

Task: Undo

This task involves planning a change to the JHotDraw program.

Overview of JHotDraw

JHotDraw is a two-dimensional graphics framework for structured drawing editors.

1. To run a sample JHotDraw application, right click on
`org.jhotdraw.samples.javadraw`
`JavaDrawApp.java`
and select: Run As -> Java Application.
2. Create a new file (using the File menu).
3. Try to add a few figures.

Change Request

You are to create a plan for performing the task described below. The plan should include the relevant program elements that need to be changed and how they should be changed. **NOTE:** You are not actually required to perform the changes. Rather you should identify the particular classes and methods to be used and describe any new classes or methods required. Use a text file (in e.g. Wordpad) to record your plan.

Change Task:

In the drawing editor, a user can change attributes of a figure using the Attributes menu. Your task is to implement the undo functionality for changing a figure's attributes. To check that undo is currently not supported:

1. Change the fill color (or any other applicable attribute) of a figure using the Attributes Menu (you have to first select the figure).
2. Try to undo the change by choosing Undo Command from the Edit menu.

During the task:

1. You must make **no change** to the source code. You are not allowed to perform temporary changes, or try out different alternatives.
2. Do not use the debugger.

Please notify the investigator when you are ready to commence.