Robin Radloff

*CS370 - Assignment 1*

*Visual Studio 2013 and wxWidgets 2.8*

*Windows 7*

**List of features:**

* Load images
* Save images
* Resize images with Nearest Neighbor Interpolation
* Resize images with Bilinear Interpolation
* Load and save images through a small command prompt (extra credit)

**Description:**

Either hit file->load or load an image through the command prompt. Once loaded, select the image from the GUI and it will display. The left panel is the original image (downsized if it is too large) and on the right is the scaled image. The user can drag to resize the window and the image will scale to fit appropriately.

On the left hand side of the program, the user can select nearest neighbor or bilinear interpolation, and the right side image will update to reflect the change.

The command prompt is at the bottom of the window. Acceptable commands are cd, load, and save. The cd command saves the directory you are in as long as the program is open (or until you change it). The load command will load from the current folder. The save command works in the same way file->save works, in that it saves the RESIZED image (the final image).

**Known issues:**

* Resizing the window to be very small will hide the command prompt.
* The program "freezes" while it loads an image. Maybe a loading message is in order in the future.

**Classes:**

* No new classes were added for this build.
* Images are loaded and saved using wxWidgets functionality.
* Student code is in IFXFrame primarily. There are new GUI parts and their events are hooked up in functions inside IFXFrame.
* The interpolation code is all in Image2D in the ScaleTo function. This is called from IFXFrame.