Summer Avissanyx 4/28/24

Final project design – Image editor

Main function algorithm:

Do while loop for main menu. Display options to user. Get and store users choice. Use if/else to evaluate user’s choice and execute proper sections. Call load image function to load a new image. Call display image function to display an image. Call menu edit function for editing an image. Prompt user to save image to a new file using file IO. Get and store second choice. Using if/else, either prompt for a new file name and then scan the name, then save the edited file, or exit.

Menuedit function:

Display options to user; crop, dim, brighten. Get and store user choice. Using if/else evaluate choice and call resulting function. Call display image function at the end.

Loadimage function:

Prompt user for name of image file. Get and store filename. Declare file pointer and open the file. Use if/else to check the connection and prompt user if NULL. Read the file of any size and store the result in a 2D array. This 2D array will be an input in all remaining functions.

Displayimage function:

Use nested for loops to evaluate and display the contents of the previously stored 2D array to the screen.

Cropimage function:

Display size (hxw) to user and prompt them to enter a smaller, cropped size. Scan and store the user’s inputted sizes. Change the array to the new size using the row and columns indices.

Dimimage function:

Using nested for loops, change every element within the 2D array to increment 1 step dimmer (smaller brightness integer).

Brightenimage function:

Using nested for loops, change every element within the 2D array to increment one step brighter (higher brightness integer).