Greg Beca
Daniel Sheaffer
Andy Vanek

September 15, 2009

- Created basic GUI
- Added "About" box with basic information

September 17, 2009

- Added functionality to buttons
- Broke scaling functionality

September 22, 2009

- Added scrollbars (not fully functional yet)

September 23, 2009

- Revised scrolling
- Added a basic zoom functionality (20/50/75/100 percent)
- Added basic information about picture (height, width, filename)
- Debugged NULL commands (ex. saving a picture before opening one)

September 24, 2009

- Added rough iteration of rotate
- Added first functional pop-up box that requires user input (degrees to rotate)

September 29, 2009

- Revised rotate function (Does not keep the original image in the background and now
    shows the entire image after the rotate)
- Bug: Rotate moves the picture from the top left to bottom right of the viewing area

September 30, 2009

- Refactored overall code
- Improved behavior of zooming while rotating or vice versa
- Fixed bug found on September 29, 2009

October 1, 2009

- Added Doxygen comments to the code to generate program documentation via HTML
- Improved zooming by asking user for percent of zoom as opposed to a fixed value
- Added resize functionality

October 6, 2009

Greg Beca
Daniel Sheaffer
Andy Vanek

- Added first rough draft of the user manual
- Note: Class presented projects

October 7, 2009

- Revised manual (Added getting started and FAQs)
- Added download link on homepage to download working copy of program
- Added rough iteration of undo and redo

October 8, 2009

- Refactored overall code (Added ShoppedGui.cs)

October 13, 2009

- Lecture from professor

October 14, 2009

- Refactored ShoppedGui.cs. Extracted methods into classes in core
- Fixed newfound bug: Image would stop rotating after rotating so many degrees
- Fixed newfound bug: Image Zoom/Rotate/Resize would behave irrational after use of
    all 3 (Rotate, Resize, Rotate)
- Added Doxygen coments
- Removed TempImage entirely from the project
- Replaced TempImage with new logic and a more robust CurrentImage (more
    properties)

October 15, 2009

- Centered dialog boxes
- Created ImageHistoryItem, a simple class that is now used in the list for ImageHistory
- Added current zoom level to SetAdditionalInfo() in ShoppedGui
- Added a brief description to each action performed in Shopped, used in
    ImageHistoryItem
- Added a tooltip to Undo/Redo that tells the user what the previous/next operation is
- Added Grayscale filter

October 20, 2009

- Note: Class presented projects

October 21, 2009

Greg Beca
Daniel Sheaffer
Andy Vanek

- Revised Undo/Redo (Still not perfect, yet)

October 22, 2009

- Added Nunit testing to our project
- Added PictureBoxTester.cs for Nunit

October 27, 2009

- ImageHistory is now tested
- Added bat file to open Shopped project in Visual Studio
- Modified ImageHistory to use PictureBoxImage instead of Image
- Starting adding tests for ImageHistory
- Undo/Redo one step closer to working (Thanks to testing functionality)

October 28, 2009

- Moved ImageHistory logic out of SetUndoAndRedo method in ShoppedGui into   1
        ImageHistory
- Added unit tests for these new methods
- Undo/Redo almost perfected

October 29, 2009

- Added more testing functionality
- Added Filters option for Grayscale and now Sepia (Sepia currently doesn't work)

November 3, 2009

- Changed Interface to not pass in a PictureBoxImage object
- Updated manual and added "Source" index
- Added call to SetAdditionalInfo when undo or redo is used (to update the info at the
        bottom of the GUI)
- Fixed bug in ImageZoom where an extra call was being made to ImageRotate
- Created batch file to view the logging done in our program
- Added invert and brightness filters
- Bug: Zoom/Rotate seem broke when filters are applied before zooming or rotating
- Note: Class presented projects

November 4, 2009

- Added contrast filter (at this point it processes slow, but does the job)
- Added Doxygen comments to rest of filters

November 5, 2009

- Added more buttons to GUI
- Changed var declarations to their appropriate type

November 10, 2009

- Changed ImageZoom to work off of PictureBox object in ShoppedGui instead of our
   custom PictureBoxImage object
- Refactored unnecessary namespaces, renamed GUI variables, and extracted methods
- Fixed GUI buttons to be disabled while no picture is loaded

November 11, 2009

- Veteran's Day (No Class)

November 12, 2009

- Added color index at bottom of window based on mouse XY coordinates
- Fixed Doxygen comments
- Removed unnecessary using directives at the tops of files
- Removed Unzoomed properties on PictureBoxImage (no longer used)

November 17, 2009

- Added pen tool
- Fixed bug when someone canceled opening up a new photo
- Added scroll wheel zoom
- Updated installer release on code.google.com
- Moved all Dialogs in UI to their own folder
- Created a Dialog for ImageDraw that can adjust the color, thickness and style (i.e.
   square, rounded) of the shape to be drawn
- Moved event handlers for PictureBox mouse actions into ShoppedGui constructor
   instead of risking having them in the designer (risk overwriting on autogen of
   code in that file)
- Added Doxygen comments for pen tool
- Added button in GUI to use the pen tool
- Changed DrawOnPictureBox in ImageDraw to use Graphics object (vs a nested loop) so
   we can change the shape of the pen tool
- Fixed bug with Image Resize
- Bug: ShoppedGui.Designer.cs sometimes deletes the MouseUp Event in PictureBox
- Note: Class presented projects