

1) Operational Goals

Implement a simple PICT based painting application.

2) Fundamental, "key", or cornerstone architectural requirements (POSTMORTEM)

- support PICT I/O
- Allows user to draw pictures using mouse

3) Model of the implementation fulfilling these key requirements (POSTMORTEM)

- implement application specific file I/O in DDocument subclass
- implement drawing by trapping the mouse down to do the draw
- when mouse comes up then create a picture out of the content rectangles contents.

4) Impact/scope of the implementation on the existing body of code (POSTMORTEM)

- DScribbleWind :: DoContent dose the draw and creates the pictures
- DScribbleDoc :: WriteData handles the application specific saving of data from the correct place for this application.
- DScribbleDoc :: ReadData handles the application specific reading of data into the correct place for this application.
- The required apple event handlers where implemented along with the main function and other needed overrides and definitions described in the Application implementation document.

5) Coding notes (gotchas, warnings, process thoughts, items to revisited later...)

6) Testing notes(bug types, what made a bug hard to fix, what could have been done to catch it sooner....)

7) Process notes (what process did you follow, could it be improved)