Assignment 3

Developing a GUI Designer

You are working at developing a tool that allows users to create graphical user interfaces.
You are still at the beginning so you only have defined a few objects:
 - a rectangle,
 - a text label,
 - a text input,
 - a button (which is actually implemented as rectangle and some text).
All of the objects defined above share one common property – the operation *Draw()* – which draws the specific operation onto the Canvas.
A client wants you to customize a set of standard forms for his application:
  - a message box (contains: rectangle + text + button),
  - a login form (contains 2 text labels + 2 inputs + 1 button) .

When designing your classes keep in mind that the system will evolve – therefore try to use a common interface for all graphical objects (standard forms are also graphical objects).

All of the graphical objects must support the copy-paste operations.

To test your code, create one or multiple copies of different graphical objects and draw them onto the canvas.