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Converting an old desktop application to an internet application
Abstract

This research analyzes the process of converting the famous desktop drawing program "Paint" to a web application. It identifies the main challenges facing this process, such as differences in user interface, system functionality discrepancies, and the program's reliance on specific infrastructure. The research then discusses the approach to rebuilding the application. This approach includes redesigning the user interface to fit web applications, rewriting "Paint" functions using standard web technologies such as Flutter with the Dart language. Open-source web libraries can also be utilized to achieve similar functions to the original "Paint" program. The research also evaluates the advantages and disadvantages of the rebuilding approach and provides guidance on its applicability to other desktop application conversion processes. Finally, the research summarizes the key findings and offers recommendations for improving the process of converting desktop applications to web applications in the future.