

Design Document
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Jackagram

Data
Image Data - array to represent image data
File Pointer - pointer for image
Menu choice - char to determine menu selection
Edit choice - char to select edit function
Crop parameters - ints to determine size of new image

PROGRAM

User chooses from main menu... load, display, or edit image
If edit image is selected, user can crop, dim, brighten, or rotate new image.
After editing, user is prompted to save edited image
Program handles loading, saving, and editing images

Functions

main()
Data: Image Data, File pointers, Menu Choice, Edit Option

Functionality: Load the image from the file. Display brightness levels. In a loop, crop, dim, and brighten image, prompt to edit again. After the user is done editing, save image to file.

loadImage()

Input Parameters: File pointer
Returned Output: Image Data
Functionality: Load image from file.

DisplayImage()

Input Parameters: Image Data
Returned Output: none
Functionality: Display image using characters for brightness levels

EditMenu()

Input Parameters: Image Data

Returned Output: Edit option function

Functionality: Display edit menu, get user's edit option choice, return edit option

CropImage()

Input Parameters: Image Data, Crop parameters

Returned Output: Edited Image Data

Functionality: Get prop parameters from user. Crop image based on parameters. Return edited image data

DimImage()

Input Parameters: Image Data

Returned Output: Edited Image Data

Functionality: Decrease brightness of each pixel in image. Return edited image data

Save image()

Input Parameters: Edited Image Data, File Pointers

Returned Output: none

Functionality: Prompt user for file name to save edited image... save that to file