

What Does a (Graphic) Object Look Like?

HEADER --

- Minimum Bounding Rectangle
- Current Screen Location
- Orientation
- Object Type (data structure)
- Fill Pattern (foregrnd, backgrnd, pen size)
- Grouping Level (and # objects)
- Size of Trailer (npts, nre, nbytes)

TRAILER --

data defining the object appearance
(will depend on object type)

