

# 1<sup>ST</sup> ASSIGNMENT

## Normal mode (15,512 pts)

Develop a console-based image editor that allows users to manipulate an image using different transformations.

The program should be able to:

Rotate a selected rectangular region by 90°, 180° or 270° – 3,000pts

Crop an image by specifying four (x, y) coordinates – 4,656pts

Select a color and subtract it in a selected rectangular region – 4,656pts

Coding principles - 3,200pts

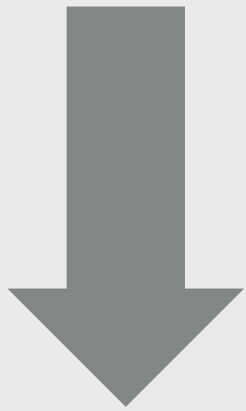


Deadline: Tuesday February 18, 5.30pm

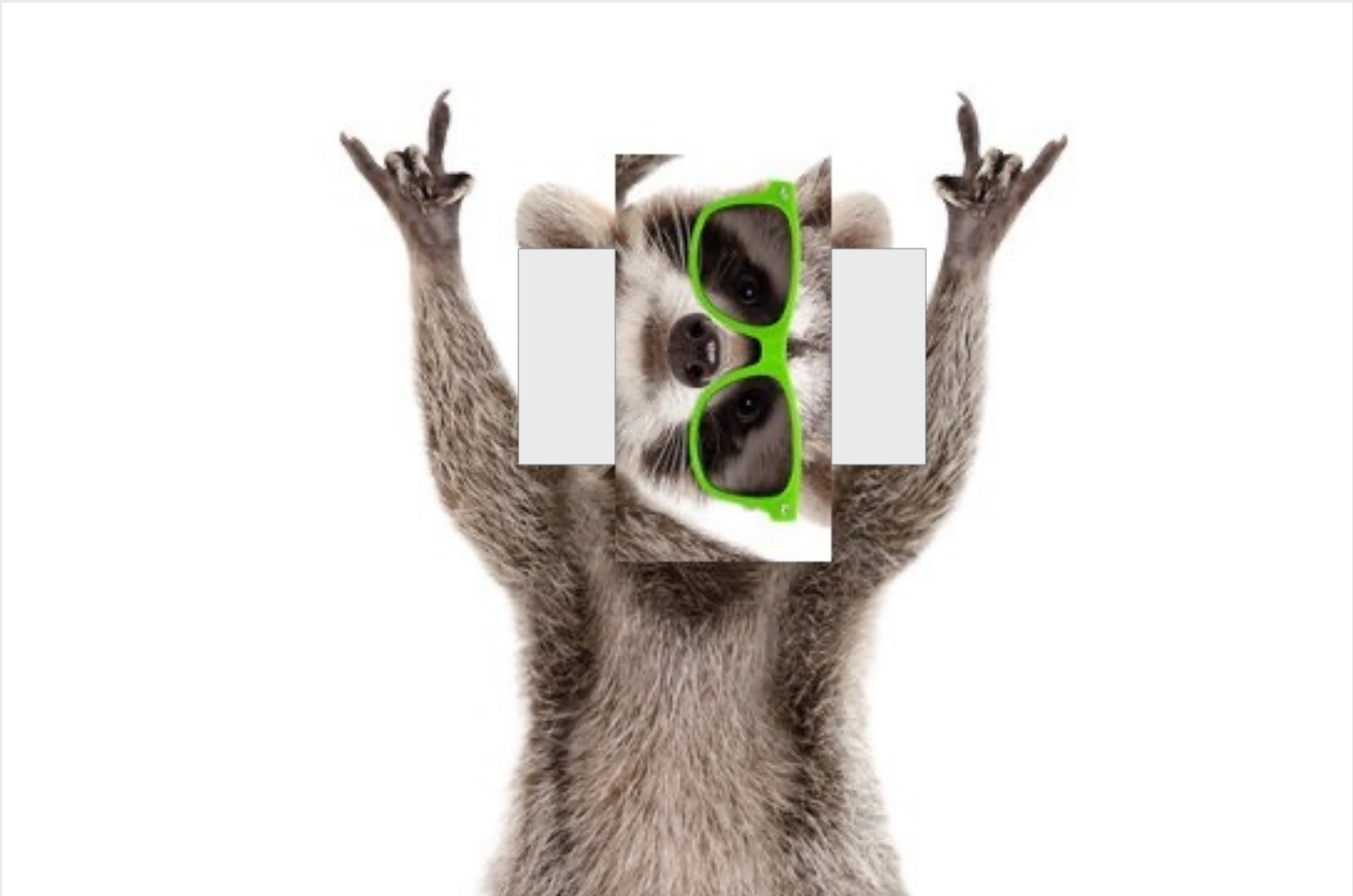
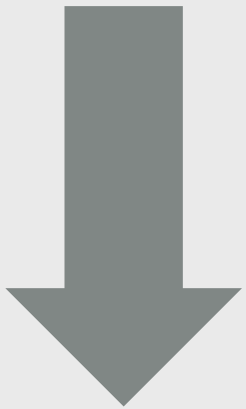
# Cropping



# Subtract color



# Rotate



# CODING PRINCIPLES

Does it only have necessary code? (150 pts)

Does it properly use OOP? (250 pts)

Is the code reusable? (400 pts)

Is the code flexible? (300 pts)

Does it have bugs? (300 pts)

Is the code scalable? (300 pts)

Does it have documentation? (300 pts)

Is the code a huge mess or neat? (400 pts)



Self-evaluation (700pts)

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