

Image Management Tool:

We developed this application using Java and without using any external APIs.

Before running the project make the following changes:

- 1) Images folder containing various images to be uploaded is included in the project folder. Change the path mentioned in the Controller class (displayImage() function).
- 2) Change the path in the ControllerSave class (saveImage() function) to your location where you want to save the image.

Tasks Done:

- 1) Aniketh (nagamallah.j@husky.neu.edu, 001027540) - Added functionality for edit scene and save scene.

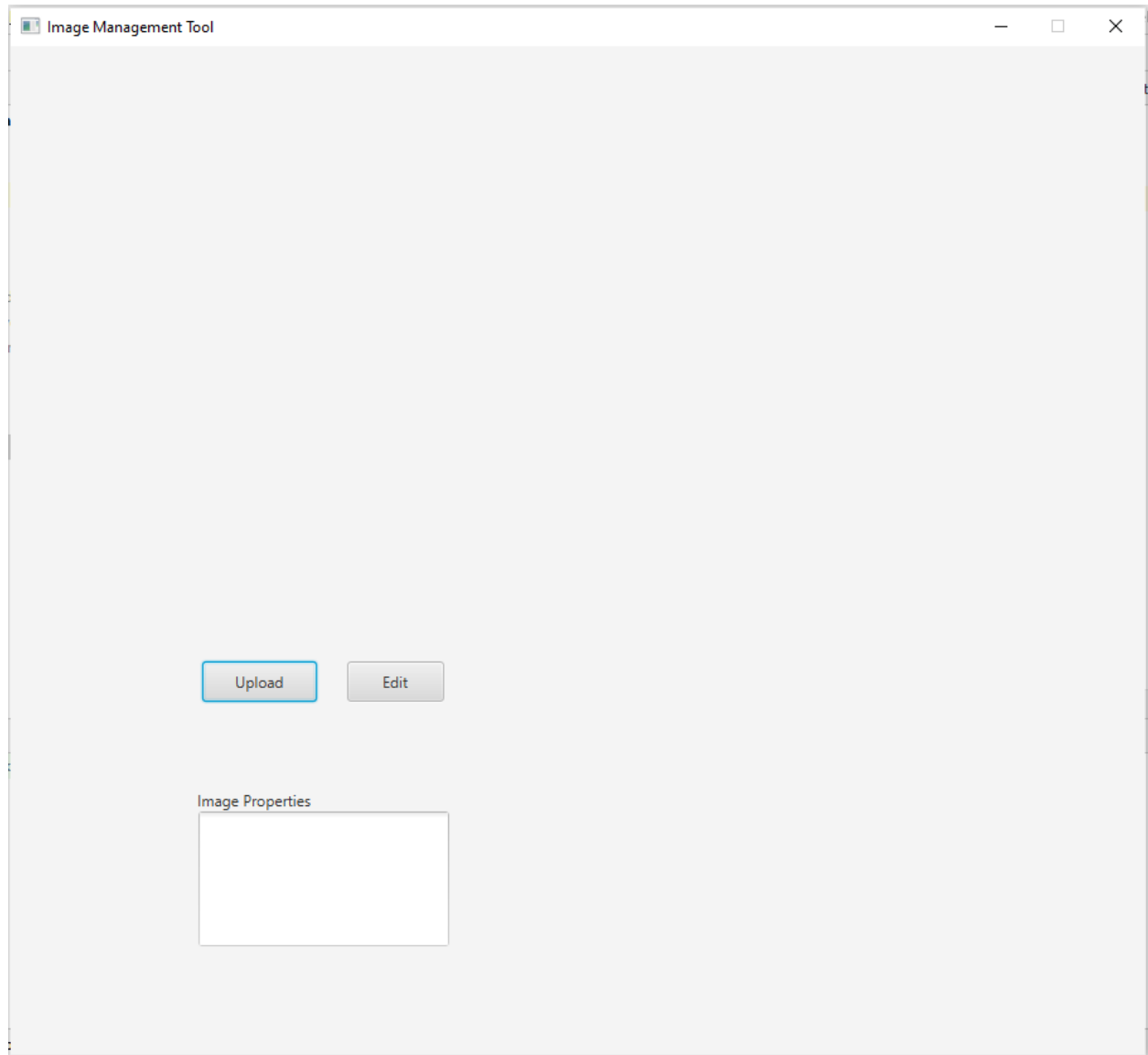
Developed the ControllerEdit, ControllerSave class code. Designed the saveUI scene using scenebuilder.

- 2) Parag (shah.parag@husky.neu.edu, 001063214) - Added functionality for first scene. Developed the Controller class code. Designed the sample, editUI scenes using scenebuilder.

Working:

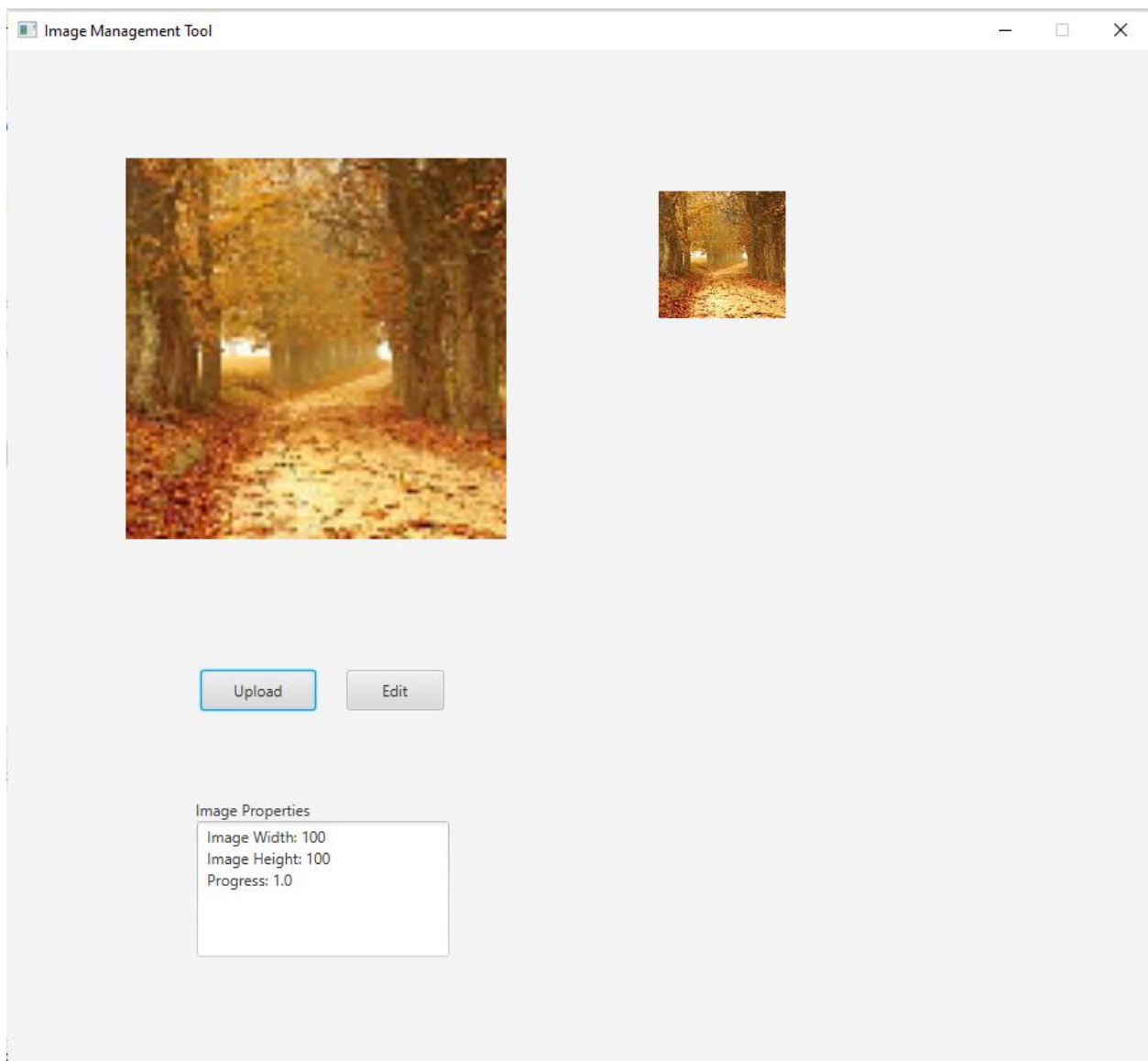
Step 1:

This is the first window which appears when we run the project.



Step 2:

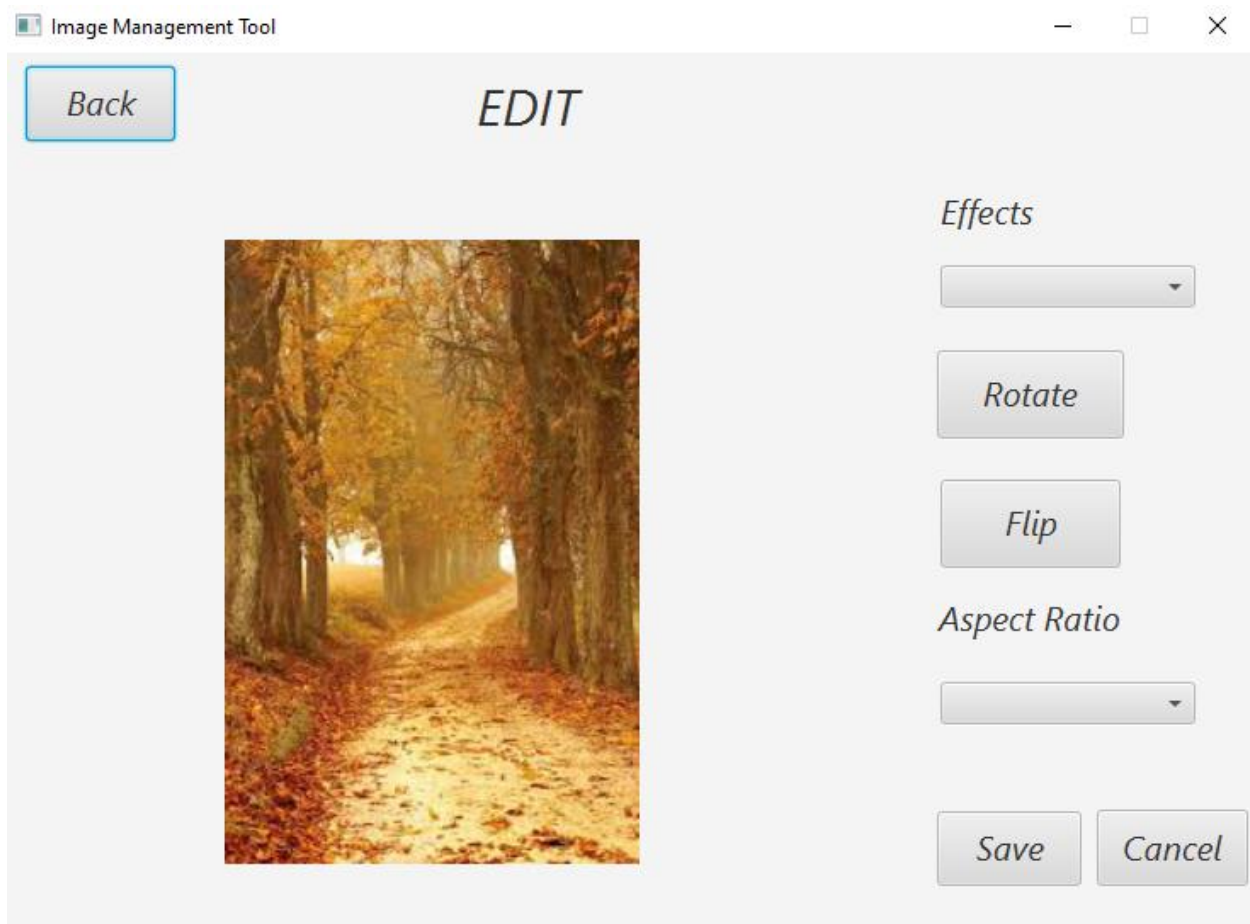
Now image can be uploaded from the local machine using the “Upload” button. The images folder is included in the project file itself. Just change the path in Controller class(`displayimage()` function) to that of the images folder accordingly before running the project.



As we can see in the above snip the properties of the image appear in the textarea. A small thumbnail of the image is included beside the main image.

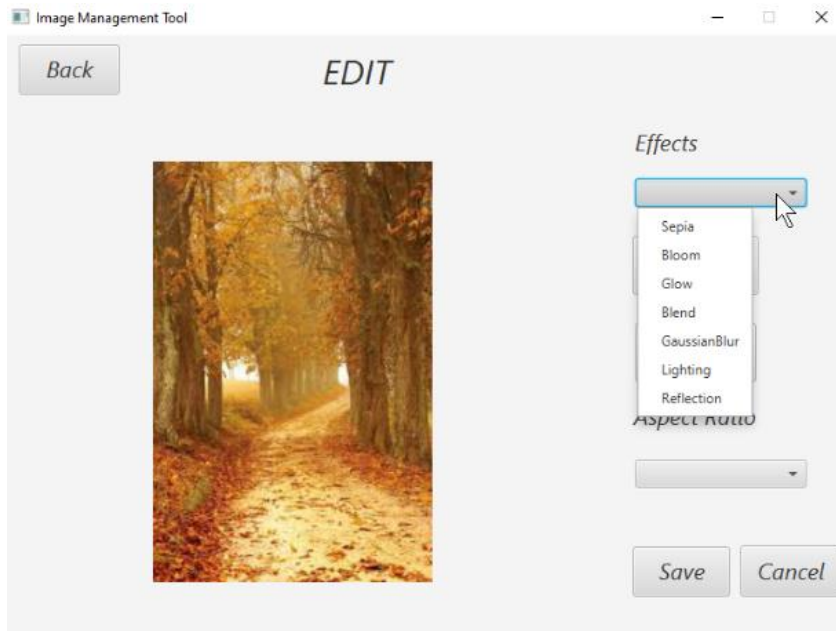
Step 3:

Now after clicking the “Edit” button new window appears. Here various options to edit the images have been included.



Various Functionalities:

1) Effects:



Back

EDIT



Effects

Glow

Rotate

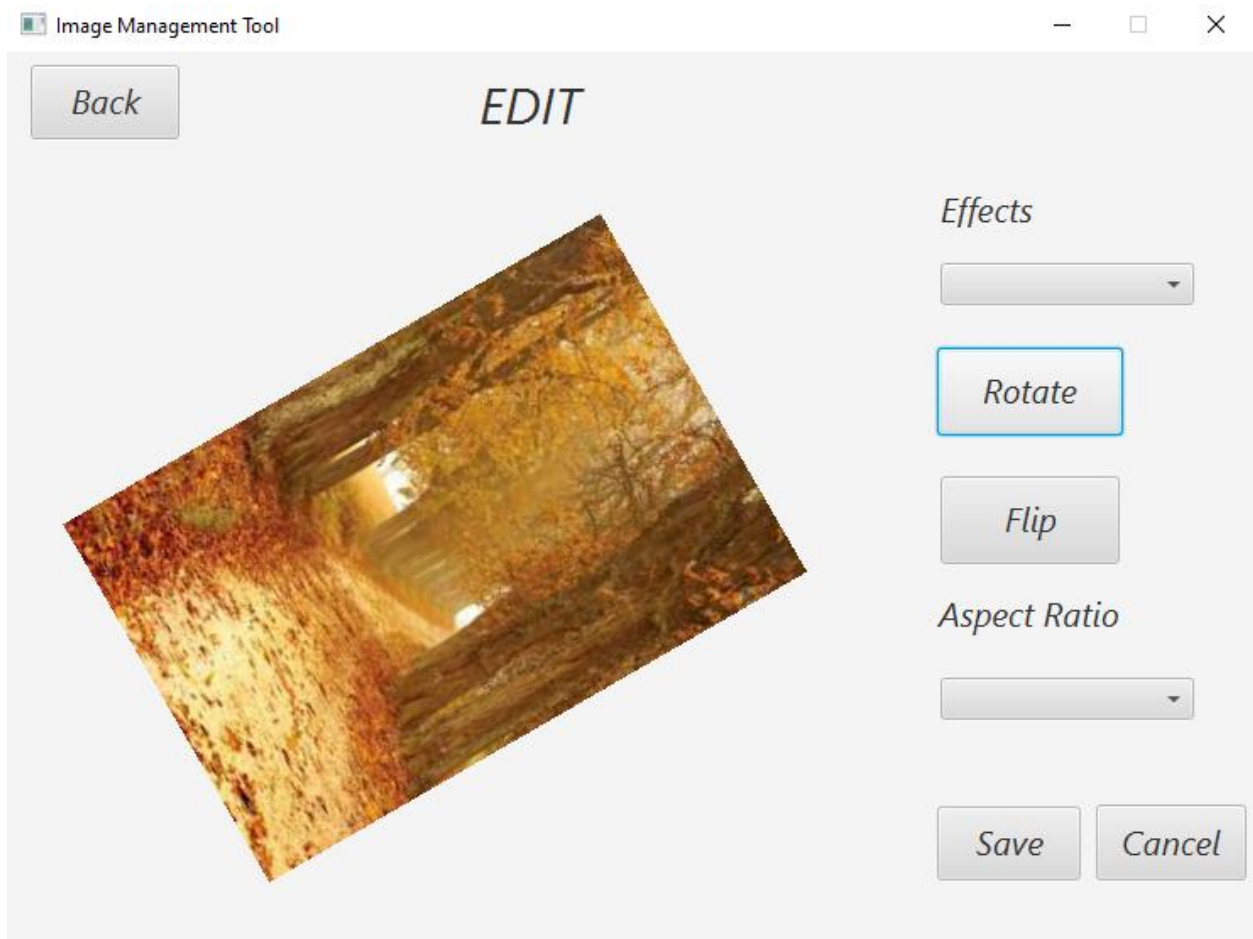
Flip

Aspect Ratio

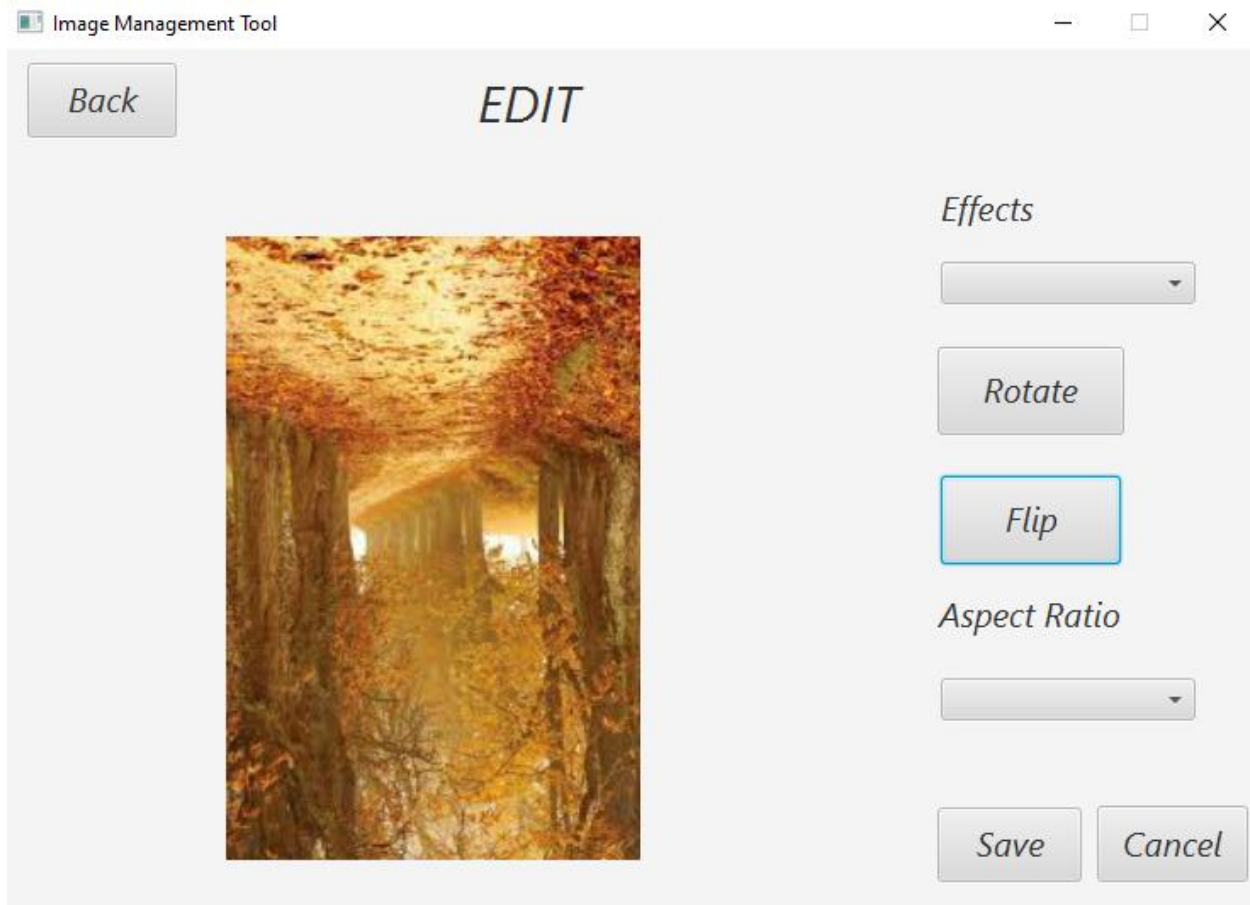
Save

Cancel

2) Rotate:

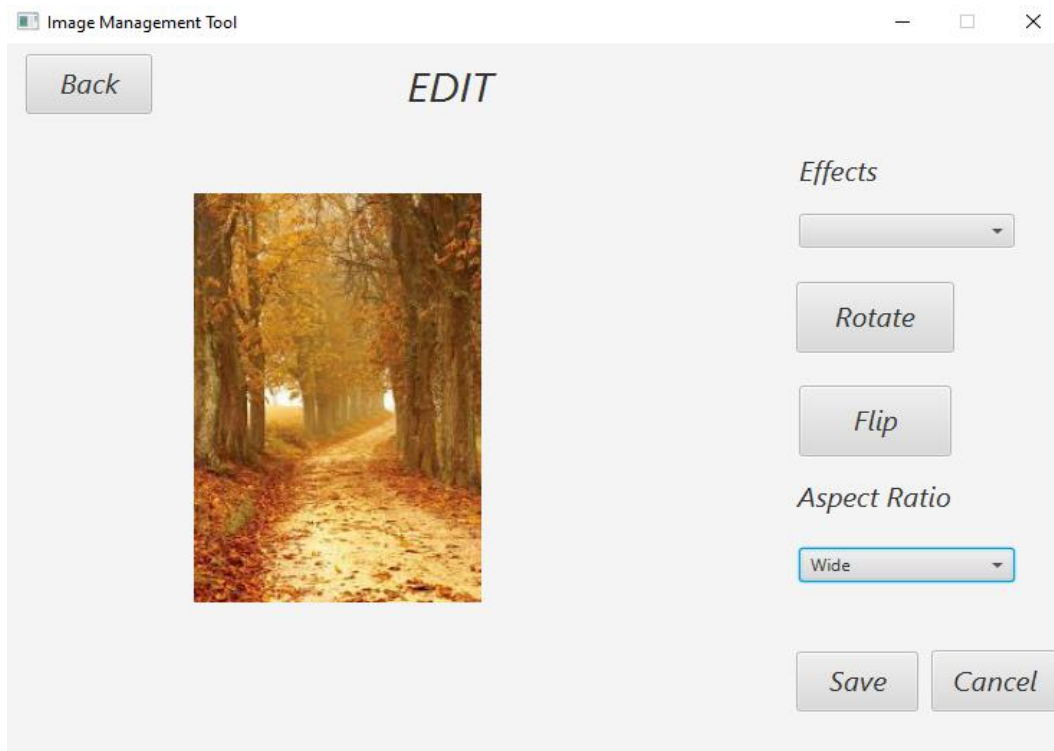
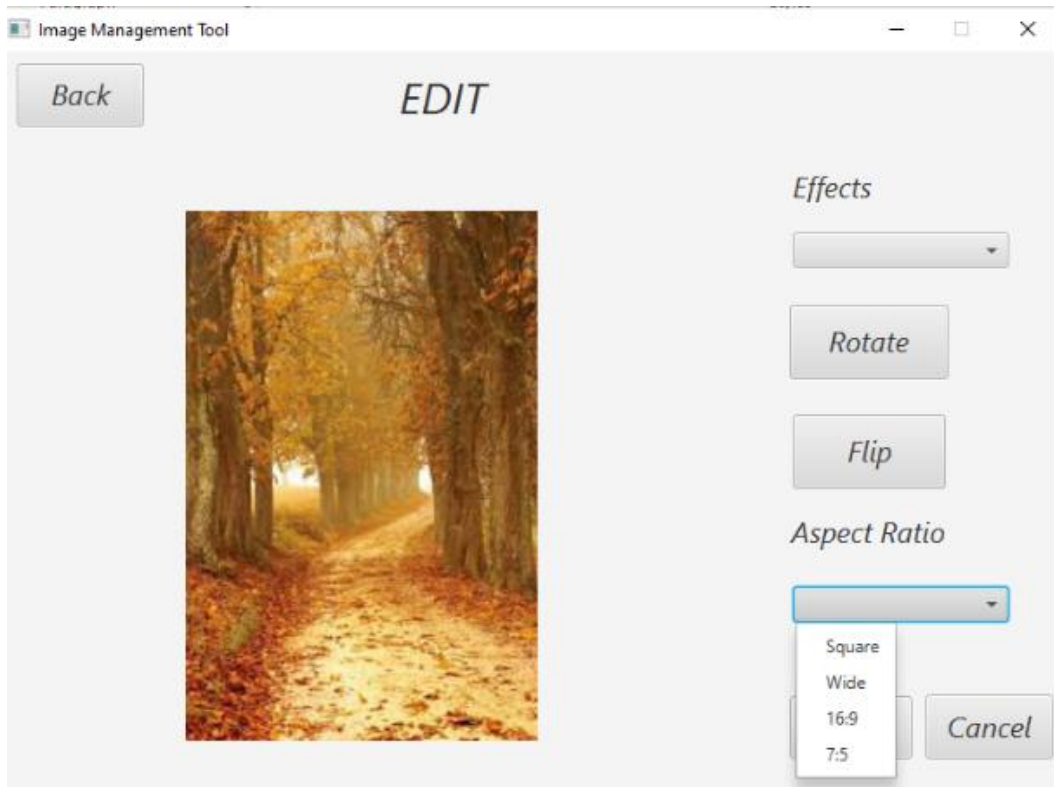


3)Flip:



5)Aspect Ratio:

Various options to resize the image.

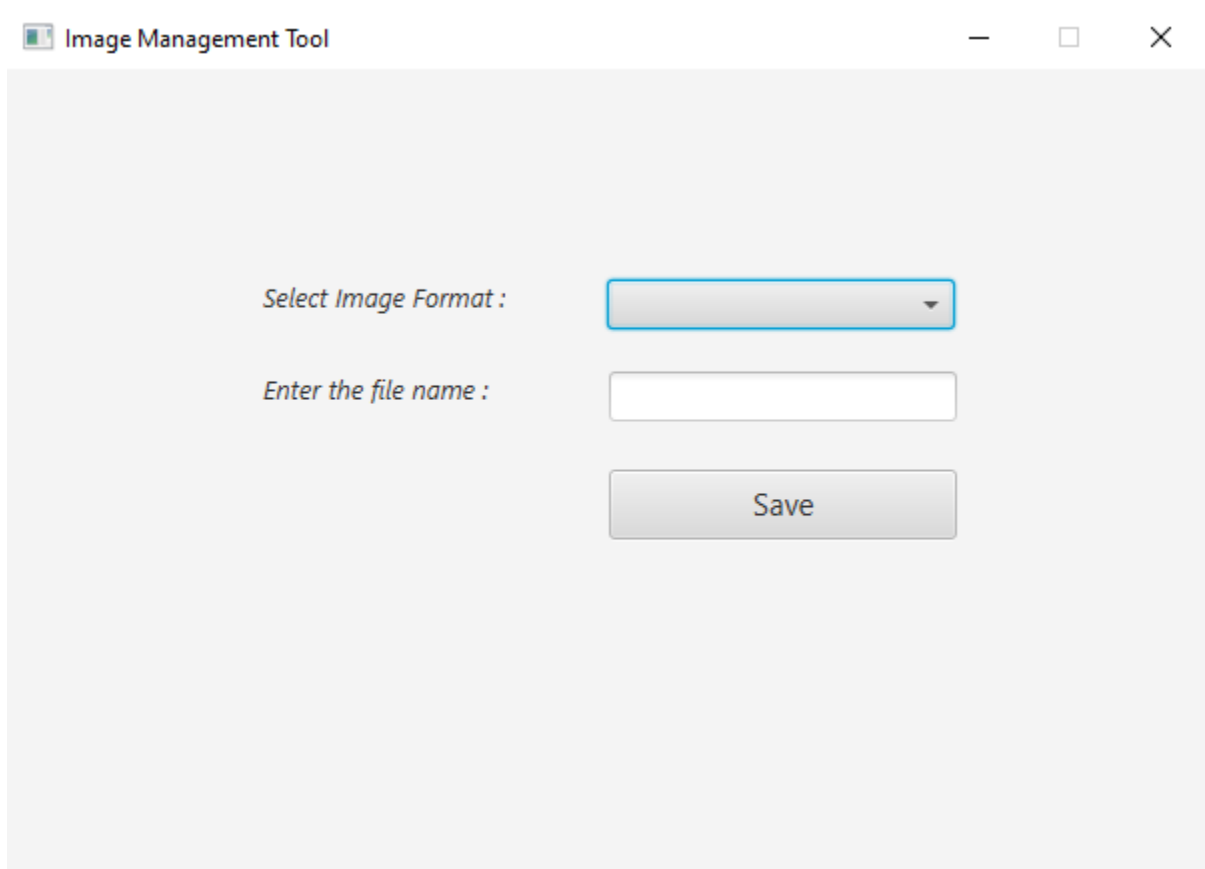


We can also traverse back to the previous button by clicking “Back” button.

All the changes made to the image can be reverted back to the original image by clicking the “Cancel” button.

Step 4:

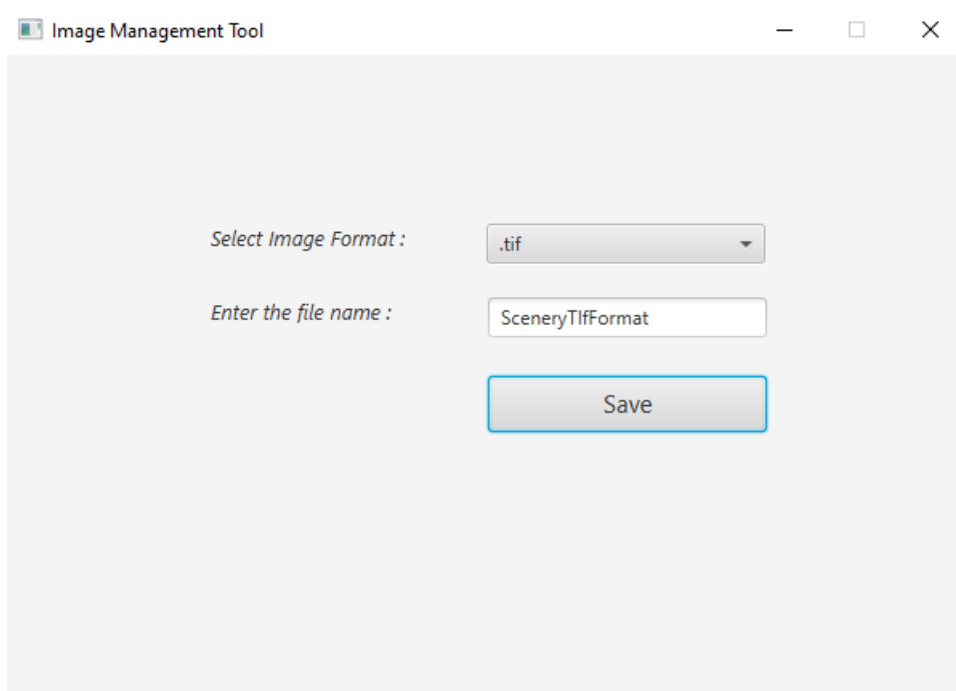
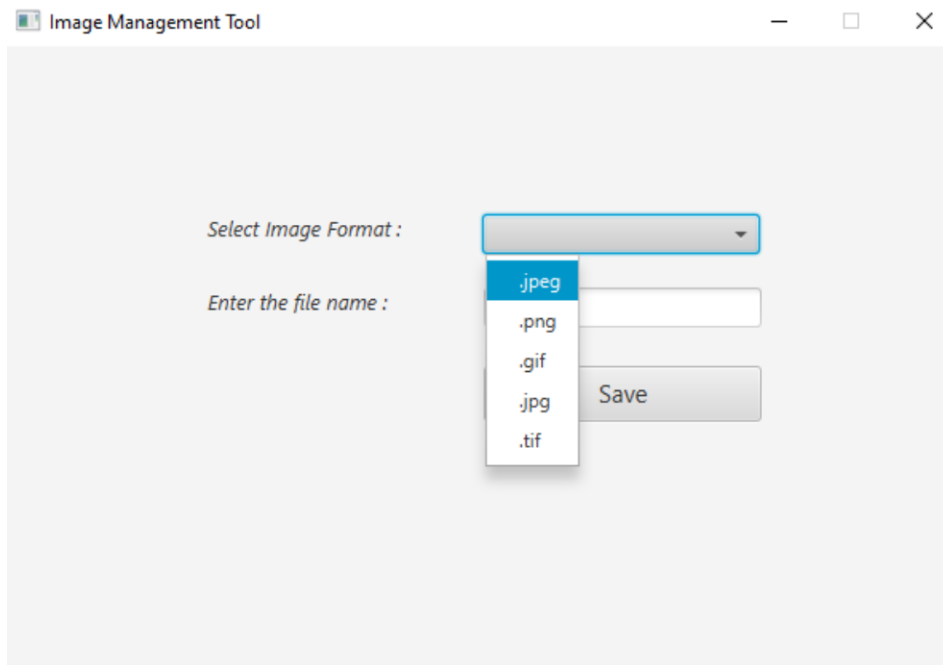
Now the last step is to save the image. A new window appears for saving the image as shown below.



The screenshot shows a window titled "Image Management Tool" with standard Windows window controls (minimize, maximize, close). The window contains a "Save" dialog with the following elements:

- A label "Select Image Format :" followed by a dropdown menu.
- A label "Enter the file name :" followed by a text input field.
- A "Save" button.

Various formats to save the image are included.



The image is saved in “.tif” format. The image is saved in the location (in your local computer) mentioned in the “saveImage()” function of ControllerSave class.

