

National University of Computer and Emerging Sciences



Object Oriented Programming Final Project

Department of Computer Sciences
(CL 103)

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Final Project

FastPaint.exe

Project Description:

I hope you all are familiar with the Microsoft Paint Program, if not then please take a look at it. You are required to make such a program but with some different features that are listed below. The first motivation behind this project is to make you all familiar with the use of the External Library and how to use them. For that purpose, we are using an old Library known as [Borland Graphics Interface \(BGI\)](#). In the project preparation section, there is a video related to the preparation of the Visual Studio Project, if you haven't seen that video yet please first take a look at it and then come back here. From here I assume you all have seen the video and have attended the session in which a brief description of the project was given. Now let's discuss it in a more formal way. The second motivation behind this project is to give you a little industrial touch to how to use the Object-Oriented Concepts. In this project you are required to make use of all the possible Object-Oriented Concepts we have practiced so far in the Lab, especially Polymorphism and Inheritance. You are required to code in the most optimized and best way. Following are the features of the Program you are required to code.

Features:

1. Your Program must have a drawing canvas.
2. It must have a separate panel for Colors, Shapes and for selecting other features of program.
3. It should have an option to draw all possible shapes like Circle Oval Square Rectangle etc.
4. It should have a color palette of minimum 10 colors.
5. It should have a bucket to fill the shapes after choosing the color.
6. It should have a text writer.
7. It should have a pencil object to randomly draw things on the canvas.
8. It should be able to undo and redo drawing.
9. It should have an eraser to delete the drawing objects.
10. It must have a save button to save the canvas in some file.
11. It must have a load button to load the canvas from the file.

Note: You can implement the above features in your own way. I hope to see best of your skills and I hope you'll learn a lot from this project.

Good Luck 😊