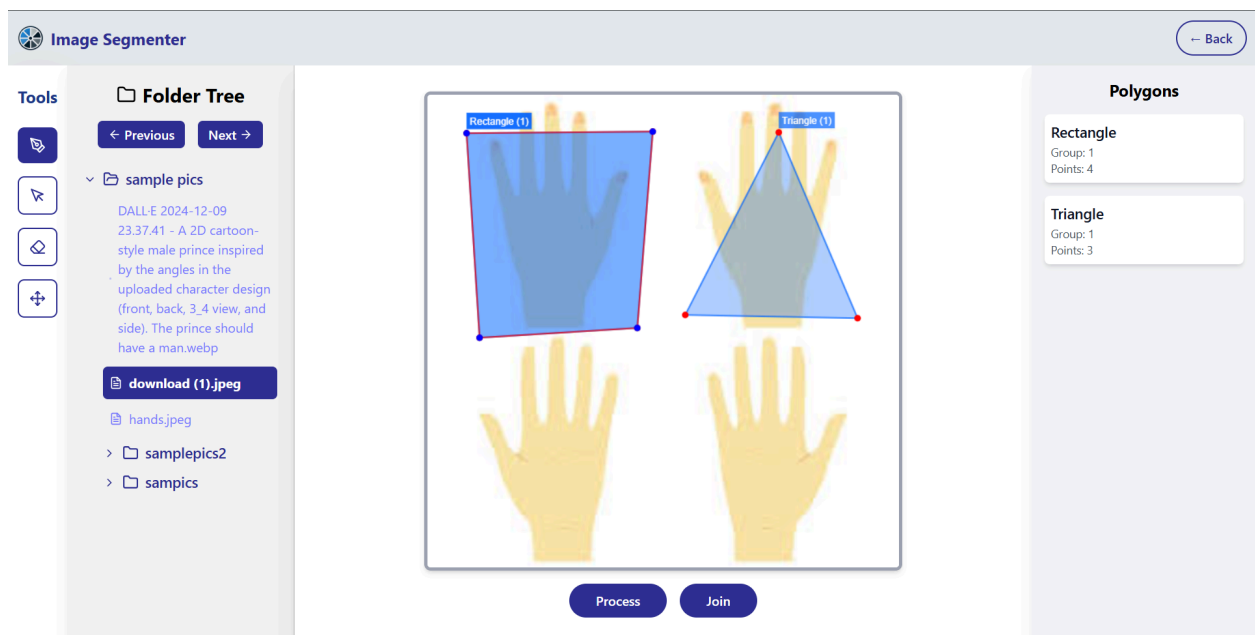
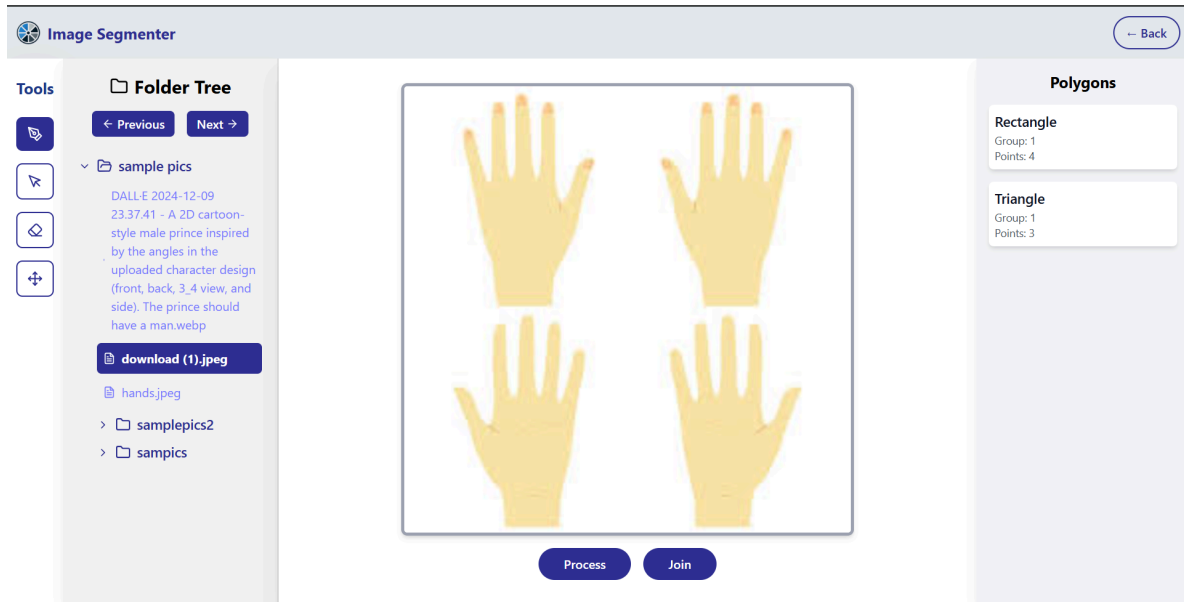


March 14^h - Weekly Update

Front-End Team [Prasanna and Kavya]

- Users can now plot multiple polygons with different labels, making it easier to define custom areas or shapes on the graph or map.
- Dropdown list for the predefined names and custom names have been implemented.
- The polygons are getting stored in the polygon component on the right side.
- The **Move Tool** is now functional, allowing users to select a point and move it to a new position, automatically adjusting the connected polygon. It also allows to create new points on the boundaries and drag them to the desired locations.
- The **Eraser Tool** is fully operational. By clicking on any point, users can erase it, and the polygon will reform accordingly.
- The **Move Polygon Tool** is also functional now. The user can move the full polygon in one go.
- Next and previous buttons are added for smoother navigation of the files.
- Join button has also been added for smoother functionality to join the marked dots.
- The folder tree has been implemented and is fully functional now. The user can upload multiple folders having subfolders and multiple images in it or directly upload multiple pictures.
- All the uploaded images or folders can now be navigated directly from the folder tree.
- The main UI has been cleaned, and some bugs have been fixed.
- The output is generated in json format.



Next Steps

- Continue refining the tools to improve precision, ensuring a smoother and more intuitive user experience.
- The custom created polygons will be added to the dropdown list.
- The shapes will be highlighted in different colors.
- If a premade shape is edited the option to change it's name and id will be provided.

- Polygons will be sorted in a folder structure as well where the polygon tray will show only the polygons available for the selected picture.
- Some minor bugs will also be fixed.

Back-End Team [Janak and Aravinthakshan]

- Point-to-Mask and Mask-to-Point have been implemented.
- We are currently working on transforming XMem++ into an API to interface seamlessly with the front end.

