

1. Describe the four steps in the design methodology for Model components.

2. Suppose you want to create a Model component that shows a pair of scissors. You want to be able to display them closed, opened, and half-opened. You also want to rotate them 360° in 45° increments along any *one* axis you choose. Show how you would design this component according to the four steps. Do not do a complete design, but show only enough detail to demonstrate that you understand the process.

3. Each editor has four facilities. List them and describe the first three in detail.

4. Suppose you want to create an editor that draws dots. The dots are all the same size and color. They are all round, about this size: ☆ Describe the first three facilities of your editor in enough detail to demonstrate that you understand how to design each.