointInterface

### **Strategy Pattern**

- **EllipseShape** (updated to draw border and update border when moving)
- **RectShape** ( "" )
- **TriangleShape** ( "" )
- IShapeAction
- DimensionVerifyStrategy
- Dimension
- PaintShape
- **PaintCanvas** (has an if statement within paint method that draws outline of the selected shape)