

# Introduction to Programming II

## Project Log

Due to mental health issues and other personal reasons I continued this project starting from week 18

### Week 18

<b>Project title:</b>	Case-Study-Drawing-App
<b>Topic:</b>	Adding multiple stamps inside the tool
<b>What progress have you made this topic?</b>	
I completed the desired polishing I was after and was able to integrate the ability to add your own image to be used as a stamp	
<b>What problems have you faced and were you able to solve them?</b>	
The problem I faced was trying to add my own images as a stamp, I was able to solve it using the following resources. P5js reference and stackOverflow	
<b>What are you planning to do over the next few weeks?</b>	

Over the next few weeks I will attempt to add resize functionality to ellipse and rectangle tool and try to add layers functionality as seen in photoshop

**Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?**

I am on target to complete my project

## **Week 19**

<b>Project title:</b>	Case-Study-Drawing-App
<b>Topic:</b>	Resizing functionality for ellipse and rectangle tool and add picture tool.
<b>What progress have you made this topic?</b>	
I have completed this topic	
<b>What problems have you faced and were you able to solve them?</b>	

The problem was the added complexity of the code in general. Since all 3 of these required the ability to resize and move the shape after drawing, I decided to first work on rectangle tool. At first it boggled me how to do this, later on I decided to get my pen and paper and decided to work at it one by one. After breaking it down the problem became easier but the length of the code drastically increased, around 9 times the original size of the code. I then copied the functionalities to the other 2 tools and did some polishing. example: stress testing, hiding sliders and colour palette where necessary.

### **What are you planning to do over the next few weeks?**

I am going to add the layers functionality. the ability to add layers, draw on different layers, delete layers and move layers up and down.

### **Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?**

I am on target to complete my project.

## **Week 20**

<b>Project title:</b>	Case-Study-Drawing-App
<b>Topic:</b>	Layers functionality
<b>What progress have you made this topic?</b>	

I was not able to add the ability to move layers up and down. The rest of the features are complete. As well as make the GUI needed to make it user friendly.

### **What problems have you faced and were you able to solve them?**

This was easily the most daunting extension and I was not prepared for the amount of effort I had to do to make it functioning. It led me to modify all of my files. The troubles I faced was how to implement the layers at first. At the start I thought about copying the canvas pixels array every time. Looking at the reference in p5js I learnt of the createGarphic function and used it to implement the layers. I was extremely troubled over the deleting of layers,moving of layers and making sure everything worked fine with my modification. I abandoned moving of layers since I discovered that the complexity was too high and I wouldn't be able to implement a satisfactory version of my code if I spent too much effort on it

### **What are you planning to do over the next few weeks?**

Polishing my project and submitting it in a state where I am proudly able to show it to others

### **Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?**

My project is complete, all that is left is to refactor my code to make it pretty and easy to understand it at a single glance.