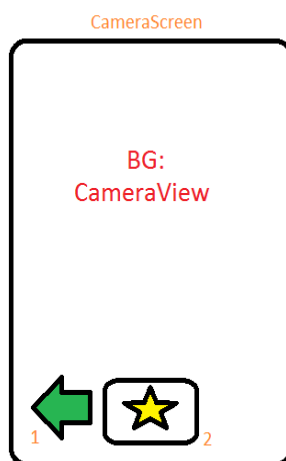


Project structure with classes

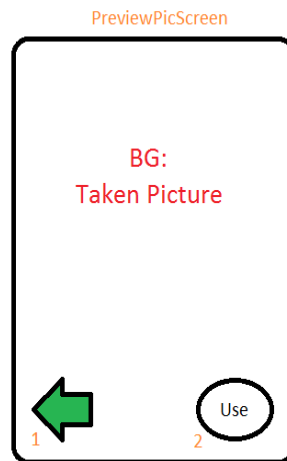
Activities

- CameraScreen
- PreviewPicScreen
- OptionScreen
- MenuScreen
- LoadImageScreen
- ConvertedPictureScreen

UI for activities



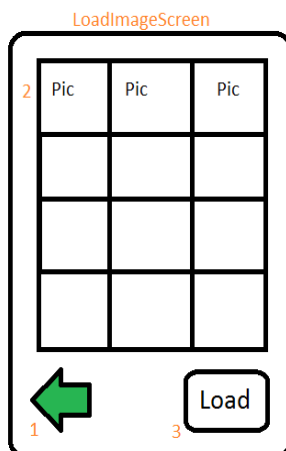
- 1: Backwardsbutton
2: Take picture button (with photologo)



- 1: Backwardsbutton (return to camera without saving)
2: Use (convert to ascii with current settings) and save.



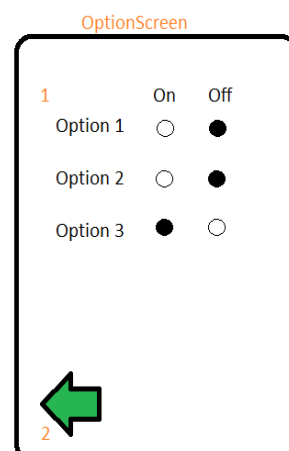
- 1: Awesome sweet logotype-banner
2: Go to CameraScreen
3: Load a picture from gallery
4: Change settings for the conversion and engery-saving



- 1: Backwardsbutton -> return to MenuScreen
2: Gallery from the phone
3: Loadbutton to load chosen picture



- 1: Delete picture and return to Cameraview
2: Change options for the conversion and reload the picture
3: Save the converted picture to gallery



- 1: Some options, not yet defined
2: Return to previous screen

