Chapter 1

Introduction

TASK :- Image Orientation
Date on which task was given :- 08/08/2017
Submit date :- 30/08/2017
Objective:- Our objectives are :

1. Read an image

2. Rotate image to specified angle

3. Display the rotated image

1.1   Algorithm:

Input:Load an image
Output: Rotate the image in a specified angle.

- Step1: Start

- Step2: Give an image as input

- Step3: Read the image

- Step4: Make the image into a matrix format

- Step5: Create Rotation matrix

- Step6: Use maths function to rotate to specified angle

- Step7: Rotation matrix is applied to image

- Step8: Rotated image is displayed

- Step9: Stop

OUR TEAM:

No.	Members	Designation
1	AMAL DAVIS	Member
2	ANJALI KN	Member
3	ARSHA JOHN	Member
4	ATHIRA VIJAYAN	Member
5	NEENU CM	Team Leader
6	SAFNA HABEEB	Scrum Master

1.2   Tasks Assigned:

Our team of 6 members was again divided into groups of 2 for doing the given task.

- Arsha and Amal were given the task of referring graphics methods.

- Group of Anjali and Athira were responsible for writing the algorithm for the particular task.

- Neenu and Safna were concerned with the coding section.

1.3   Meetings held:

Our team conducted scrum meeting on the following days:-
18/08/2017 Friday: We identified that keypoints are not enough to implement our task. So we discussed about other methods.
21/08/2017 Monday: Scrum master instructed to refer the graphics method

to find out the task.

22/08/2017 Tuesday: We found out methods in graphics for rotation.

23/08/2017 Wednesday: Discussed how can we implement graphics methods in our task. 25/08/2017 Friday: We made the rotation matrix.

29/08/2017 Tuesday: Discussed about the maths functions and rotated the image.

30/08/2017 Wednesday: Errors got rectified and the code for task one completed. New task is assigned.

1.4   Progress as if now

Task one completed successfully.