CS211

Milestone #2

20 May 2016

The code that you have to submit for this 3rd milestone covers the image processing part of the project (weeks 8, 9, 10 and 11). This part of the project will be graded based on the items listed in this document (note that the exact weighting of each of the items will be decided by ourselves).

CODE SUBMISSION

Like for the first milestone, we ask you to submit your Processing project via Git. If you are using Eclipse or any other development environments, please import your code into Processing and make sure that it runs as perfectly.

Please note that, in this submission you are only allowed to use Processing libraries.

When your code is ready for submission, **tag your git repository** with the tag `milestone2`:

```
$ git tag milestone2
$ git push --tags
```

(if you made a mistake, re-tag your repository as desired with `git tag -f milestone2` and 'force' push it: `git push -f --tags`)

Then, submit the public URL[1] of the repository on Moodle (under *Milestone#2*). Check that we do have the right to clone it! GitHub repositories are public by default, but not necessarily other git hosting services.

Note

Even though the project is to be done in group and you will receive one single grade per team, **it is important that every team member contributes in every part of the project**. We remind you that the **final written exam will include questions related to topics that are dealt with during the project only**.

[1] Note that a full URL for a Git repo will start by `https://` and end with `.git`

Checklist

We will check your submission by running it on different pictures of the large Lego board. For each group, **we will randomly pick one of the four pictures that are available on Moodle, under the *Week 8* section** (`board1.jpg`, `board2.jpg`, `board3.jpg` and `board4.jpg`). So your code should work with any of those without the need of using any scrollbars to adjust the thresholds (we will not tune any thresholding with scrollbars). Please include these pictures already into your Processing sketch (project).

Note

The code you submit should simply load `board1.jpg`. We will randomly replace it by another image ourselves.

When running your code, it should generate and display side-by-side the following three images:

- The result of the Sobel edge detector
- The Hough accumulator
- The four corners of the best quad detected on the input image

This is an example of the expected output for `board1.jpg`: