### **March 21st - Weekly Update**

#### Front-End Team [ Prasanna and Kavya ]

* Implemented polygon reusability feature allowing users to apply previously drawn polygons across multiple images, enhancing workflow efficiency.
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* Organized polygons in the tray by grouping them according to their source images, improving navigation and selection.
* Added visual highlighting for selected polygons both on the canvas and in the tray, providing better visual feedback during editing.

A screenshot of a computer screen

AI-generated content may be incorrect.A screenshot of a computer screen

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#### Next Steps

* Implement JSON data export functionality instead of printing polygon coordinates to console, enabling proper data persistence.
* Develop synchronization mechanism for polygons used across multiple images, ensuring that edits made to a polygon in one image are automatically applied to all instances.

#### Back-End Team [ Aravinthakshan and Janak]

* Terminal working for xmem++ has been done, propagation seems to work well ( attached examples )
* GUI there are still a couple issues ( cuda incompatibility ) but we do not plan on using this

#### Next Steps

* Work on API to call the endpoints propagate, segment, delete and correct for xmem++
* Test working on multi class segmentation