Job properties 🡪 job parameters

* Location of new job to be where the mouse is clicked not a default value
* Changes save to file
* Changes in the job properties through table to be taken into account
* The coordinates of vertices and edges to be saved into the file as well (currently, only the coordination of the vertex itself is saved
* Create new job
* Create new task
* Remove a job
* Remove a task
* Keyboard shortcuts (ctrl+S,…)
* Scheduling Algorithm selection option
* Connection to the drtlib (python code) for analysis
* Drawing dbf function of the task/task set (partly, totally)
* Saved/Unsaved sign (a start next to the window title appears whenever there is some unsaved changes in the model)
* Automatic code generation for the jobs
* Save as
* Escape key pressed
* Replicate a task\
* Save the modified file with the same name as it was
* When a new task is selected or a new task set is loaded, weset all previous temporar variabes, e.g. if the user is in the middle of painting a new edge, the related info. Should be cleared from the respective variables
* Random task generation and test: design a facility to determine task set parameters (# of vertices, # of edges, …) so that user can run some random experiments