

Algorithmic Map Recognition and Edge Detection with Point to Point Pathfinding

Computer Science NEA

Name: Rubens Pirie

Candidate Number: 1749

Centre Number: 58231

Centre Name: Barton Peveril Sixth Form College

Contents

| | |
|---|-----------|
| 1 Analysis | 5 |
| 1.1 Statement Of Problem | 5 |
| 1.2 Background | 5 |
| 1.3 End User | 6 |
| 1.3.1 First Interview | 6 |
| 1.3.2 Evaluation of First Interview | 7 |
| 1.4 Initial Research | 7 |
| 1.4.1 Existing Solutions | 7 |
| Google Maps | 7 |
| Bing Maps | 8 |
| OS Maps | 8 |
| Existing Solutions Conclusion | 9 |
| 1.4.2 Possible Algorithmic Solutions | 9 |
| Edge Detection | 9 |
| Graph Forming | 10 |
| 1.4.3 Key Components Required | 10 |
| The Graphical User Interface | 10 |
| Image Manipulation and Edge Detection | 10 |
| Graph Creation and Representation | 10 |
| Graph Traversal and Output | 11 |
| 1.5 Further Research | 11 |
| 1.5.1 Dive into Specific Algorithms | 11 |
| Black and White Filter | 11 |
| Gaussian Filter | 11 |
| Convolution Operation | 12 |
| 1.5.2 Second Interview | 13 |
| 1.5.3 Evaluation of Second Interview | 13 |
| 1.6 Prototyping | 13 |
| 1.6.1 Prototype Objectives | 13 |
| 1.6.2 Edge Detection | 14 |
| 1. Converting to Black and White | 15 |
| 2. Gaussian Filter | 16 |
| 3. Calculation of XY Gradients | 17 |
| 4. Gradient Direction | 19 |
| 5. Gradient Magnitude Threshold | 20 |
| 6. Min Max Threshold and Potential Edge Calculations | 21 |
| 7. Edge tracking by Hysteresis | 22 |
| 8. Emboss Kernel | 24 |
| 9. Custom Hole Filling | 25 |
| 1.6.3 Graph Class and Graph Traversal | 25 |
| 1.6.4 Windows Forms with Images | 28 |
| 1.7 Objectives | 30 |
| 1.8 Modelling | 33 |
| 2 Technical Design | 34 |
| 2.1 Programming Language Selection and Libraries Used | 34 |
| 2.1.1 Linq | 34 |
| 2.1.2 Bitmap | 34 |
| 2.1.3 Windows Forms | 34 |
| 2.2 High Level Overview | 34 |
| 2.2.1 Backend Library | 35 |
| 2.2.2 Local Application | 37 |
| Design of User Interface (Console) | 37 |
| Design of User Interface (Windows Forms) | 38 |

| | |
|---|----|
| 2.3 Class Overviews | 39 |
| Async Edge Detection (<i>Class</i>) | 39 |
| Canny Edge Detection (<i>Class</i>) | 40 |
| Canny Result (<i>Structure</i>) | 42 |
| Coord (<i>Structure</i>) | 43 |
| Extensions (<i>Class</i>) | 43 |
| Gradients (<i>Structure</i>) | 44 |
| Graph (<i>Class</i>) | 44 |
| Graph Exception (<i>Exception</i>) | 45 |
| IHandler (<i>Interface</i>) | 45 |
| Input (<i>Class</i>) | 46 |
| Kernel (<i>Class</i>) | 46 |
| Kernel Exception (<i>Exception</i>) | 47 |
| Log (<i>Class</i>) | 47 |
| Logger (<i>Class</i>) | 47 |
| Logger Exception (<i>Exception</i>) | 48 |
| Map File (<i>Class</i>) | 48 |
| Map File Exception (<i>Exception</i>) | 49 |
| Matrix (<i>Class</i>) | 49 |
| Matrix Exception (<i>Exception</i>) | 49 |
| Max Priority Queue (<i>Class</i>) | 50 |
| Menu (<i>Class</i>) | 50 |
| Min Priority Queue (<i>Class</i>) | 51 |
| New Image (<i>Class</i>) | 52 |
| Pathfinder (<i>Class</i>) | 52 |
| Pathfind Image Form (<i>Windows Form</i>) | 53 |
| Post (<i>Class</i>) | 54 |
| Pre (<i>Class</i>) | 54 |
| Preprocessing Exception (<i>Exception</i>) | 54 |
| Program (<i>Class</i>) | 55 |
| Progress Bar (<i>Class</i>) | 55 |
| Queue (<i>Class</i>) | 55 |
| Raw Image (<i>Structure</i>) | 56 |
| RGB (<i>Structure</i>) | 56 |
| Road Detection (<i>Class</i>) | 56 |
| Road Result (<i>Structure</i>) | 57 |
| Road Sequence (<i>Class</i>) | 57 |
| Save File (<i>Class</i>) | 58 |
| Settings (<i>Class</i>) | 58 |
| Settings Control (<i>Class</i>) | 58 |
| Settings Exception (<i>Exception</i>) | 59 |
| Stack (<i>Class</i>) | 59 |
| Structures (<i>Class</i>) | 59 |
| Sync Edge Detection (<i>Class</i>) | 60 |
| Text Wall (<i>Class</i>) | 60 |
| Threshold Pixel (<i>Structure</i>) | 61 |
| Traversal (<i>Class</i>) | 61 |
| Utility (<i>Class</i>) | 62 |
| View Image Form (<i>Windows Form</i>) | 62 |
| 3 Program Testing | 64 |
| 3.1 Testing Tables | 64 |
| 3.1.1 Targeted Testing Areas | 64 |
| 3.1.2 User Inputs and Outputs Testing Table | 65 |
| 3.1.3 Canny Edge Detection Testing Table | 67 |
| 3.1.4 Road Detection and Graph Conversion Testing Table | 70 |
| 3.1.5 Graph Traversal Testing Table | 71 |

| | |
|---|-----------|
| 3.1.6 Logging and Saves Testing Table | 73 |
| 3.1.7 Miscellaneous Testing Table | 76 |
| 3.2 Testing Video | 79 |
| 4 Evaluation | 80 |
| 5 Code Base | 81 |
| 5.1 Prototypes | 81 |
| 5.1.1 Canny Edge Detection | 81 |
| 5.1.2 Graph Class and DFS / BFS | 91 |
| 5.1.3 Forms Interface | 94 |
| 5.2 Final Solution | 94 |
| 5.2.1 BackendLib | 94 |
| 5.2.1.1 Data | 94 |
| MapFile.cs | 94 |
| Traversal.cs | 97 |
| 5.2.1.2 Datatypes | 100 |
| Graph.cs | 100 |
| Matrix.cs | 100 |
| MaxPriorityQueue.cs | 102 |
| MinPriorityQueue.cs | 104 |
| Queue.cs | 105 |
| Stack.cs | 106 |
| 5.2.1.3 Exceptions | 106 |
| GraphException.cs | 106 |
| KernelException.cs | 107 |
| LoggerException.cs | 107 |
| MapFileException.cs | 107 |
| MatrixException.cs | 108 |
| PreprocessingException.cs | 108 |
| SettingsException.cs | 109 |
| 5.2.1.4 Interfaces | 109 |
| IHandler.cs | 109 |
| 5.2.1.5 Processing | 109 |
| CannyEdgeDetection.cs | 109 |
| Post.cs | 114 |
| Pre.cs | 115 |
| RoadDetection.cs | 116 |
| 5.2.1.6 Root | 119 |
| Extensions.cs | 119 |
| Kernel.cs | 120 |
| Logger.cs | 122 |
| Structures.cs | 123 |
| Utility.cs | 124 |
| 5.2.2 LocalApp | 127 |
| 5.2.2.1 Actions | 127 |
| NewImage.cs | 127 |
| SaveFile.cs | 129 |
| SettingsControl.cs | 129 |
| 5.2.2.2 CLI | 131 |
| Input.cs | 131 |
| Log.cs | 136 |
| Menu.cs | 138 |
| ProgressBar.cs | 142 |
| Settings.cs | 144 |
| TextWall.cs | 146 |
| 5.2.2.3 Processes | 147 |

| | |
|--|-----|
| AsyncEdgeDetection.cs | 147 |
| Pathfinder.cs | 153 |
| RoadSquence.cs | 153 |
| SyncEdgeDetection.cs | 155 |
| 5.2.2.4 WindowsForms | 161 |
| PathfindImageForm.cs (Partial) | 161 |
| ViewImageForm.cs (Partial) | 166 |
| 5.2.2.5 Root | 167 |
| Program.cs | 167 |

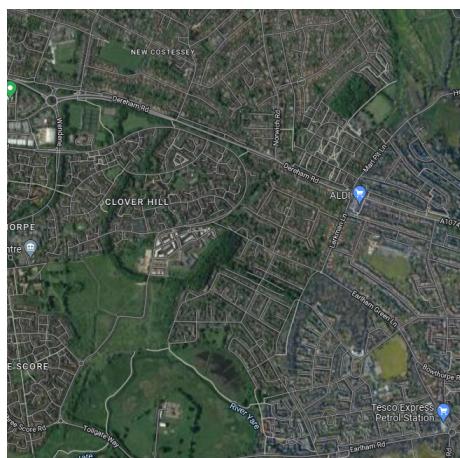
1 Analysis

1.1 Statement Of Problem

Maps, as you would think of them today, have been around since 6th century BC and since then have been in constant use by people in their day to day lives. The more modern version of maps, for example Google maps or Bing maps have only been around since the late 1990's. The problem that I am going to be solving is map path finding. Currently not all roads and paths are logged and entered into a searchable format. The only way some people have to navigate terrain is through the use of old style paper maps. The problem with paper maps is that they are not easily, at a glance, used to find a path from point to point. As well as this sometimes are not easy to comprehend just by looking at them with various terrain features.



(1) Map without labels on roads



(2) Map with labels on roads

Examples of maps with and without labels taken from Google Maps[©]

This can cause issues for people who live out in areas which have not been mapped. This is because they cannot create easy to follow routes with the click of a button. Therefore, causing people who live in rural areas to waste time getting used to the routes they have to take to go anywhere. Overall, the problem I am going to be creating a solution for is how people are unable to easily go from point to point at the click of a button and be easily able to, at a glance, interpret the map without prior experience.

1.2 Background

When people usually want to go about planning a journey they will use a service, for example Google Maps to get from one location to another. This usually takes the form of clicking a location and then selecting an origin. This isn't always possible however, this can be for a multitude of reasons it seems however I will briefly go over some below:

1. Either the destination or origin location(s) are not in the service's database.
2. The destination and origin have no clear defined path between them.
3. Either the destination or origin are off any predefined track.
4. The travel method the user has selected is not able to traverse the terrain between the origin and destination.

Some of these I believe are out of the scope of this project however once the interview has been conducted with the end user I will have a better idea of the needs that my program needs to fulfill.

Finally, I feel that the point of my final solution should be to fix all of the flaws which I find during my research as well as from the end user. As well as improving where the end user feels it needs to be.

1.3 End User

1.3.1 First Interview

In order to get a better feel for the objectives and functions that my program should complete I interviewed with an end user, Mrs Mandy T. I believed that she was an appropriate candidate for this project due to the fact that she has to drive into work every morning. Along her route she has to deal with Google Maps which do not cover all of the roads in her area. Therefore in the following questions I asked her some questions gauge her priorities when it comes to web mapping.

1. When using web maps (e.g. Google Maps[®]) what are the key features you look for?

"A scale! WHY is it lost so often when Google Maps is embedded?! Then it depends what type of map I'm looking at... if it's a road map then....roads! Size/type of road is important and things like one-way restrictions. If it's for e.g. walking...footpaths/bridleways and parking are important. "

2. Have you ever experienced a faulty or mislabeled part of an web map or has said map ever been inaccurate?

"Yes"

3. Do you often use web maps in your day to day life, if so in what capacity?

"Yes, NEEDS TO BE ADDED TO"

4. In your opinion do you feel that web maps are vital to everyday life if so why or why not?

"No. I passed my driving test before we had sat-nav or internet, so clearly they're not vital - we survived without them!"

They are quite helpful though as we used to have to buy a new road map every year, whereas web maps can be updated as things change, instead of only annually!"

5. What makes a good user interface for a web map?

"Clarity and simplicity. Nothing needlessly complicated."

6. How do you use web maps (e.g. long journeys, short journeys, school runs)?

"Route functionality on long or unfamiliar journeys. Using them a lot at the moment as am planning a holiday overseas. The maps are useful to see whether accommodation and restaurants will be walking distance, and what options there are in each location etc."

7. Do you feel a tutorial would be beneficial to aid in the use of the map or should the focus more be spent on intuitive ease of use?

"If they're easy to use, a tutorial would be surplus to requirements, so ease of use is more important."

8. Would it be beneficial to store old routes?

"Not really (is this a routing question?). I don't know what purpose that would give, unless I was being accused of something and needed to use the route as evidence of being in a certain location! It could be used full in the context of frequently traveled routes however if this was the case I would know the route by heart anyway."

9. What forms of transport should the map include?

"(I think this is a routing question not a map question) Walking, bike/horse, car, bus, plane, ferry. If just a map question, then the map should include footpaths, bridle paths, roads, ferry routes"

10. If there was one feature you could have implemented in an existing solution what would it be?

"To be able to post a question about a specific area and have a person who is local to that area answer it."

1.3.2 Evaluation of First Interview

Overall I feel that this interview gave me valuable insight into the requirements of my end user. As well as this my end user made it clear to me that there are two overriding parts of this solution. The map recognition aspect of it and the path finding aspect. Going deeper into the path finding part of this project I will need to do research on the different methods that will be used to achieve this and some of the possible data structures I could use.

1.4 Initial Research

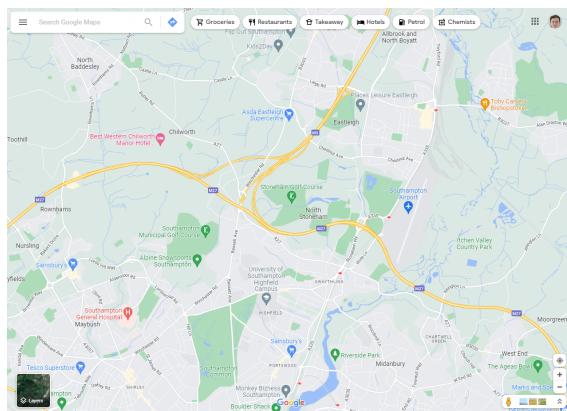
1.4.1 Existing Solutions

Below each overview passage I have included an image of each map for comparison of their GUI's. These will be used as inspiration as to how my final solution will look as well as serving as examples of how the GUI can sometimes become overly complicated. This is especially the case with Bing Maps as when you initially access it you are flooded with popups and extra options.

Google Maps

As aforementioned this is one of the most used forms of interactive web mapping in use at the moment. It has been in use since 8th February 2005. As it exists now it is an interactive world map with routing features built in. It provides detailed information about geographical places and regions around the world. Unlike some of its competitors it also offers aerial and satellite images of places around the world aiding in navigation of terrain.

As well as its map viewing capabilities it also offers partial route planning and live route tracking for cars, bikes, walkers and public transport. It provides instantaneous and real time feedback while you are moving however the one big caveat to this is the fact that it will require an internet connection to run, something that is not always available.



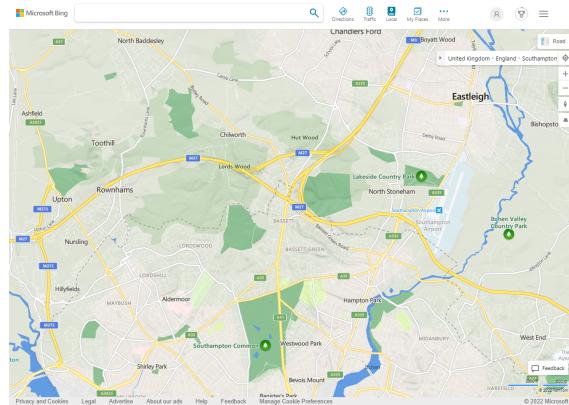
(1) Example of Google Maps' GUI

Sourced from Google Maps®

Bing Maps

This is another form of interactive web mapping. This is a more plain version of Google Maps at first glace. This is due to the fact that it does not have as many features as Google Maps. This does have its advantages due to the UI seeming less cluttered and more accessible. Similar to the Google Maps it also offers route planning and map traversal as well as live traffic updating. Bing maps unlike Google Maps boasts a more open API and easier programmatic interface for developers to be able to interface with their program.

Bing maps also still includes the feature which allows users to create their own maps based on their own data. Unlike google which did have this feature until they discontinued it. I believe that this could be something that would be beneficial to my program, allowing people to take a photo of their own map and have my solution compute it into a rotatable map.



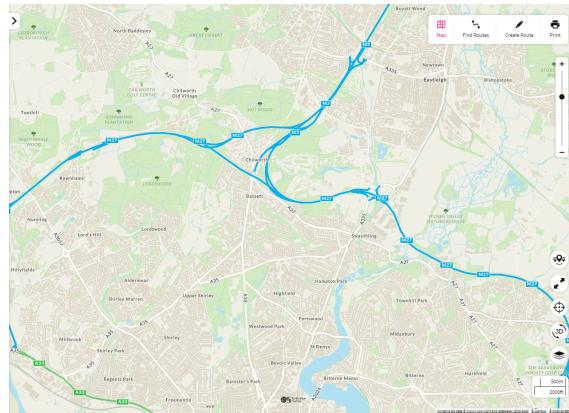
(2) Example of Bing Maps' GUI

Sourced from Bing Maps®

OS Maps

This is a different take in web mapping compared to Bing and Google Maps. With Ordnance Survey their focus was on the accuracy of their maps hence they do not have as an extensive routing system. If you wanted to go from point to point on an OS map you would have to plot it by hand. However if you wanted to go on an exercise trail on the other hand they are very well suited for this and as such have an extensive list of pre-planned routes.

Similar to Google Maps, and in a limited capacity, Bing maps; OS Maps allow you to view their maps in different forms such as 3D and topographic however in order to access these you will have to access their premium plan therefore for the average user this is not a viable option and a hindrance. It is good to note however that the other variations on the map of the UK, and this holds true for all of the aforementioned maps, that the satellite view and other views are not necessary and could in fact be a hindrance.



(3) Example of Ordnance Survey's Map GUI

Sourced from OSMaps.com[©]

Existing Solutions Conclusion

In conclusion, I have found that the existing solutions that are available are all very well designed and well implemented. I have found that they are easy to use and rather intuitive however, for the average user who just needs to get from A to B in the most economic way possible they are overly complicated. As well as this I have found that with the exception of OS maps both of the other solutions require an internet connection to get the best use out of their maps, this is something which I believe I should avoid. This will mean that all calculations will have to occur self contained within the program, not allowing the use of external API's.

1.4.2 Possible Algorithmic Solutions

There are, as aforementioned many existing solutions which work in various ways, in order to make my solution unique and functioning I am going to have to incorporate many different algorithms and theories.

Edge Detection

First of all I will need some way of recognising a map and parsing it in some way. The way that first springs to mind is edge detection. This is a way of taking an image and computing where there are changes in contrast or brightness which could be considered an edge. There are many forms of edge detection out there all of which work in various ways, the main things they look for however are discontinuities in depth, discontinuities in surface orientation, changes in material properties and variations in scene illumination. All of these factors combine and allow a program to decide if there is an edge in an image.

A simple edge detection model can be extremely effected by natural blur or artifacts in an image. In order to mitigate this there are smoothing algorithms that can be used to blur and smooth edges causing the impact of artifacts to be avoided. The common term when referring to artifacts and erroneous data in an image is *noise*. I believe it will be beneficial to include some of these in my solution, this will be something to look into in the **Further Research** section.

Taking a quick look at one form of edge detection, Canny Edge detection, it is relatively simple in its implementation. It has only 5 steps, first removing noise with a Gaussian filter then applying bounding to the image and finally performing hysteresis threshold. This is the most common form of edge detection that I have come across in my research however there are others. A rather different example of edge detection is Kovalevsky edge detection. Unlike canny edge detection this does not care about the luminosity of the image and goes based of the colour intensity in each of the channels.

Graph Forming

This is not so much a possible algorithmic solution but more of something that my solution will have to achieve. Once the image of the map has been altered and the edge detection has been performed, I will be left with an image which has white lines where there "edges". From this I will need to create a weighted graph as well as an unweighted graph.

During my research I have failed to come across an existing solution to this problem. As well as this looking through some examples that people have uploaded it seems that sometimes the edge detection does not yield a fully connected image. This could prove to be an issue as it would add the possibility of isolating certain roads.

I feel that I need to look more into this and come up with my own solution during the prototyping stage, and come up with my own algorithmic way of generating it.

1.4.3 Key Components Required

After doing my initial research and a brief look at the existing solutions I have come up with, what I feel, is the main 4 Components that I will need to build my solution.

The Graphical User Interface

Talking to my end user made it clear to me that in order for the program to be usable by the wider population it would need to be clean and uncluttered. This leaves me in a difficult position due to there being a limited amount of frameworks that are available to me. I have two sets of possibilities:

1. A Local App Run on Device
2. A Web Based Application

Each of these have their advantages, if I were to go with a locally run app I could make it in the console keeping it simplistic and easy to use. However if I do use the console it would limit this solution to a computer which could be seen as going against the idea of this problem. On the other hand, if I were to go with a web server based application this would yield much better compatibility with all devices since all you would need is access to a web browser. This, by its very nature, means that you would need an internet connection which is also a problem which I was hoping to fix.

The solution then I believe is to make it both a locally based program with the option for it to run a web server. However I will need to specify one over the other to begin with to make sure that the program is working either way.

Regardless of which one I choose I will conduct some form of testing where I will allow, through a survey, people to specify what makes an easy to use and intuitive.

Image Manipulation and Edge Detection

This is perhaps the most important part of the project since without this I would not be able to continue to path find the image of the map. Looking at my research I feel that there will be a combination of

Graph Creation and Representation

From lessons which we have had in class I have been shown that there are 2 reasonable ways of representing a graph in code, this includes an adjacency matrix and an adjacency list. Both have their advantages and disadvantages. An adjacency matrix is good when you have a reasonably connected graph which has weights, this is due to it being easy to access and traverse. As soon as you have a sparse graph however it becomes very memory intensive which is unnecessary considering that there will be very few of the cells with actual data in them. This is when the

adjacency list comes into play, the reason that I am reluctant to use this form of representing a graph is that when performing some of the various graph traversal algorithms it can incredibly difficult and pointless to adapt them when by adapting them you effectively generate the adjacency matrix.

Graph Traversal and Output

1.5 Further Research

1.5.1 Dive into Specific Algorithms

After doing some research it seems that there needs to be a set of definitions before I go any further to avoid confusion. This is because during my time on Wikipedia there are sections where several terms are used interchangeable where I feel they are not the same. Each of these definitions are as defined by me and are not necessarily the official definitions since they do not explicitly exist. They are as follows:

1. Graph Traversal: The act of routing or searching through a graph from one node to another, either using an algorithm or by another means.
2. Graph Routing: Graph traversal in a *weighted undirected* graph.
3. Graph Searching: Graph traversal in a *unweighted undirected* graph.

The difference is slight however the key takeaway from this is that when I am referring to a Routing algorithm I am referring to one which works on a weighted graph. And vice versa if I am talking about a searching algorithm this is referring to graph traversal on an unweighted graph.

Black and White Filter

In order to allow the program to function, assuming that the canny edge detection was chosen we do not need the colour data of the image. In order to remove this a filter is used, this one is the industry standard since it takes into account how prevalent red, green and blue are rather than taking an average which could become non representing of the real case.

$$\beta = 0.299 * \alpha_b + 0.587 * \alpha_g + 0.114 * \alpha_r; \begin{cases} 255 & \beta > 255 \\ 0 & \beta < 0 \\ \beta & \beta \in [0, 255] \end{cases}$$

If an averaging was used it would just be, this is also known colloquially as the "quick and dirty" method.

$$\beta = \frac{(\alpha_b + \alpha_g + \alpha_r)}{3}$$

Gaussian Filter

This is the first step of 5 in terms of performing Canny Edge Detection. Applying the Gaussian filter to the image will smooth out the image and remove any noise. It does this by taking a section of the image, sometimes referred to as a kernel and performing an equation on it. Once it has computed the equation it sets all of the pixels inside the kernel to this value. The following is true for a kernel size of $(2k+1) * (2k+1)$. It takes two changeable parameters σ which denotes the amount of blur to apply and k is the kernel size. As well as being one of the key steps in canny

edge detection it is also a vital component to most edge detection programs since noise can cause errors in the final image.

$$H_{ij} = \frac{1}{2\pi\sigma^2} \exp\left(-\frac{(i-(k+1))^2 + (j-(k+1))^2}{2\sigma^2}\right); 1 \leq i, j \leq (2k+1)$$

Since the Gaussian kernel I would be using would always be centred around the origin $(0,0)$ I can use a simplified version of the Gaussian distribution equation. This is as follows:

$$H_{ij} = \frac{1}{2\pi\sigma^2} \exp\frac{-(x^2 + y^2)}{\sigma^2}$$

I can afford to remove the $(i-(k+1))$ section due to the fact that I am not having to calculate the Gaussian distribution at a non-centred location. One notable thing to mention is that in many cases it is not necessary to calculate the Gaussian kernel by hand and an approximation can be used. The example below is the approximation when σ has a value of 1.

$$B = \frac{1}{159} \begin{bmatrix} 2 & 4 & 5 & 4 & 2 \\ 4 & 9 & 12 & 9 & 4 \\ 5 & 12 & 15 & 12 & 5 \\ 4 & 9 & 12 & 9 & 4 \\ 2 & 4 & 5 & 4 & 2 \end{bmatrix} * A$$

Convolution Operation

Convolution is the method at which most image manipulation is achieved. It evolves taking a altering kernel and a kernel of the original image and then combines the two through convolution. The generalised equation for this is as follows.

$$\begin{bmatrix} x_{11} & x_{12} & \cdots & x_{1n} \\ x_{21} & x_{22} & \cdots & x_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ x_{m1} & x_{m2} & \cdots & x_{mn} \end{bmatrix} * \begin{bmatrix} y_{11} & y_{12} & \cdots & y_{1n} \\ y_{21} & y_{22} & \cdots & y_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ y_{m1} & y_{m2} & \cdots & y_{mn} \end{bmatrix} = \sum_{i=0}^{m-1} \sum_{j=0}^{n-1} x_{(m-i)(n-j)} y_{(1+i)(1+j)}$$

To give a more comprehensive example this can be simplified down to:

$$\left(\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} * \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \right)$$

$$\rightarrow (i \cdot 1) + (h \cdot 2) + (g \cdot 3) + (f \cdot 4) + (e \cdot 5) + (d \cdot 6) + (c \cdot 7) + (b \cdot 8) + (a \cdot 9)$$

The simplest way of thinking of this is that you are performing matrix multiplication on a two matrices except one of them has been flipped both vertically and horizontally. Mapping the point $[2, 2]$ to $[0, 0]$.

1.5.2 Second Interview

Now that I have done some more research into the various ways there are to complete this task I have formed some more questions to ask my end user to get a solid and defined list of objectives for the program. AI will couple this with my research to form a complete plan to form said objectives. As well as this however the second interview will allow me to correct any inaccurate questions that were asked in the initial interview. This is because after I received my initial responses I realised that I needed to be more clear with what I was asking and the information that I wanted back.

HAS BEEN ASKED WAITING FOR RESPONSES

1. **Bobbert?**

bobbert.

2. **Cobbert?**

cobbert.

3. **Dobbert?**

dobbert.

4. **Fobbert?**

Fobbert.

5. **Norbert?**

norbert

6. **Dilbert?**

dilbert.

7. **Bobbert?**

bobbert.

1.5.3 Evaluation of Second Interview

After conducting this second interview I feel I now have a firm understanding of what I need to achieve with this program. I will also take this opportunity to create a prototype of the different parts of the program to gauge the difficulty of the program and any problems I may encounter before moving onto the final solution.

Apart from that however I feel the interview went...

1.6 Prototyping

1.6.1 Prototype Objectives

Before I begin the creation of my prototypes I will create a list of sections I wish to complete by the end. This will allow me to keep perspective and make sure that the prototype remains on track. I have decided that the parts of my final solution are:

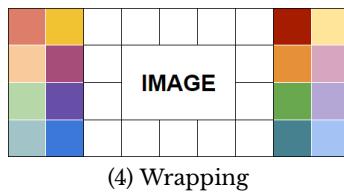
- A version of edge detection
- A graph class with basic traversal
- A forms interface for showing images

1.6.2 Edge Detection

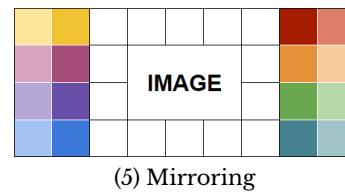
For the example of edge detection which I am going to prototype I have chosen Canny Edge Detection, this is the most common of the types of edge detection and is relatively simple. It is also widely documented which allows me to focus more on the application and less on the finding of resources.

Before I begin, there are a couple of key features that need to be mentioned. The first is how I handle building the image kernel. For example when the center pixel is on the edge of the image, you will have some non-existent pixels as part of the image kernel. To combat this there are several methods:

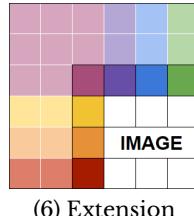
1. Extension - The nearest border pixels to the chosen pixel are extended in order to fill the gaps. The corner pixels are extended at 90 deg. Others are extended in straight lines.
2. Wrapping - The pixels for the unknown ones are taken from the opposite side of the image. For example if it was 1 off the top the first pixel from the bottom would be used.
3. Mirroring - The image is mirrored at the edges doubling up the total image.
4. Constants - Any pixels in the kernel which are not contained in the image are given a default value, this is usually grey or black depending on the application.
5. Duplication - Similar to above any pixels which are not contained are set to the value of the center pixel in the kernel.



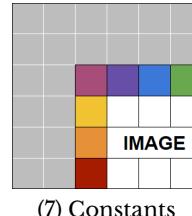
(4) Wrapping



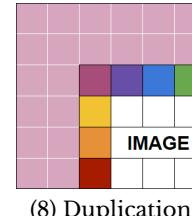
(5) Mirroring



(6) Extension



(7) Constants



(8) Duplication

For this part of the prototype I have decided to go with the duplication option, this is due to the fact that it is one of the easier and quicker methods to implement as well as being suitable for the edge detection use case.



Figure 1: Original Image

1. Converting to Black and White

The first part of the edge detection is to convert the image to black and white. This is because if the image is in colour then you would have to either perform edge detection on each of the colour sections and then somehow combine them, or take a single colour value to base the conversion off of. As previously mentioned this can be accomplished through many means, the most common as explained in *1.5.1 Black and White Filter*. The version which I have decided to use for this prototype is the industry standard YUV conversion.

The implementation in code of this is as below:

```

1  public double[,] BWFilter(Bitmap image)
2  {
3      double[,] result = new double[image.Height, image.Width];
4
5      for (int i = 0; i < image.Height; i++)
6      {
7          for (int j = 0; j < image.Width; j++)
8          {
9              Color c = image.GetPixel(j, i);
10             double value = c.R * 0.299 + c.G * 0.587 + c.B * 0.114;
11
12             result[i, j] = Bound(0, 255, value);
13         }
14     }
15
16     return result;
17 }
```

This takes the original image in Bitmap form and then instantiates an array with the dimensions of the input image, this will serve going forward as the array as to which all changes will be based from. I learnt from this prototype early on that when calculating the values it is better to use the exact ones from the previous stage. This is because if all the values were compressed to within image specifications ($0 \leq x \leq 255$) you would lose definition and precision causing later calculation to be incorrect. Once this section has run through every pixel in the image and converted it to a black and white value the subroutine returns the double array with the black and white values. The result of this on the input *figure 1* is:



Figure 2: Black and White Filter

2. Gaussian Filter

The next step of canny edge detection is applying the Gaussian filter. This is to ensure that any noise that is contained within the image is removed. This is because if there are stray pixels in the center of the image this can cause an edge to form when in fact there isn't one. This is the first operation in edge detection which requires convolution as explained in *1.5.1 Gaussian Filter*. To accomplish this the following code was used:

```

1  public double[,] GaussianFilter(double sigma, int kernelSize, double[,] imageArray)
2  {
3      double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
4
5      Matrix gaussianKernel = GetGaussianKernel(kernelSize, sigma);
6
7      for (int i = 0; i < result.GetLength(0); i++)
8      {
9          for (int j = 0; j < result.GetLength(1); j++)
10         {
11             Matrix imageKernel = BuildKernel(j, i, kernelSize, imageArray);
12             double sum = Matrix.Convolution(imageKernel, gaussianKernel);
13             result[i, j] = sum;
14         }
15     }
16
17     return result;
18 }
19
20 public Matrix GetGaussianKernel(int k, double sigma)
21 {
22     double[,] result = new double[k, k];
23     int halfK = k / 2;
24
25     double sum = 0;
26
27     int cntY = -halfK;
28     for (int i = 0; i < k; i++)
29     {
30         int cntX = -halfK;
31         for (int j = 0; j < k; j++)
32         {
33             result[halfK + cntY, halfK + cntX] = GetGaussianDistribution(cntX, cntY, sigma);
34         }
35     }
36 }
```

```

34     sum += result[halfK + cntY, halfK + cntX];
35     cntX++;
36   }
37   cntY++;
38 }
39
40 for (int i = 0; i < k; i++) for (int j = 0; j < k; j++) result[i, j] /= sum;
41 return new Matrix(result);
42 }
```

Again this subroutine follows a similar layout to the rest in this prototype, it iterates through each pixel in the image and apply some equation. In this case as stated above it is performing convolution of a matrix which is a sub section of the original image. It is convoluting this with the Gaussian kernel though the means described in *1.5.1 Convolution Operation*. The code for the convolution operation can be seen at *5.1.1 Lines 586 through 612* and the Gaussian distribution lambda function can be found *5.1.1 Line 554*. Another learning experience here was how if the image is sufficiently large then the kernel does not have as much of an effect at blurring the image and removing noise. It may be beneficial in the final program to reduce the image to a smaller size or perhaps change the sigma and kernel size. The output of this subroutine is:



Figure 3: Gaussian Filter

3. Calculation of XY Gradients

The first edge picking stage of canny edge detection is the calculation of the gradients of the image in both the X axis and the Y axis. In order to achieve this two more kernels are used. They are known as the Sobel operators.

$$M_y = \begin{bmatrix} +1 & 0 & -1 \\ +2 & 0 & -2 \\ +1 & 0 & -1 \end{bmatrix} \quad \text{and} \quad M_x = \begin{bmatrix} +1 & +2 & +1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

The code which is used to perform this section of the canny edge detection is as follows, note that for the gradient in Y the matrix is replaced with the Y matrix and its code can be seen at *5.1.1 Lines 416 through 432*.

```

1 public double[,] CalculateGradientX(double[,] imageArray)
2 {
3     double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
4 }
```

```

5     Matrix sobelX = new Matrix(new double[,] {
6         { 1, 2, 1 },
7         { 0, 0, 0 },
8         { -1, -2, -1 },
9     });
10
11    for (int i = 0; i < imageArray.GetLength(0); i++)
12    {
13        for (int j = 0; j < imageArray.GetLength(1); j++)
14        {
15            Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
16            result[i, j] = Matrix.Convolution(imageKernel, sobelX);
17        }
18    }
19
20    return result;
21 }

```

Same as the Gaussian filter the convolution operation is applied to both of these matrices. The kernels that are used are build from the image with the center (i, j) same as the previous step. This is when it becomes beneficial to use the duplication method for the kernel building. Since the gradient is dependent on the surrounding pixels using the pixel itself prevents false edges from appearing. The two separate gradient kernels produce the following images:



(1) Gradient in X



(2) Gradient in Y

These two images represent the cases where in the image there is a change in the value of the pixels. The brighter the white the more different two given pixels are. We can combine these two to give a total image of all gradient changes. Find image below, while this is useful to look at from a human perspective it is not the most useful in edge detection and in fact we will need both the raw 2D arrays from each gradient calculation to move onto the next step.



Figure 4: Gaussian Filter

4. Gradient Direction

Now that the gradient values have been calculated we can move onto working out which direction the gradient is travelling. This is done via the use of the 2nd argument arc-tangent. The definition of the 2nd argument arc-tangent is defined as the angle in the Euclidean plane, given in radians, between the positive x axis and the ray from the origin to the point (x, y) . Once this is calculated this will allow the program to see in which direction the gradient is travelling in the image. As well as this it also allows us to see how sharp the change is from one to the other, this is how we can decide if there is an edge there. The code to calculate the 2nd argument arc-tangent is simple since all is needed is to iterate over the entire image. The code for this can be seen at *5.1.1 Lines 379 through 384*.

```

1 public double[,] CalculateTheta(double[,] gradX, double[,] gradY)
2 {
3     double[,] result = new double[gradX.GetLength(0), gradX.GetLength(1)];
4     for (int i = 0; i < gradX.GetLength(0); i++) for (int j = 0; j < gradX.GetLength(1); j++) result[i, j] =
5         Math.Atan2(gradY[i, j], gradX[i, j]);
6     return result;
}
```

This however will return an array with values which are in the range of $-\pi$ to π therefore in order to create an image to visualise the result a linear transformation must be used which can be calculated as the equation of a line. The derived equation is $\frac{128}{2\pi}x + 128$ where x is the value of theta. Once converted the output of this stage is as follows.



Figure 5: Gaussian Filter

5. Gradient Magnitude Threshold

Once both the combined gradient and gradient directions have been calculate the next step in the process is working out which parts of the edge detected image are noise and which are not. In order to do this the combined gradients and the direction are taken into account and similar to before we build a kernel of the surrounding pixels of the image. The first part of this however is to convert the values in radians to values in degrees, to do this we run all through all values and convert them first. This can be seen *Lines 372 through 377*.

```

1 public double[,] ConvertThetaToDegrees(double[,] thetaArray)
2 {
3     double[,] result = new double[thetaArray.GetLength(0), thetaArray.GetLength(1)];
4     for (int i = 0; i < thetaArray.GetLength(0); i++) for (int j = 0; j < thetaArray.GetLength(1); j++) result[i,
5         j] = 180 * Math.Abs(thetaArray[i, j]) / Math.PI;
6     return result;
}

```

Once all values are in degrees this becomes easier to deal with since there is less data lost to floating point arithmetic. Now that the angles are in degrees they are compared to predefined values as shown in the code. Depending which if the categories the pixel in question falls into the kernel is then used to decide whether that pixel will be set to black or not. Since this is the first filtering pass it is rather blunt and will not remove all of the noise in the image, this will come at a later stage through the use of min max threshold. Just so that the gradients can be visualised this is what is generated (adjusted to be visible and comprehensible for a human) see above *figure 5*.

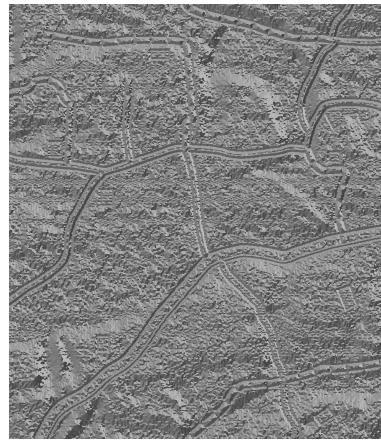


Figure 6: Gradient Direction

The part of the edge detection that this portion of the code is performing is removing parts of the image which have random lines and sporadic noise. This is due to us having a "direction" of where the gradient of the image is travelling. From this we can create a image kernel of our processed image so far. Depending on what the direction is it will fall into several categories. These can be seen in the code as follows:

```

1 public double[,] ApplyGradientMagnitudeThreshold(double[,] angles, double[,] magnitudes)
2 {
3     double[,] result = magnitudes;
4     double[,] anglesInDegrees = ConvertThetaToDegrees(angles);
5
6     for (int i = 0; i < anglesInDegrees.GetLength(0); i++)
7     {
8         for (int j = 0; j < anglesInDegrees.GetLength(1); j++)
9         {
10            double[,] magnitudeKernel = BuildKernel(j, i, 3, magnitudes).matrix;
}

```

```

11
12     if (anglesInDegrees[i, j] < 22.5 || anglesInDegrees[i, j] >= 157.5)
13     {
14         if (magnitudes[i, j] < magnitudeKernel[1, 2] || magnitudes[i, j] < magnitudeKernel[1, 0])
15         {
16             result[i, j] = 0;
17         }
18     }
19     else if (anglesInDegrees[i, j] >= 22.5 && anglesInDegrees[i, j] < 67.5)
20     {
21         if (magnitudes[i, j] < magnitudeKernel[0, 2] || magnitudes[i, j] < magnitudeKernel[2, 0])
22         {
23             result[i, j] = 0;
24         }
25     }
26     else if (anglesInDegrees[i, j] >= 67.5 && anglesInDegrees[i, j] < 112.5)
27     {
28         if (magnitudes[i, j] < magnitudeKernel[0, 1] || magnitudes[i, j] < magnitudeKernel[2, 1])
29         {
30             result[i, j] = 0;
31         }
32     }
33     else if (anglesInDegrees[i, j] >= 112.5 && anglesInDegrees[i, j] < 157.5)
34     {
35         if (magnitudes[i, j] < magnitudeKernel[0, 0] || magnitudes[i, j] < magnitudeKernel[2, 2])
36         {
37             result[i, j] = 0;
38         }
39     }
40     else throw new Exception();
41 }
42
43
44 return result;
45 }

```

The use of the exception at the end is because the code above should catch all values however if it doesn't then something has gone wrong and therefore the process should not continue. After this has been applied to our image we are left with:



Figure 7: Magnitude Threshold

6. Min Max Threshold and Potential Edge Calculations

This part of the canny edge detection is also called the double threshold. This is where the image pixels will all be taken and their values considered. This is when it becomes necessary for us to use the black and white version of the image. If we did not then there would be no easy way to perform this. This is because unlike most of the other steps of the edge detection we are not interested yet at the pixels which are surrounding the ones we are looking at. We are just interested in its specific value. The code to perform this is as follows.

```

1 public (double, bool)[,] ApplyDoubleThreshold(double l, double h, double[,] gradients)
2 {
3     double min = l * 255;
4     double max = h * 255;
5
6     (double, bool)[,] result = new (double, bool)[gradients.GetLength(0), gradients.GetLength(1)];
7
8     for (int i = 0; i < gradients.GetLength(0); i++)
9     {
10         for (int j = 0; j < gradients.GetLength(1); j++)
11         {
12             if (gradients[i, j] < min) result[i, j] = (0, false);
13             else if (gradients[i, j] > min && gradients[i, j] < max) result[i, j] = (gradients[i, j], false);
14             else if (gradients[i, j] > max) result[i, j] = (gradients[i, j], true);
15             else throw new Exception();
16         }
17     }
18
19     return result;
20 }
```

The function takes two important parameters. The lower bound and the upper bound. These are the values at which we decide if a pixel is too weak and is to be set to black, if it is a "weak" pixel or a "strong" pixel. These are not important at the moment however will be used when it comes to hysteresis. Some pixels will be outright removed however and we can see the result of this double threshold is.



Figure 8: Magnitude Threshold

As you can see lots of noise from the scan lines of the image have been removed in this step as they would have been too small to make it past the lower threshold. Now we have an 2D array of pixel values and whether they are considered "strong" or not. If they are strong this is represented by **true** in the 2nd part of the tuple. And **false** for a "weak" pixel.

7. Edge tracking by Hysteresis

This is the final step of traditional canny edge detection. This will require the 2D array of tuples and will require kernels of the image as it loops over every pixel. This will cause a problem since the usual way of doing it would default to grey if the kernel overlapped with the edge of the image. So in this case we default to the pixel itself because any other value could cause us to get an erroneous edge. The way that this works is if the pixel is a "strong" pixel then it is defaulted to an edge since it was above the previous threshold. If the pixel is "weak" then it will build a kernel of all of the images around it. If any of the pixels which surround it are "strong" then this pixel is made "strong". The code for this is as follows.

```

1 public double[,] ApplyEdgeTrackingHysteresis((double, bool)[,] arrayOfValues)
2 {
3     double[,] result = new double[arrayOfValues.GetLength(0), arrayOfValues.GetLength(1)];
4
5     for (int i = 0; i < arrayOfValues.GetLength(0); i++)
6     {
7         for (int j = 0; j < arrayOfValues.GetLength(1); j++)
8         {
9             if (arrayOfValues[i, j].Item2 == false)
10             {
11                 (double, bool)[,] imageKernel = BuildKernel(j, i, 3, arrayOfValues);
12                 bool strong = false;
13                 for (int k = 0; k < 3 && !strong; k++)
14                 {
15                     for (int l = 0; l < 3 && !strong; l++)
16                     {
17                         if (imageKernel[k, l].Item2 == true) strong = true;
18                     }
19                 }
20
21                 result[i, j] = strong ? 255 : 0;
22             }
23             else result[i, j] = 255;
24         }
25     }
26
27     return result;
28 }
```

After this has been completed we are left with a classically edge detected image which looks as follows. The left image is the original for comparison purposes.



As is visible in the final image we can see that after the edge detection there are holes in the

lines. As well as this there are occasional gaps this is where I came up with a extra couple of steps. This allows the image to be properly formed and connect any miscellaneous roads which have small gaps.

8. Emboss Kernel

This stage isn't strictly needed for more than the reasons stated above, this will make it so that the some roads which are slightly separated, or artifacts left over from the edge detection are removed. This is done thought the use of an image kernel which is as follows:

$$\begin{pmatrix} -2 & -1 & 0 \\ -1 & 1 & 1 \\ 0 & 1 & 2 \end{pmatrix}$$

The code for this is very simple and involved convolution across the entire image using this code.

```

1 public double[,] EmbossImage(double[,] imageArray)
2 {
3     double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
4
5     Matrix embossMatrix = new Matrix(new double[,]
6     {
7         { -2, -1, 0 },
8         { -1, 1, 1 },
9         { 0, 1, 2 },
10    });
11
12    for (int i = 0; i < imageArray.GetLength(0); i++)
13    {
14        for (int j = 0; j < imageArray.GetLength(1); j++)
15        {
16            Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
17            result[i, j] = Math.Abs(Matrix.Convolution(imageKernel, embossMatrix));
18        }
19    }
20
21    return result;
22 }
```

This results in, as you can imagine, an embossed image.

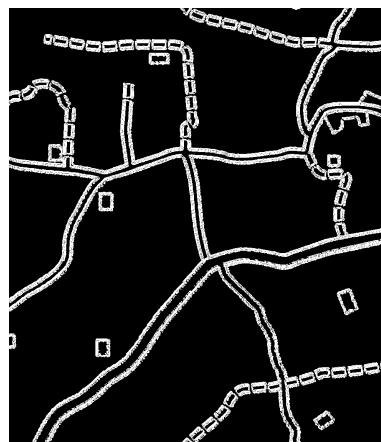


Figure 9: Magnitude Threshold

9. Custom Hole Filling

Now that the lines of the image have been increased then the only step which remains is to make the lines full and complete, this means that in the future when this is Incorporated into my final solution when a filling algorithm is applied it wont pick up erroneous roads.



Figure 10: Magnitude Threshold

This is completed with the following code, the way that it works is that it takes a kernel of the surrounding image. If there is a certain amount of pixels in the surrounding kernel which are white then the center pixel is set to white. This threshold can be changed but 4 works well.

```

1 public double[,] FillImage(double[,] imageArray)
2 {
3     double[,] result = imageArray;
4
5     for (int i = 0; i < imageArray.GetLength(0); i++)
6     {
7         for (int j = 0; j < imageArray.GetLength(1); j++)
8         {
9             Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
10            int count = 0;
11            foreach (double value in imageKernel.matrix)
12            {
13                if (value >= 255) count++;
14            }
15
16            if (count > 4) result[i, j] = 255;
17        }
18    }
19
20    return result;
21 }
```

1.6.3 Graph Class and Graph Traversal

The graph data structure is well documented and has two main ways of being represented. One of which is a Adjacency List and the other is an Adjacency Matrix, each have their advantages and disadvantages so I will start with those.

1. Adjacency Matrix

- Advantages

Very fast when needing to lookup connections.

Inserting is also fast due to it being instantly accessible and not a dynamic structure.

- Disadvantages

Very memory inefficient and will need to grow exponentially in each dimension with the amount of pixels in the image.

When you have a sparse graph it is even more inefficient.

2. Adjacency List

- Advantages

Easier to use pragmatically and implement

It is much easier to use Linq functions with to find graph connections

- Disadvantages

Relatively slower when it comes to accessing sections of the graph.

Would have to be a hybrid with a dictionary to allow for reasonable use

With all of this being said I decided to go for a Dictionary List since this was the easiest way to programmatically manipulate it. It also makes it easier to enter a new graph. This compared to a matrix where it would get into extreme values quickly. The structure of my prototype graph is:

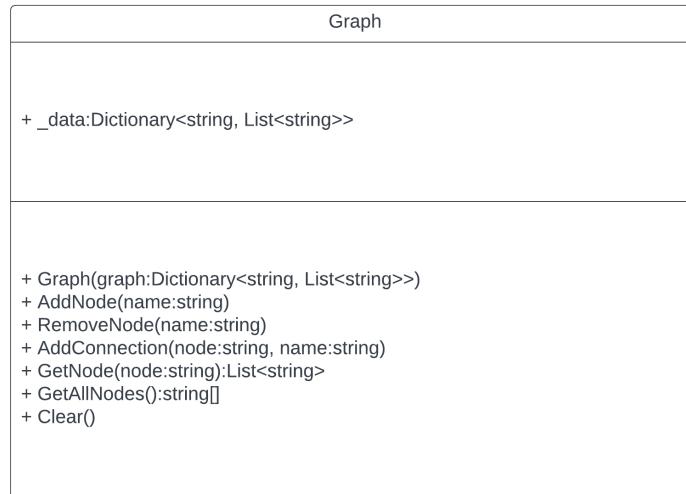


Figure 11: Graph UML Diagram

and in code

```

1  public class Graph
2  {
3      public Dictionary<string, List<string>> _data = new Dictionary<string, List<string>>();
4
5      public Graph(Dictionary<string, List<string>> graph)
6      {
7          _data = graph;
8      }
9
10     public void AddNode(string name)
  
```

```

11     {
12         if (_data.ContainsKey(name)) throw new GraphException($"Cannot add {name}, node already exists.");
13         _data.Add(name, new List<string>());
14     }
15
16     public void RemoveNode(string name)
17     {
18         if (!_data.ContainsKey(name)) throw new GraphException($"Cannot remove {name}, node does not exist.");
19         _data.Remove(name);
20     }
21
22     public void AddConnection(string node, string name)
23     {
24         if (!_data.ContainsKey(node)) throw new GraphException($"Cannot add connection {name} to {node} original
25             ← node does not exist.");
26         if (_data[node].Contains(name)) throw new GraphException($"Cannot add connection {name} to {node}
27             ← connection already exists.");
28         _data[node].Add(name);
29     }
30
31     public List<string> GetNode(string node)
32     {
33         if (!_data.ContainsKey(node)) throw new GraphException($"Node {node} does not exist.");
34         return _data[node];
35     }
36
37     public string[] GetAllNodes() => _data.Keys.ToArray();
38 }
```

This is the most basic of graph structures and may need to be changed as I develop the final solution however for the moment it serves as a good prototype. With this graph I also went on to program basic DFS (Depth-First Search) and BFS (Breadth First Search).

```

1  public static string[] DFS(string start, Graph graph)
2  {
3      List<string> path = new List<string>();
4      Stack<string> stack = new Stack<string>();
5      Dictionary<string, bool> visited = new Dictionary<string, bool>();
6      foreach (string s in graph.GetAllNodes()) visited.Add(s, false);
7
8      // Kick Start
9      stack.Push(start);
10
11     while (!stack.IsEmpty())
12     {
13
14         string node = stack.Pop();
15         path.Add(node);
16         visited[node] = true;
17
18         List<string> connections = graph.GetNode(node);
19
20         connections.Reverse();
21
22         foreach (string s in connections)
23         {
24             if (visited[s] == false)
25             {
```

```

26             stack.Push(s);
27         }
28     }
29 }
30
31
32     return path.ToArray();
33 }
34
35 public static string[] BFS(string start, Graph graph)
36 {
37     List<string> path = new List<string>();
38     Queue<string> stack = new Queue<string>();
39     Dictionary<string, bool> visited = new Dictionary<string, bool>();
40     foreach (string s in graph.GetAllNodes()) visited.Add(s, false);
41
42     // Kick Start
43     stack.Enqueue(start);
44
45     while (!stack.IsEmpty())
46     {
47
48         string node = stack.Dequeue();
49         path.Add(node);
50         visited[node] = true;
51
52         List<string> connections = graph.GetNode(node);
53
54         connections.Reverse();
55
56         foreach (string s in connections)
57         {
58             if (visited[s] == false)
59             {
60                 stack.Enqueue(s);
61             }
62         }
63     }
64
65     return path.ToArray();
66 }
```

Both of these I ran through by hand and they came out correct. It was useful to see how they are calculated and how the implementation is different depending on whether you use a stack or a queue for the graph traversal.

1.6.4 Windows Forms with Images

To allow the user to easily be able to see the output of the edge detection. In order to do this the project needed to be created in dot-Net Framework. Once this is done a basic mock up of what the prompt to the user will see is made in the user interface. This creates backend XML which is interpreted by the framework to be presented to the user. As well as this there is also the programmatic part to it which can be used to display the image.

Example

```

1 partial class ShowImage
2 {
3     /// <summary>
4     /// Required designer variable.
5 }
```

```
5     /// </summary>
6     private System.ComponentModel.IContainer components = null;
7
8     /// <summary>
9     /// Clean up any resources being used.
10    /// </summary>
11    /// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>
12    protected override void Dispose(bool disposing)
13    {
14        if (disposing && (components != null))
15        {
16            components.Dispose();
17        }
18        base.Dispose(disposing);
19    }
20
21    #region Windows Form Designer generated code
22
23    /// <summary>
24    /// Required method for Designer support - do not modify
25    /// the contents of this method with the code editor.
26    /// </summary>
27    private void InitializeComponent()
28    {
29        this.pictureBox = new System.Windows.Forms.PictureBox();
30        this.next = new System.Windows.Forms.Button();
31        this.content = new System.Windows.Forms.RichTextBox();
32        ((System.ComponentModel.ISupportInitialize)(this.pictureBox)).BeginInit();
33        this.SuspendLayout();
34
35        // imageBox
36
37        this.pictureBox.Location = new System.Drawing.Point(12, 12);
38        this.pictureBox.Name = "pictureBox";
39        this.pictureBox.Size = new System.Drawing.Size(500, 450);
40        this.pictureBox.TabIndex = 1;
41        this.pictureBox.TabStop = false;
42
43        // next
44
45        this.next.Font = new System.Drawing.Font("JetBrains Mono SemiBold", 24.75F, System.Drawing.FontStyle.Bold,
46        System.Drawing.GraphicsUnit.Point, ((byte)(0)));
47        this.next.Location = new System.Drawing.Point(518, 384);
48        this.next.Name = "next";
49        this.next.Size = new System.Drawing.Size(354, 78);
50        this.next.TabIndex = 4;
51        this.next.Text = "Continue";
52        this.next.UseVisualStyleBackColor = true;
53        this.next.Click += new System.EventHandler(this.next_Click);
54
55        // content
56
57        this.content.AcceptsTab = true;
58        this.content.Font = new System.Drawing.Font("JetBrains Mono SemiBold", 15F, System.Drawing.FontStyle.Bold);
59        this.content.Location = new System.Drawing.Point(518, 12);
60        this.content.Name = "content";
61        this.content.ReadOnly = true;
62        this.content.Size = new System.Drawing.Size(354, 366);
63        this.content.TabIndex = 5;
64        this.content.Text = "";
```

```

64      //  

65      // ShowImage  

66      //  

67      this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);  

68      this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;  

69      this.ClientSize = new System.Drawing.Size(884, 474);  

70      this.Controls.Add(this.content);  

71      this.Controls.Add(this.next);  

72      this.Controls.Add(this.pictureBox);  

73      this.Name = "ShowImage";  

74      this.Text = "ShowImage";  

75      this.Load += new System.EventHandler(this.ShowImage_Load);  

76      ((System.ComponentModel.ISupportInitialize)(this.pictureBox)).EndInit();  

77      this.ResumeLayout(false);  

78  }  

79  

80 #endregion  

81  

82  

83     private System.Windows.Forms.PictureBox pictureBox;  

84     private System.Windows.Forms.Button next;  

85     private System.Windows.Forms.RichTextBox content;  

86 }
87  

88 public partial class ShowImage : Form  

89 {  

90     private Bitmap _image;  

91     private string _content;  

92  

93     public ShowImage(Bitmap image, string content)  

94     {  

95         this.ControlBox = false;  

96  

97         _image = image;  

98         _content = content;  

99  

100        InitializeComponent();  

101    }  

102  

103    private void ShowImage_Load(object sender, EventArgs e)  

104    {  

105        pictureBox.SizeMode = PictureBoxSizeMode.StretchImage;  

106        pictureBox.Image = _image;  

107        content.Text = _content;  

108    }  

109  

110    private void next_Click(object sender, EventArgs e)  

111    {  

112        Close();  

113    }  

114 }

```

These two partial classes come together to form the final form. One thing which I learned from this prototype is that there are several ways that the image can be made to fill the text box and that needs to be carefully considered.

1.7 Objectives

After conducting the initial and second interviews and reflecting upon the results of my research I have formed a list of objectives that the program must meet to be considered complete. As

well as the base objectives I have also, with help from my end user, come up with extensions which will increase the effectiveness of my solution overall.

1. The Program must have way to input a Map

- 1.1 The Program should be able to parse a map from a file, including

- 1.1.1 A photograph of an map

- 1.1.2 A screenshot of an existing map

- 1.1.3 A hand drawing of suitable quality (if it is not a message should be shown)

- 1.2 When the user inputs a map, the program will ask them

- 1.2.1 What type of map they are inputting

- 1.2.2 Whether this is the correct image

- 1.2.3 Whether they want the image deleted after edge detection

- 1.2.4 Whether they would like the image to be stored in a binary file,

- 1.2.4.1 If selected then the programs should ask for a name

- 1.2.4.2 It should ask for a description of the image

- 1.2.4.3 It should ask for the type of image.

- 1.2.4.4 The time and date of the image should be automatically calculated.

These are just some examples of prompts

- 1.3 The inputted map should be converted into a graph

- 1.3.1 The map (in graph form) should be able to be traversed

- 1.3.2 The map in graph form should be simplified to ensure that redundant nodes are not recorded.

- 1.4 If any error occurs during the map input process an appropriate error should be displayed and the program should continue to run

2. The Program must perform canny edge detection

- 2.1 At each stage of the edge detection an image should be produced

- 2.2 Between each stage the user should be able to repeat the last step in order to change parameters.

The user should be able to change (at various stages):

- 2.2.1 The sigma value of the Gaussian elimination

- 2.2.2 The lower threshold value

- 2.2.3 The higher threshold value

- 2.2.4 The Gaussian kernel size

- 2.2.5 The black and white filter ratios

- 2.2.6 The amount of times embossing is performed

- 2.2.7 The times de-blocking should be performed

- 2.3 The edge detection must have the option to be multi threaded.

- 2.3.1 There should be presets to allow quicker processing

- 2.3.1.1 There should be a preset for hand drawn images

- 2.3.1.2 There should be a preset for photographed images

- 2.3.1.3 There should be a preset for screen shot images

- 2.4 The edge detection must have the option to be single threaded

3. The Program must overlay the detected roads onto the original image

- 3.1 The result of the edge detection will be shown to the user before road detection

- 3.2 The program will perform road detection

- 3.2.1 The image should have the option to be inverted

- 3.2.2 A filling algorithm should be applied to the image
 - 3.2.3 The percentage threshold for non roads must be changeable by the user
 - 3.2.4 The total filled image can be displayed to the user
 - 3.2.5 The singled out roads and paths must be shown to the user
4. The Program must allow Map Traversal
- 4.1 There should be Multiple Traversal Algorithms Available to be chosen from.
 - 4.1.1 The Program should implement Routing Algorithms
 - 4.1.1.1 This includes Dijkstra's algorithm
 - 4.1.1.2 This includes A*
 - 4.1.2 The Program should Implement Searching Algorithms these do not have to be shown to the user.
 - 4.1.2.1 This includes BFS (Breadth-first search).
 - 4.1.2.2 This includes DFS (Depth-first search).
 - 4.2 Depending on the option that the user chooses they can either
 - 4.2.1 Decide a specific algorithm to use
 - 4.2.1.1 The general efficiency should be displayed.
 - 4.2.1.2 The general length of each should be displayed.
 - 4.2.1.3 The node count of each should be displayed if Dijkstra's is selected.
5. The Program must have a Clear and Simplistic GUI.
- 5.1 At a glance the user should be able to ascertain which step they are at in the process.
 - 5.2 Whenever a forms is displayed it should not serve more than one purpose.
 - 5.3 There should be a setting so that if the user chooses more detail can be displayed.
 - 5.4 The main user window should not be cluttered with old information.
6. The program must implement abstract data types
- 6.1 The program must implement a matrix class
 - 6.1.1 The program must be able to perform basic operations
 - 6.1.1.1 Perform matrix multiplication
 - 6.1.1.2 Perform matrix addition
 - 6.1.1.3 Perform matrix subtraction
 - 6.1.1.4 Perform scalar multiplication
 - 6.1.1.5 Perform matrix minimization
 - 6.1.2 The program must be able to find the determinant of a matrix
 - 6.1.3 The program must be able to find the inverse of a matrix
 - 6.1.4 The program must be able to apply the convolution operation
 - 6.2 The program should implement a graph class
 - 6.2.1 The graph should be able to be modified by
 - 6.2.1.1 Inserting Nodes
 - 6.2.1.2 Accessing per node
 - 6.2.1.3 Access all nodes
 - 6.2.1.4 Inserting connections between nodes
 - 6.2.2 It should be implemented using an adjacency list.

Extension Objectives

7. The program should be able to output
 - 7.1 The map in a binary file format
 - 7.1.1 This file can be saved
 - 7.1.2 This file can be re-read and re-routed
 - 7.2 The saved images from the processing of the map should be able to be saved in a compressed format.
 - 7.3 The routed map with path drawn on it
 - 7.4 The saved binary file should be able to be cloned
 - 7.5 The saved binary file should be able to be renamed
 - 7.6 The saved binary file should be able to have its description changed
 - 7.7 The saved binary file should be able to be deleted
8. The program should have re-callable settings
 - 8.1 Map Algorithm
 - 8.2 Random Save Names
 - 8.3 Map Approximations
9. The program settings should be easily movable.
10. The program save files should be easily movable.

1.8 Modelling

TODO

2 Technical Design

2.1 Programming Language Selection and Libraries Used

I selected C as my programming language for several reasons. Currently, it is the language that I am most familiar with. In addition, I conducted research on which languages are best for fast processing, and found that C, C++, and C are among the top contenders. Considering my skill set and the importance of speed in this situation, I concluded that C would be a good fit. Furthermore the object orientated nature of the language means that I will be able to separate the front end and the back end processing into separate bll files keeping the code clean and easily maintainable.

Find below a list of all libraries I used:

2.1.1 Linq

In order to manipulate lists and create the data structures that I need I will need to use some Linq methods. During the prototyping stage I found that using some Linq methods such as the Select statement allowed the program to be easier to read and make logical sense. As well as this there have been optimisations made in the iterative Linq methods which will make my program faster. Similar to some of the following libraries this is a Microsoft Library which is open source.

2.1.2 Bitmap

In order for my program to function a required part of it is that it is able to take an image as an input. In native C there is no set way to do this. Therefore I needed to use the Microsoft System.Drawing Namespace. This namespace provides access to GDI+ basic graphics functionality. This does limit this project as is to only working on Windows since the library requires access to the GDI+ native library which is only on windows services.

The only part of this library I will be using is the Bitmap class. This will allow me to accept all types of images without the need of parsing them myself since this is not the aim of my project.

2.1.3 Windows Forms

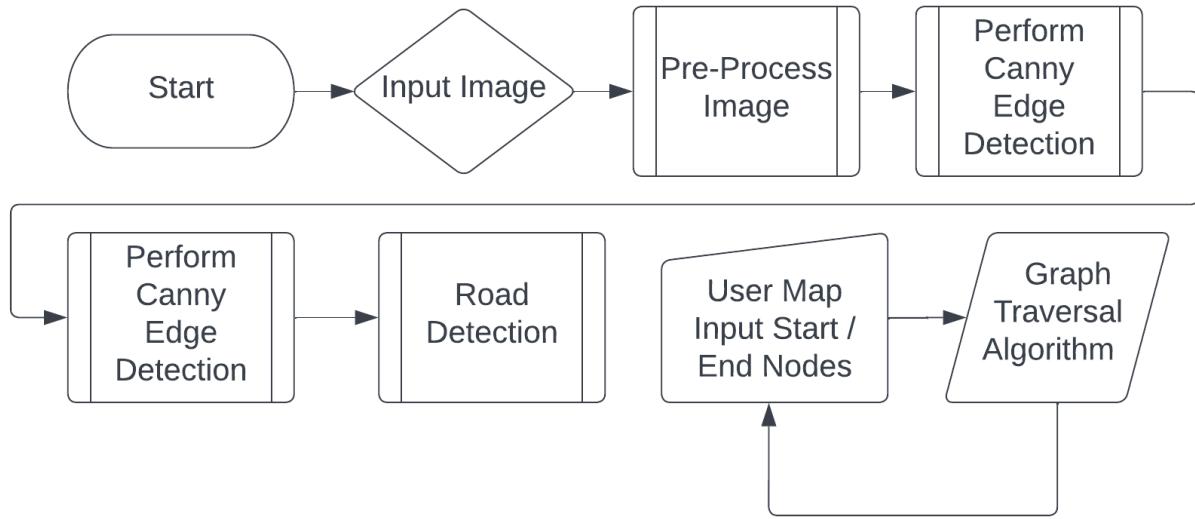
In order to complete my objectives my program will need to be easy to use and any user with some degree of technical competency should be able to use it. In order to achieve this objective I thought that instead of using some form of console input in order to get a starting and an end location, that it would be better to use some form of GUI. In order to do this I will use Windows Forms. This will allow me to make a simple GUI which will allow the end user to interact with the user and easily understand.

The things which I will end up using the windows forms are the map traversal, allowing the user to select a start and an end node with a click instead of having to enter a coordinate. As well as this I will also use forms to show the user the stages of, for example, the canny edge detection.

2.2 High Level Overview

The general purpose of my project is to allow a user to take a map and input it into my program, then subsequently convert it into a routable map.

In order to achieve this goal my program will first take an input, the users map. It will then take this map and convert it into a machine readable format, a Bitmap. Canny edge detection will then be performed on it causing the edges and the surroundings of the paths on the image to be found. Using these edges a filling algorithm will fill the spaces encapsulated by the lines. Finally these filled spaces will be used to convert the whole image to a graph which can then be traversed using graph traversal algorithms such as A* or Dijkstra's algorithm.



(I) High Level Overview Of Program

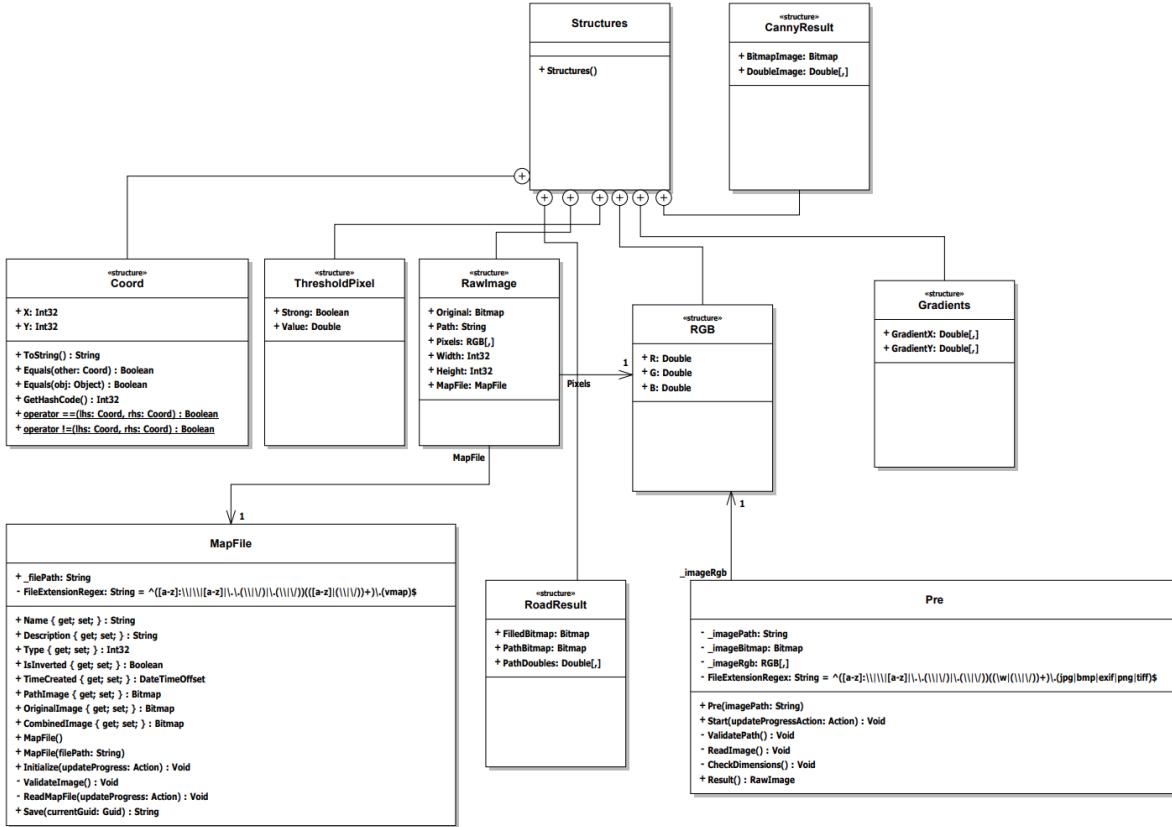
The version of Edge Detection I will be using as previously stated will be Canny Edge Detection, this is as opposed to Sobel Edge Detection. The main version of filling I will be using is flood fill due to its simple nature to implement and due to the fact that it does not take much memory and can be made recursive so it performs well. The final main algorithm I will need to use is image kernels and convolution, this will allow me to manipulate the inputted image.

2.2.1 Backend Library

For my project to ensure that I conform to the OOP principle of encapsulation what varies. I will accomplish this through the use of classes and encapsulation. Furthermore I have also made the decision to split up my solution into two separate projects, this means that my program will produce two files in order to run, one of these will be the DLL for the backend library and the other will be the executable for the front end.

Contained within this backend section of my program will be contained the edge detection, road detection, complex data types and graph traversal algorithms as well as various utilities that are frequently used throughout the program.

One of the main features of the backend library are the custom structures that have been created in order to allow for easier processing of data. Find below the image of the structure class layout and the classes which link within.



(2) Overview of Backend Structures

As can be seen from the class diagram of the backend library, there is very little dependency within the library itself. This allows the backend to function independently of the program which is using it. This allows the backend to be split out and moved to another program if needed. Summarised there are four main reasons to do this:

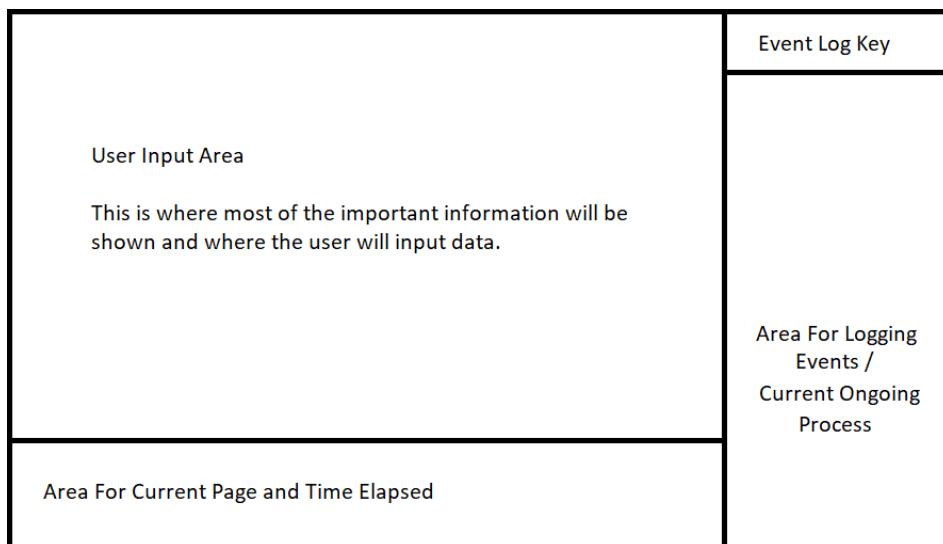
1. **Modularity** - By separating the backend from the frontend one is able to be built without the other. This means that when working on my project I can take time to perfect one without impacting the other.
 2. **Reusability** - As previously stated being able to be reused is a large reason as to why to separating the elements is a good idea. Since if I wanted to expand this project for example and make a web interface for it, I could take the maths of the backend and recreate the front end in a web framework like Razor Pages.
 3. **Maintainability** - It is allot easier to maintain code when it has been organised into classes and by extension into libraries where a library is a collection of classes. It means that should something throw an error in the backend I would be able to easily isolate the issue and be able to fix it.
 4. **Testability** - In a similar vain to the Maintainability of the program being modular also means that it is very easy to implement testing. This means that as I go thorough making my program it will make it allot easier to separate variables and make isolated testing conditions. Furthermore it means that I can test the maths of the Canny Detection without having to worry about making an interface to it using the UI.

2.2.2 Local Application

The local application part of this program will be responsible for tying if the various algorithms of the backend together along with providing the user with a way to interact with them, whether this is through the use of windows forms or the console for text inputs. As stated by objective 5 the design of the UI should be simplistic and easy to understand at a glance, therefore I will only be using the methods as stated above for interacting with the user. I also believe that it will be best to keep the changes between the two to a minimum and when there is a change make sure that the user is aware of it before hand.

Design of User Interface (Console)

In order to keep the user interface as easy to use as possible the console will remain static while the program is being run. This means that once it has been started and set to its correct size it will form itself to fit the screen and will only run if it has been maximized. This will allow me to make sure that the interface is clear and easy to use. Find below a mock-up of the console design.

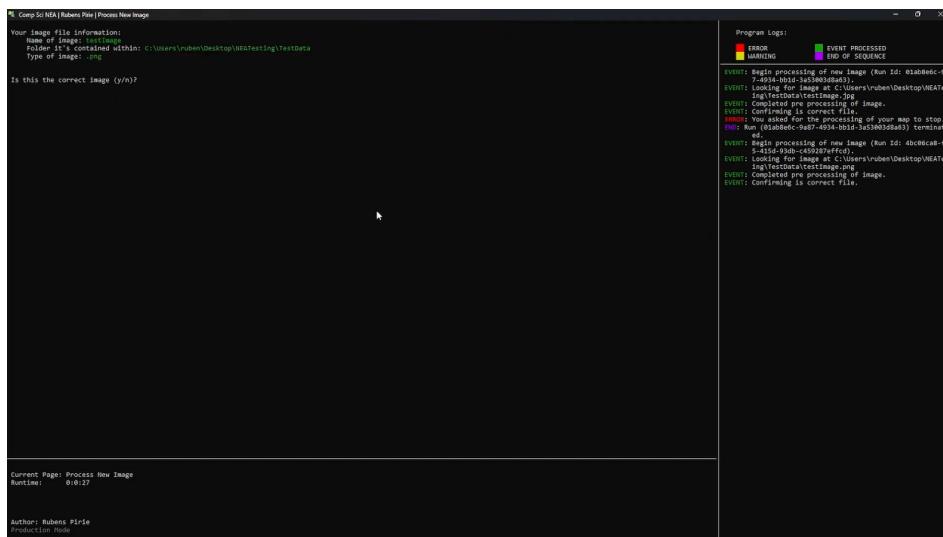


(3) Mock-up of Console Interface

As can be seen in this mock-up of the console interface it can be seen that there is a large section for the user to enter and view important in. As will be expanded on in the second section about the Windows Forms interface, due to the static nature of the console I will be able to make a Form conform to the shape of this area. See the next paragraph for more information.

As for the other elements of the console UI, as part of objective 5, this must be easy to see at a glance what is going on and which step you are in. To accomplish this on the right hand side of the console there will be a log which, should the user select to do so in settings, will display each method call and the result of that call allowing them to see exactly where they are in the process.

At the bottom of the console in the section labelled "Area for Current Page and Time Elapsed" this will be used for, as the name suggests, the current page and time elapsed. What this means is that at a glance a non-technical user or one who has opted not to have the advanced logging will still be able to see where they are at in the current process.



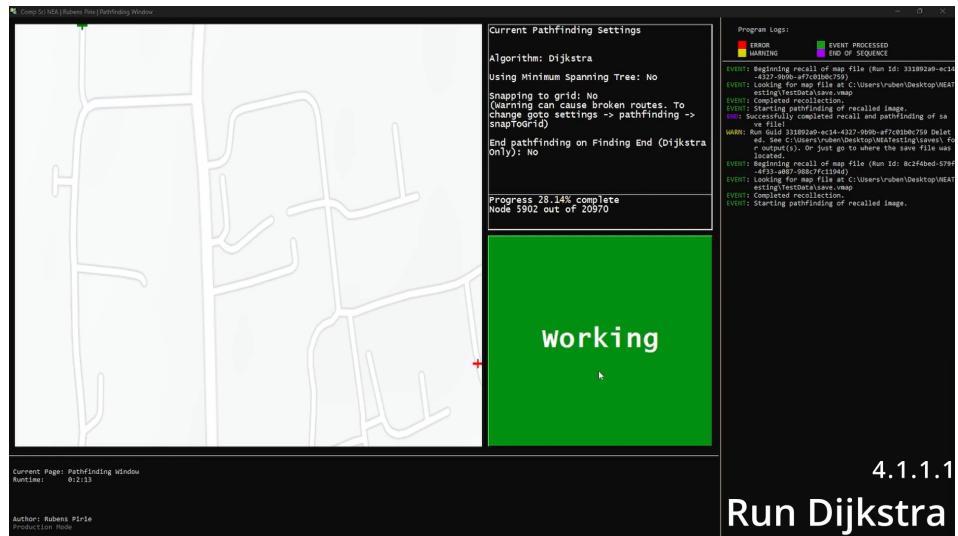
(4) Mock-up of Console Interface

Design of User Interface (Windows Forms)

For the forms interface I have chosen to keep the use of the opening of new windows to a minimum, as explained above I want this part of the program to be as simple as possible to avoid over stimulating the user and confusing them.



(5) Windows Form For Confirming Image



(6) Windows Form For Pathfinding Image

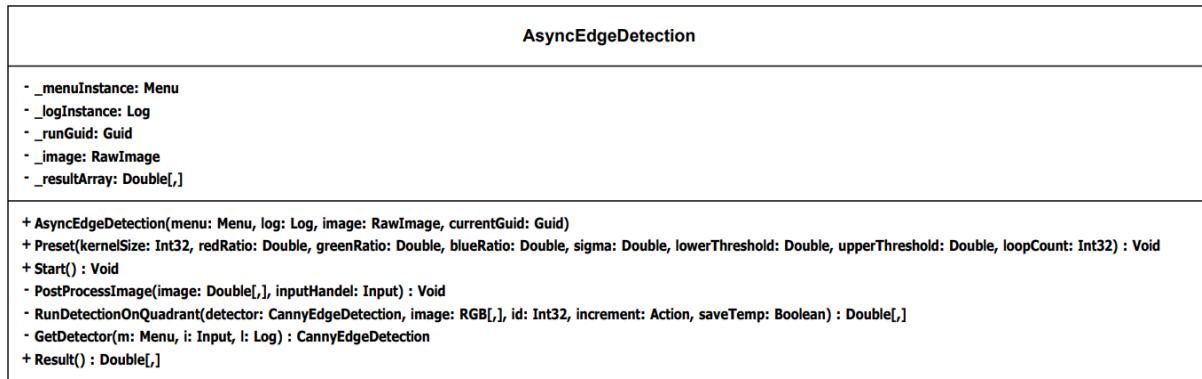
4.1.1.1

Run Dijkstra

2.3 Class Overviews

In this following part of the write up will go briefly over every class in the program first stating its function, which section it is in (backend library or front end application) and finally how it plays a part in the program.

Async Edge Detection (Class)



(7) Async Edge Detection Class Diagram

This class is located in the front end section of my application, its main function is to coordinate the method calls of the Canny Edge Detection class. Due to the separated nature of my program I did not want there to be any user inputs in the accrual processing section. In order to do this I needed to have a separate handler on the local application side which would ask the user for their inputs and handle all of the validation of them.

This class also implements the IHandler interface, this is to allow the main front end application to switch between the Async version and the Synchronous version of the edge detection without having a mess of IF statements. Part of the IHandler interface means that this class must contain the methods, Start() and Result(). What these methods do is what they say in the name. The start methods begins the process of getting user inputs and then

starting the edge detection. The Result method will, as the name suggests return the result of the edge detection.

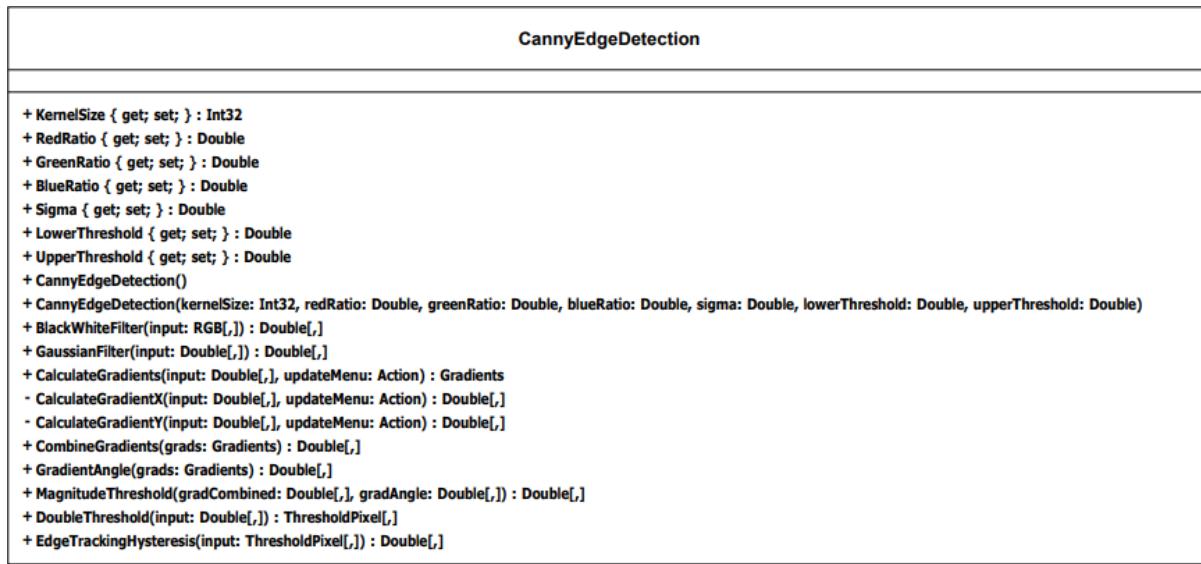
The PostProcessImage method in the class is responsible for the custom embossing which runs through the result of the canny edge detection and fills in any gaps that may have appeared. It also applies an embossing kernel on the image to embolden the lines. It will also prompt the user to enter the amount of times they want to run the embossing process.

The GetDetectorMethod is used to get the variables for the canny edge detector. This section handles all of the validation and checking that the values supplied are valid. The result of this method is that a new Canny Edge Detector object is created with the user inputted variables, this is then passed down the chain to be used in processing each quadrant.

The main differentiator between this asynchronously method and the synchronous method is that this one will split the input image into 4 distinct quadrants, this will allow the program to run each at the same time using threading. Through my prototyping stage I found that using this method of threading greatly improves the speed even on lower specification computers.

Finally the Preset method is used in the front end application in the eventuality of the user selecting preset values. An example of this is that when it gets to the selection of the edge detection method they select the "Photograph" method, the async method will be used due to its speed however instead of prompting the user it will run the various stages with pre-defined values.

Canny Edge Detection (*Class*)



(8) Canny Edge Detection Class Diagram

This class is located in the backend library portion of my project, its main function is to house the methods which contain the maths to perform the canny edge detection. Since this method is in the backend library of my project there is no user input here however in many of the methods an action is passed in, this is used to update the progress bar on the front end without having the two intrinsically integrated.

The first set of methods shown in the class diagram are in essence properties on the class which are used in the various calculations. The reason that I will go with getter and setter variables is that if at some point in the future I wish to restrict access to the properties on the class or perhaps mutate the way in which they are stored this could be easily done without the need to change many different things.

The first method and subsequently the first stage in canny edge detection is the black and white filter. The default behaviour is that it uses the industry standard for getting a single value from a RGB pixel which is as follows

$$Y' = 0.299R' + 0.587G' + 0.114B'$$

. It will perform the same calculation for every pixel in the supplied image causing it to be converted to black and white. This is used since if the detection was run on each colour channel separately this would not give one unified result and could be very inaccurate.

The next method in this class is the Gaussian Filter this will pass over the image and apply a Gaussian Filter kernel to each pixel. This is mainly used in order to make sure that any noise in the image is suppressed to avoid false edges. The maths for the kernel implementation and matrix convolutions are covered in their respective classes as well as the gaussian equation. A rough approximation for the gaussian kernel is as follows:

$$\frac{1}{159} \begin{pmatrix} 2 & 4 & 5 & 4 & 2 \\ 4 & 9 & 12 & 9 & 4 \\ 5 & 12 & 15 & 12 & 5 \\ 4 & 9 & 12 & 9 & 4 \\ 2 & 4 & 5 & 4 & 2 \end{pmatrix}$$

It is stated that the larger the kernel is the less effect noise will have on the result however it will impact the performance of the detector, for this reason the Canny Edge Detection class defaults to a kernel size of 5x5.

The next stage of canny edge detection involve calculating gradients and gradient angles and for this reason I will be combining the CalculateGradients, CalculateGradientX and CalculateGradientY into one. Again another way in which I will optimise the canny edge detection is by using threading. In order to calculate the gradient direction I will need to use Atan2, this requires an X and Y component which are independent of each other, a perfect use of threading. When a image gets to this point it will be processed at the same time by each method. The process completed by each method is vastly the same they will just be applying different image kernels, both are the sobel edge kernels keeping with the scheme of canny edge detection.

$$M_x = \begin{pmatrix} +1 & +2 & +1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{pmatrix} \text{ and } M_y = \begin{pmatrix} +1 & 0 & -1 \\ +2 & 0 & -2 \\ +1 & 0 & -1 \end{pmatrix}$$

Once the gradient magnitudes in each dimension have been calculated the result of these can be fed into the CombineGradients method. This method will finally extract the usefully data which has been created from applying the two sobel gradient kernels. The first of these is working out the combined gradient magnitudes which is simply calculated with the equation:

$$G = \sqrt{G_x^2 + G_y^2}$$

We then also want to calculate the direction in which the gradient is travelling to work out if it is extreme enough to quantify an edge. This is achieved though the use of Atan2 as follows:

$$\Theta = \text{Atan2}(G_x, G_y)$$

The next stage in canny edge detection is gradient magnitude threshold's, this is a method of removing lines which would not be "thick enough" to be a propped edge. This is accomplished by the use of the MagnitudeThreshold method and the bullet point description:
At every pixel N in a given image, it will be suppressed (removed) if,

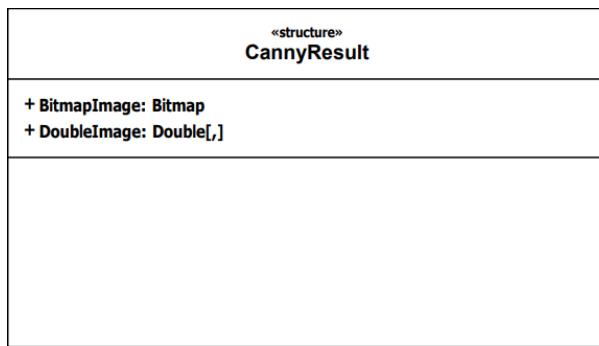
- the rounded gradient angle is 0° (i.e. the edge is in the north-south direction) the point will be considered to be on the edge if its gradient magnitude is greater than the magnitudes at pixels in the east and west directions.
- the rounded gradient angle is 90° (i.e. the edge is in the east-west direction) the point will be considered to be on the edge if its gradient magnitude is greater than the magnitudes at pixels in the north and south directions.
- the rounded gradient angle is 135° (i.e. the edge is in the northeast-southwest direction) the point will be considered to be on the edge if its gradient magnitude is greater than the magnitudes at pixels in the north-west and south-east directions.
- the rounded gradient angle is 45° (i.e. the edge is in the northwest-southeast direction) the point will be considered to be on the edge if its gradient magnitude is greater than the magnitudes at pixels in the north-east and south-west directions.

The penultimate method call is to Double Threshold suppression. After the magnitude threshold, remaining edge pixels provide a more accurate representation of real edges in an image. However, some edge pixels remain that are caused by noise and color variation which didn't get removed by the gaussian filter stage. To account for these spurious responses, it is essential to filter out edge pixels with a weak gradient value and preserve edge pixels with a high gradient value.

The way in which this is implemented is that a user threshold from the beginning is used and if the pixel is greater than the threshold then it is included, if it is below the max threshold but greater than the min then it is set to a strong pixel and retains its value. In any other case it is removed and its value is set to 0.

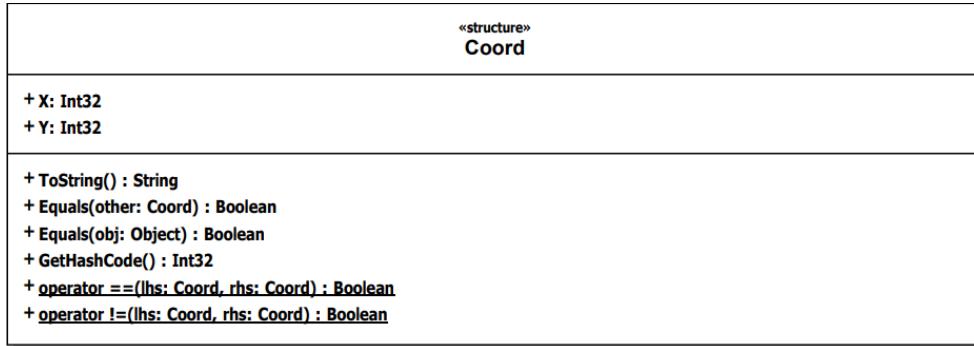
Finally edge tracking by hysteresis is used, to track the edge connection, blob analysis is applied by looking at a weak edge pixel and its 8-connected neighbourhood pixels. As long as there is one strong edge pixel that is involved in the blob, that weak edge point can be identified as one that should be preserved. These weak edge pixels become strong edges that can then cause their neighbouring weak edge pixels to be preserved otherwise they are not preserved and are removed. After each of these sages canny edge detection is complete.

Canny Result (*Structure*)



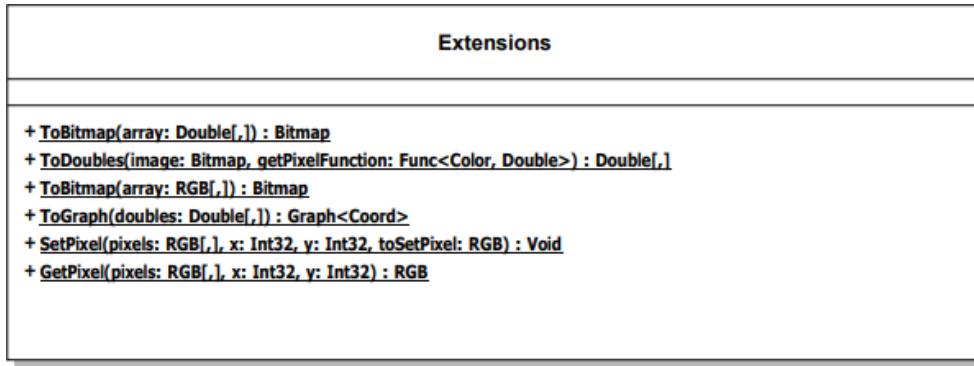
(9) Canny Result Class Diagram

This is contained within the static class of structures in the backend library. There is no methods or functions contained within this class since it is in fact a structure. Its main function is to contain any relevant data from Canny Edge Detection.

Coord (*Structure*)

(10) Coord Class Diagram

Similar to above this is contained within the static class of structures. It is used to represent a coordinate, and unlike the canny result structure, it does contain methods. The main of which are the operator overloads. This allows me to directly compare two different coordinates instead of constantly comparing each dimensions. The other hash codes and alike are used when a dictionary is required in order for them to be converted into a hash code. Finally the ToString method is mainly used during testing however it can also be used to inform the user of a coordinate that they are interacting with.

Extensions (*Class*)

(11) Extensions Class Diagram

This class is responsible for altering the default behaviors of certain inbuilt classes in C as well as extending functionality to make it easier to maintain my code. The way in which this is achieved is through the use of the this keyword. It will allow me for example to be to .ToBitmap on a 2D array speeding up the process instead of calling separate methods.

The first of the extensions that will be implemented is the ToBitmap extension. As stated above it allows me to call ToBitmap on any given 2D double array, it then converts it to a bitmap and returns said bitmap. It does this through taking each pixel in turn and then using the Utility method to bound them within the allowed range of a pixel.

Another of the extensions contained within this class is the ToDoubles extension which is essentially the inverse of the ToBitmap extension. This acts upon a Bitmap to convert it to a 2D double array. This extension however requires a method to be passed in which is then used to work out how to get the values of the pixel to a single 0 -> 255 value. The function which is passed in must take a Color object and return a single double value.

The third extension contained is essentially a clone of the first one however this acts upon the EGB structure. This is important due to the fact that the RGB structure contains more than 1 value which means that using it I can reconstruct the original image using the R,

G and B channels in the structure. Apart from this difference the two extensions are the same.

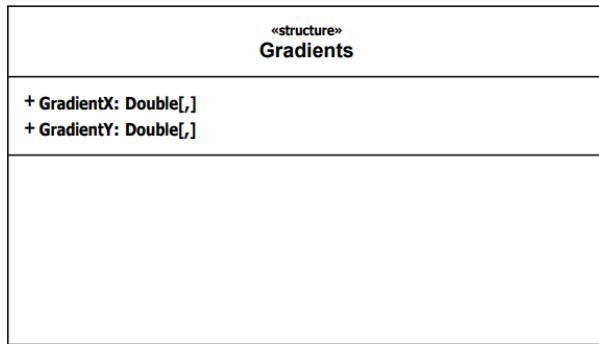
The ToGraph extension contained within this class is very important as it is how after the canny edge detection I will convert the result to a graph which can then have a traversal algorithm used upon it. This extension acts upon a 2D double array. In order to gain the pixels around a given pixel in a double array the GetKernel function is used, this is explained in the Kernel class. Once the kernel of the pixel is created we can work out the relative coordinates through the use of modulus arithmetic.

Where $X = x + (i \% 3) - 1$ and $Y = y + (i / 3) - 1$

Once this has been calculated more maths is done however this is contained within the graph class so see there for more information.

The next two structures go hand in hand so I will talk about both of them together, due to the image processing and the way in which I am accessing the arrays which contain the data I feel that it would be easier if I could alter my `RGB[,]` and directly access it with the `.setPixel` and `.getPixel` methods since this is how it is used in the bitmap class. Therefore it would make it easier to use the two interchangeably instead of accessing it using direct accessing then changing the value. The way in which they both work is that in the function call an x and y coordinate is passed as well as a colour if it is the set pixel version. Then it changes or returns the value.

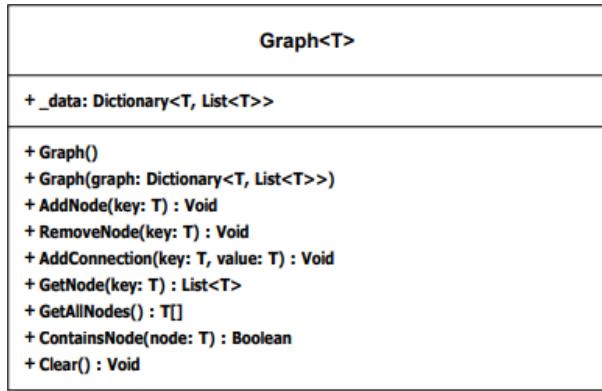
Gradients (*Structure*)



(12) Gradients Class Diagram

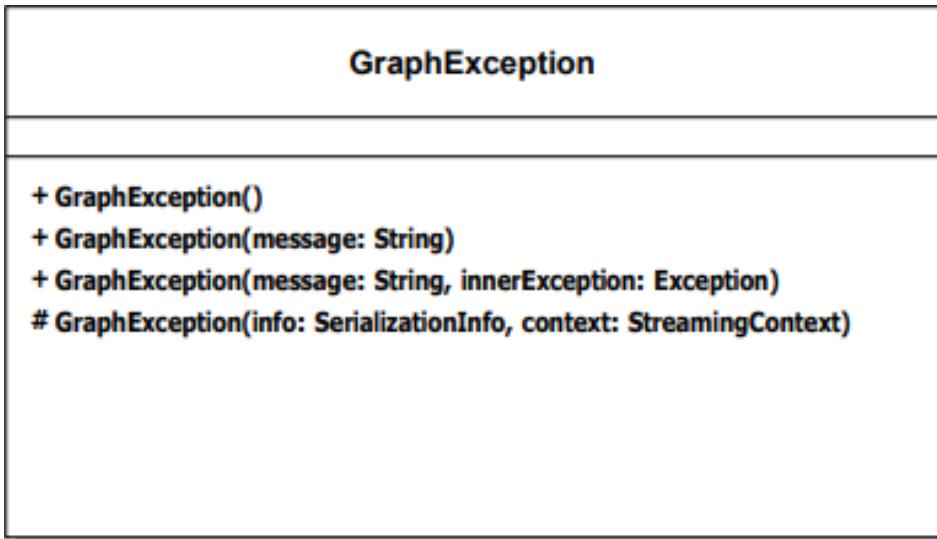
This is a structure located in the back end library of my project, its main function in the program is store the result of the gradient calculations. As with many of my structures in this code, there is no methods contained within.

Graph (*Class*)



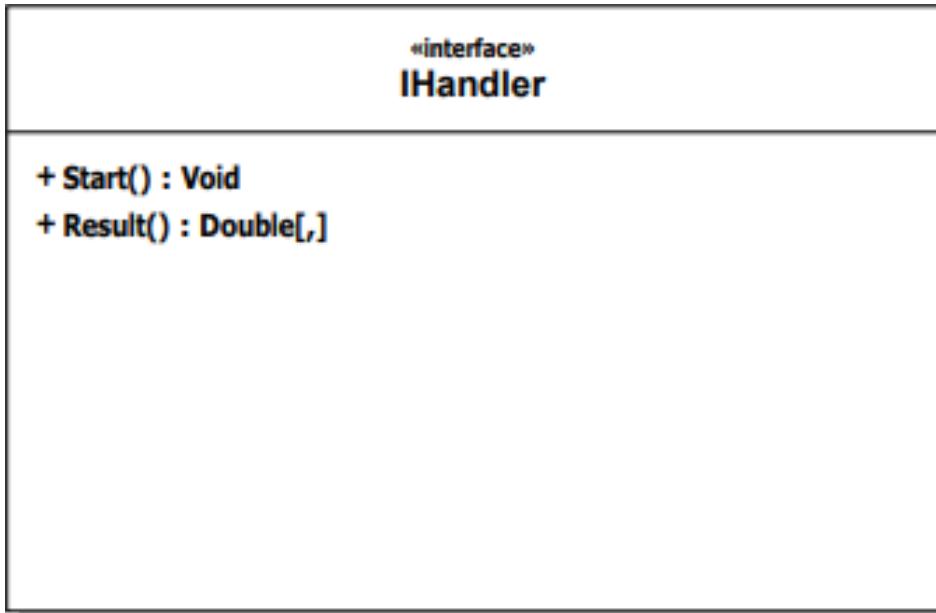
(13) Graph Class Diagram

Graph Exception (*Exception*)

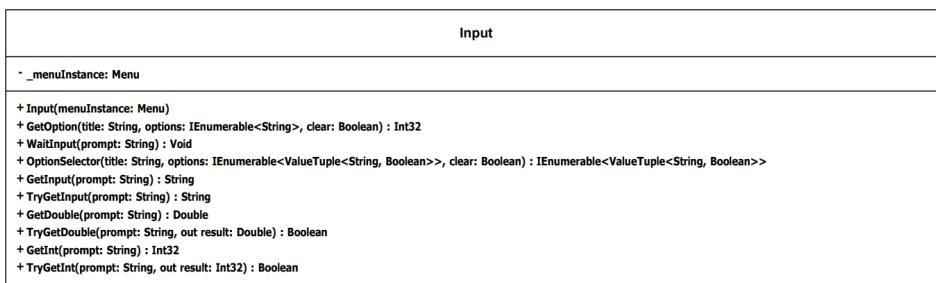


(14) Graph Exception Class Diagram

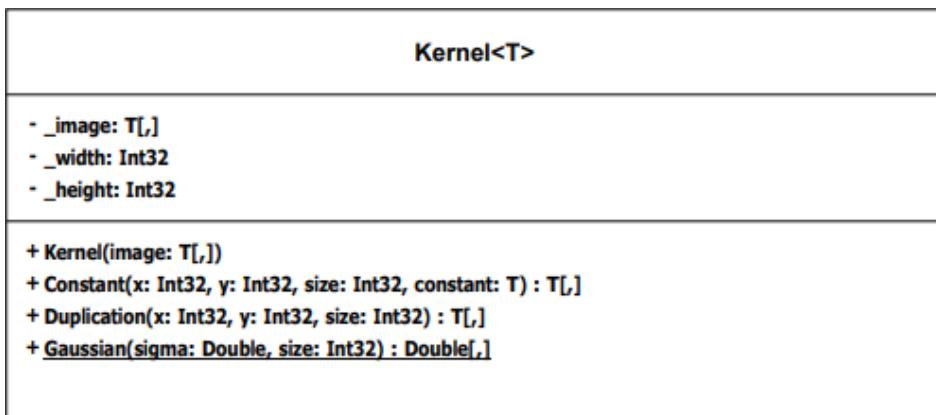
IHandler (*Interface*)



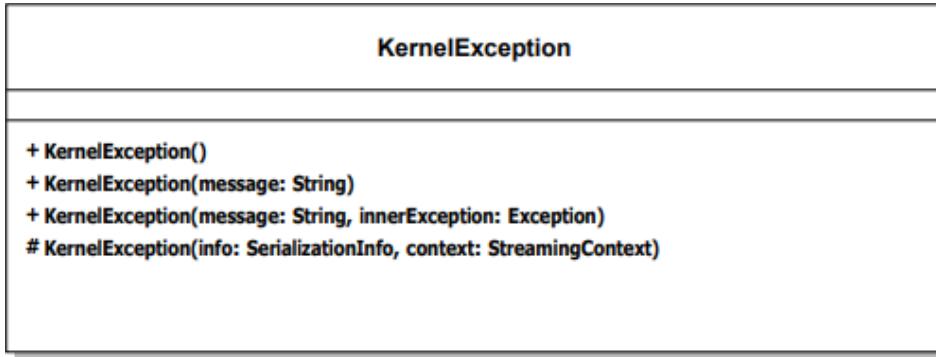
(15) IHandler UML Diagram

Input (Class)

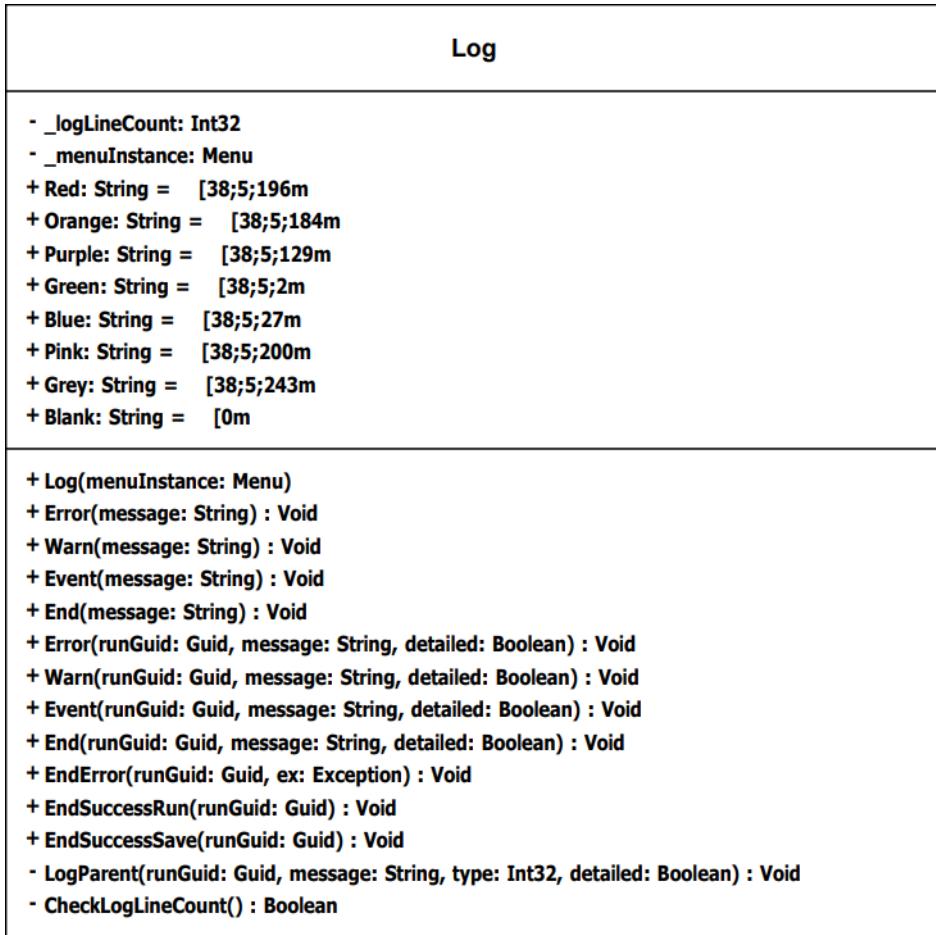
(16) Input Class Diagram

Kernel (Class)

(17) Kernel Class Diagram

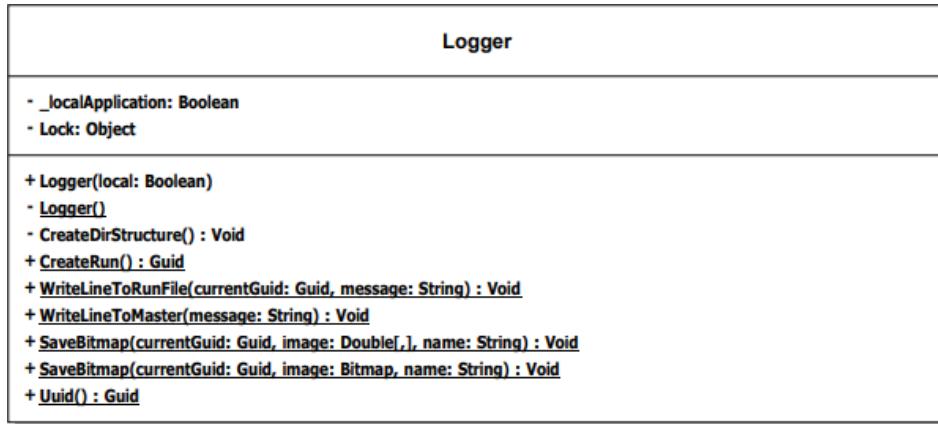
Kernel Exception (*Exception*)

(18) Kernel Exception Class Diagram

Log (*Class*)

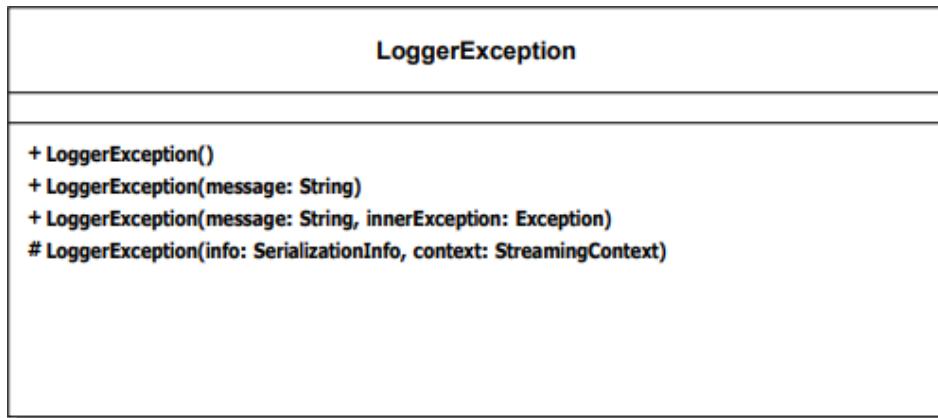
(19) Log Class Diagram

Logger (*Class*)



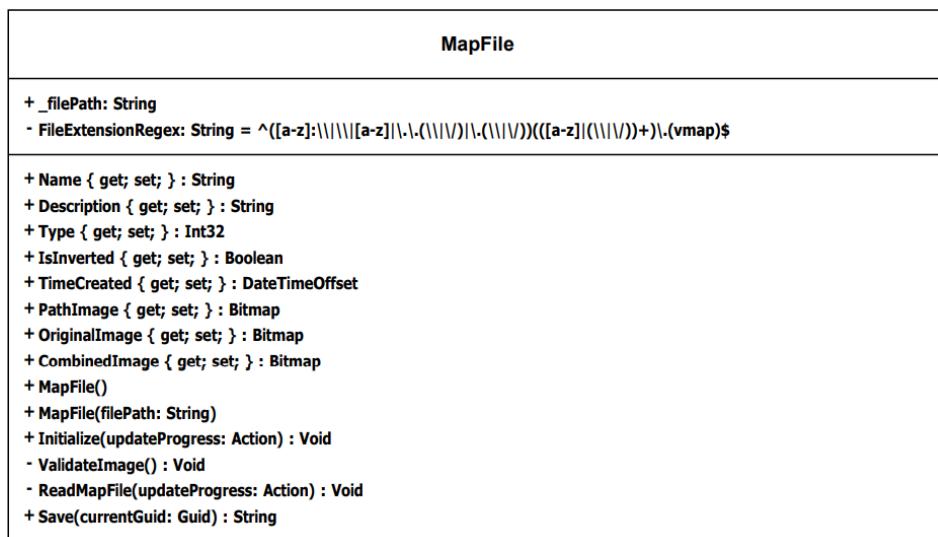
(20) Logger Class Diagram

Logger Exception (*Exception*)



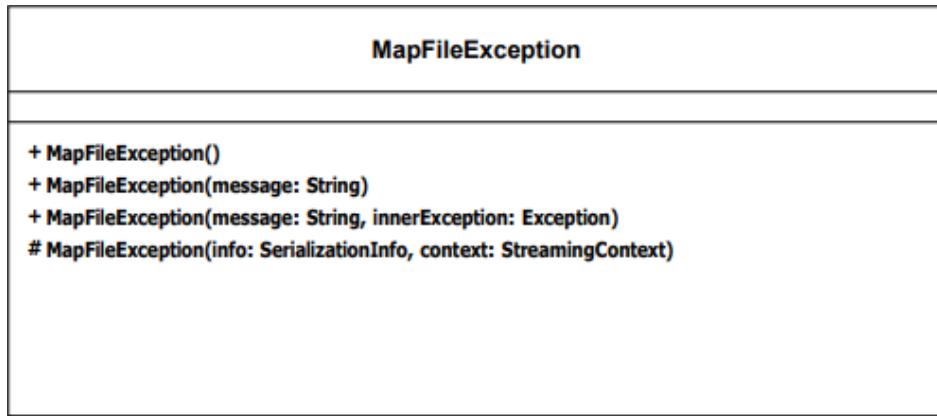
(21) Logger Exception Class Diagram

Map File (*Class*)



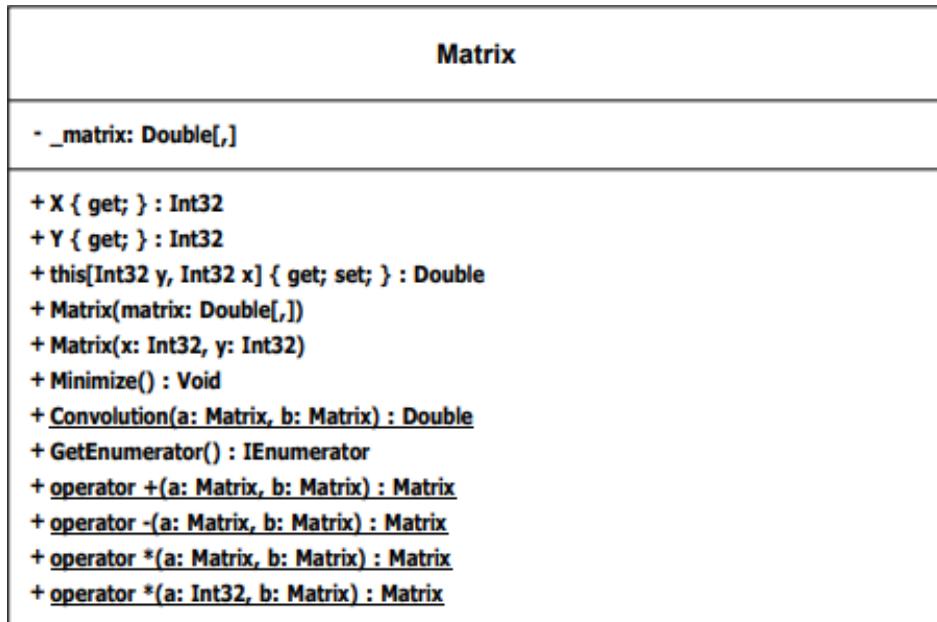
(22) Map File Class Diagram

Map File Exception (*Exception*)



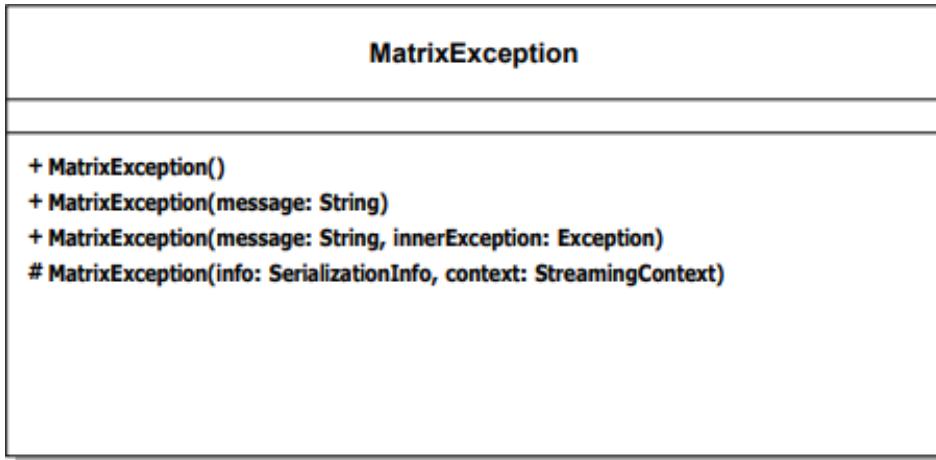
(23) Map File Exception Class Diagram

Matrix (*Class*)

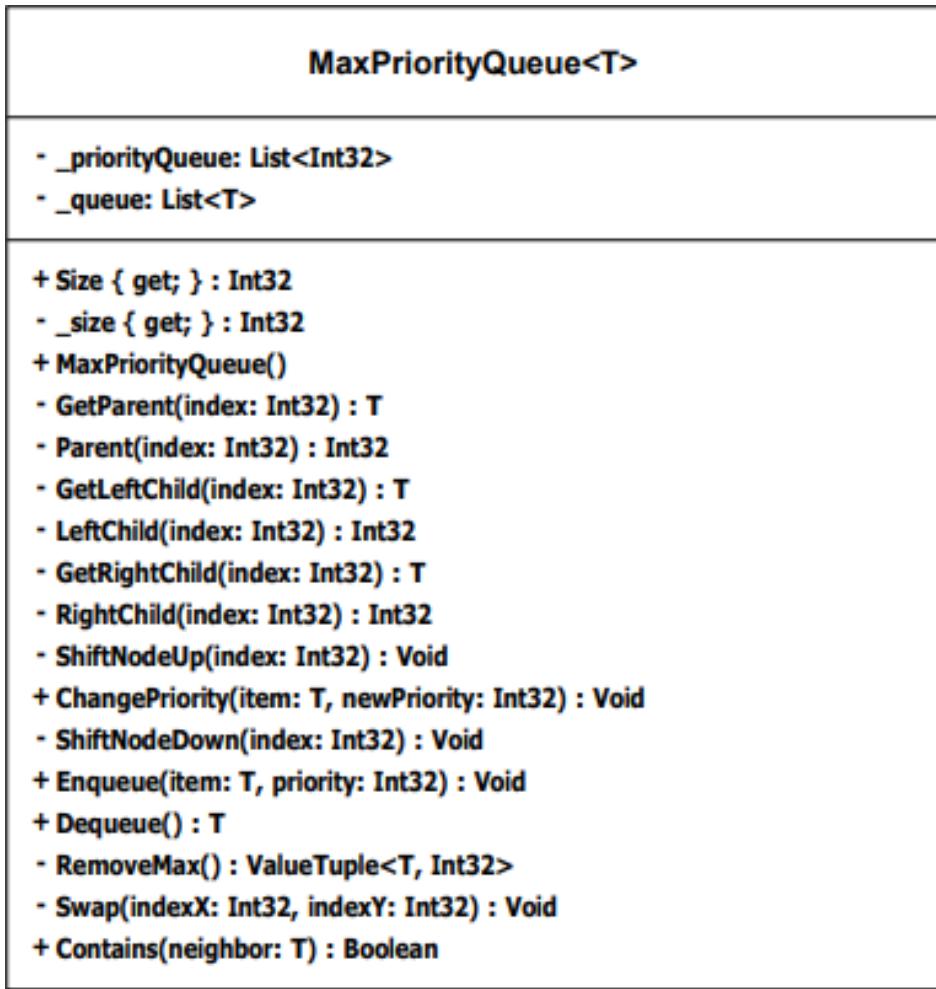


(24) Matrix Class Diagram

Matrix Exception (*Exception*)

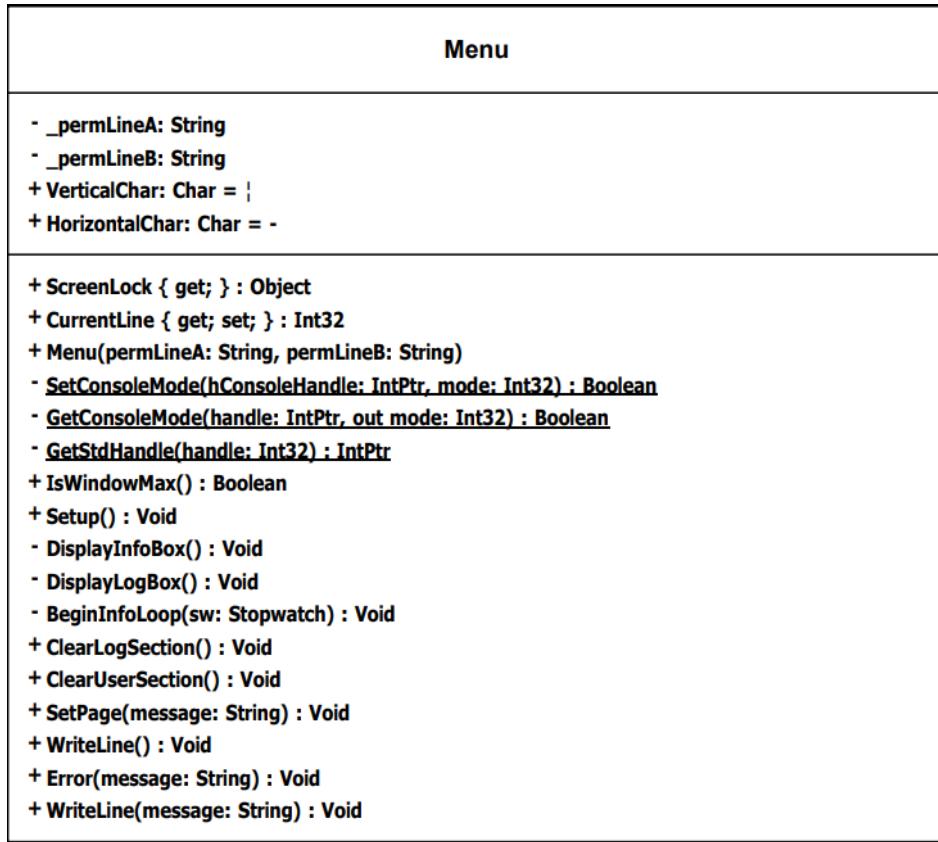


(25) Matrix Exception Class Diagram

Max Priority Queue (*Class*)

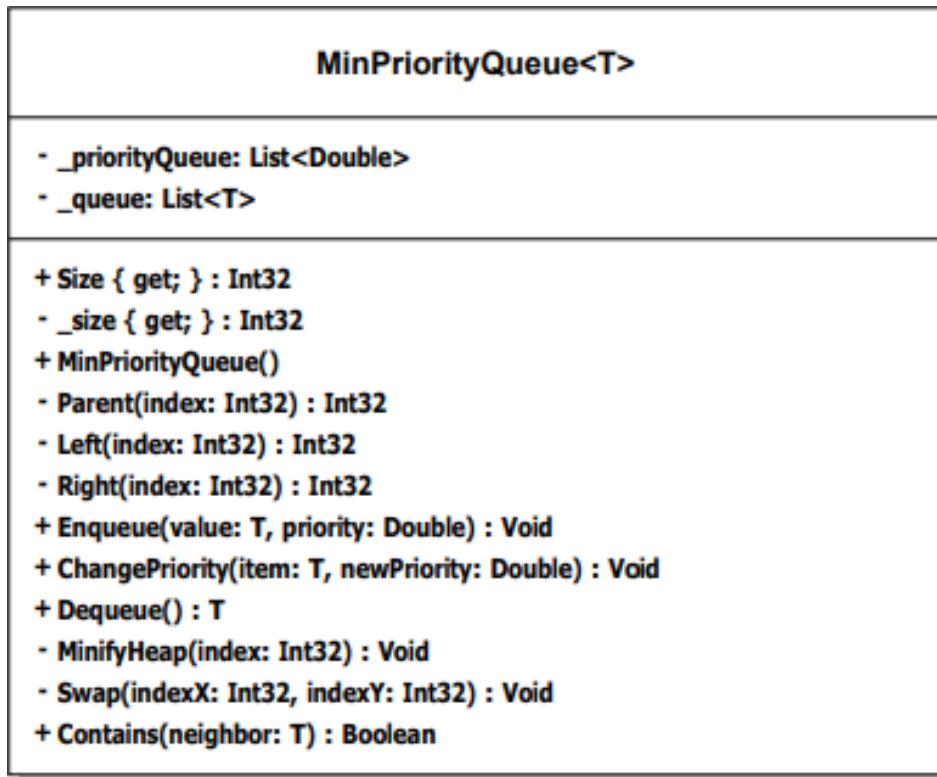
(26) Max Priority Queue Class Diagram

Menu (*Class*)



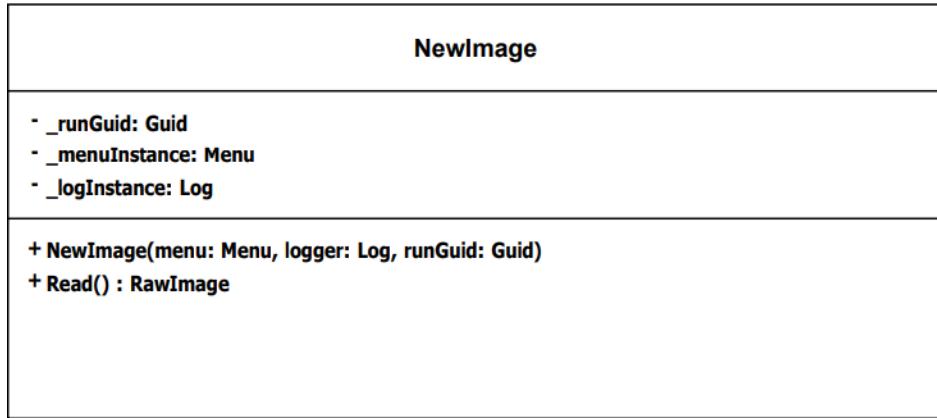
(27) Menu Class Diagram

Min Priority Queue (*Class*)



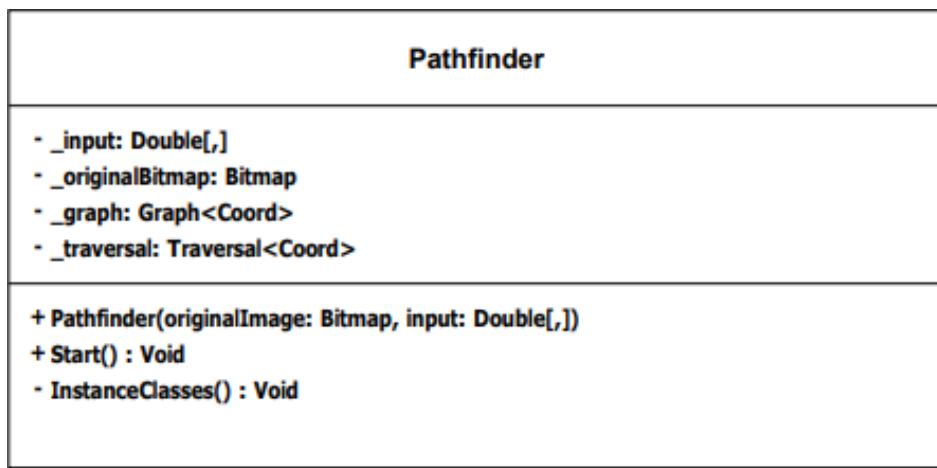
(28) Min Priority Queue Class Diagram

New Image (*Class*)



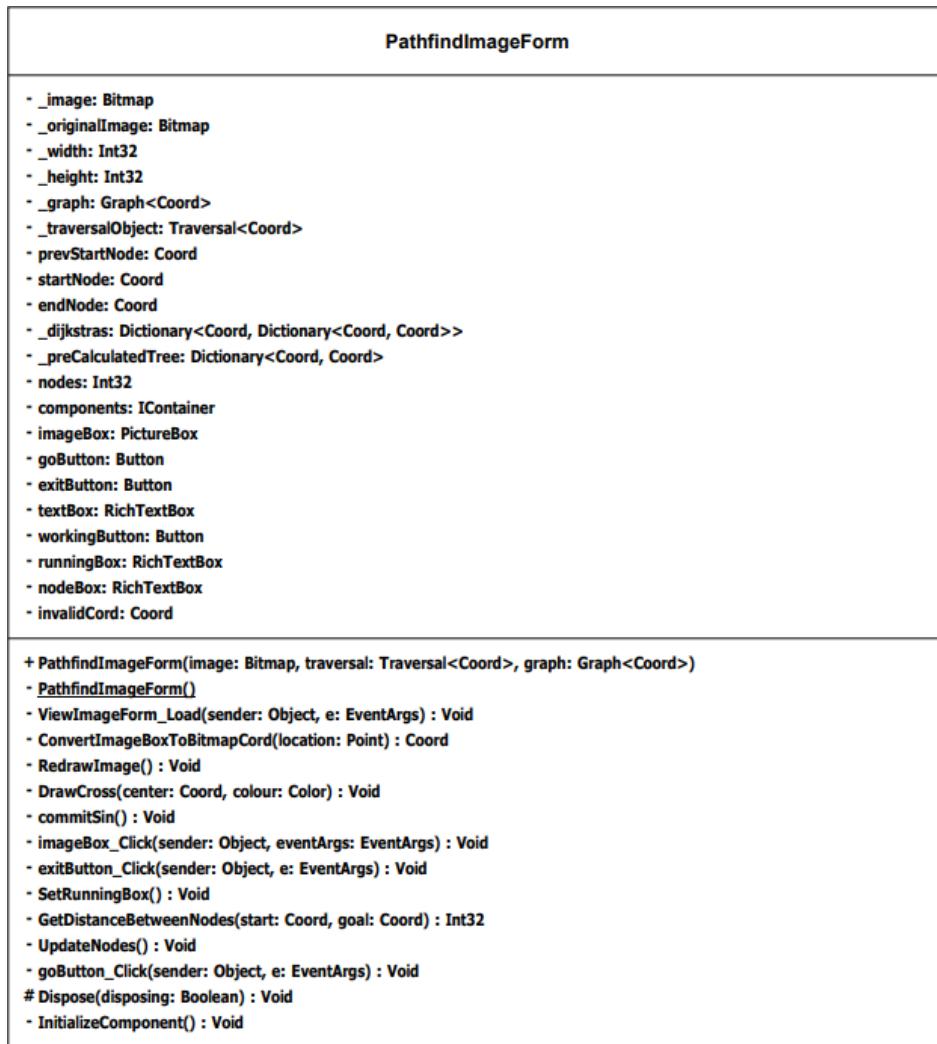
(29) New Image Class Diagram

Pathfinder (*Class*)

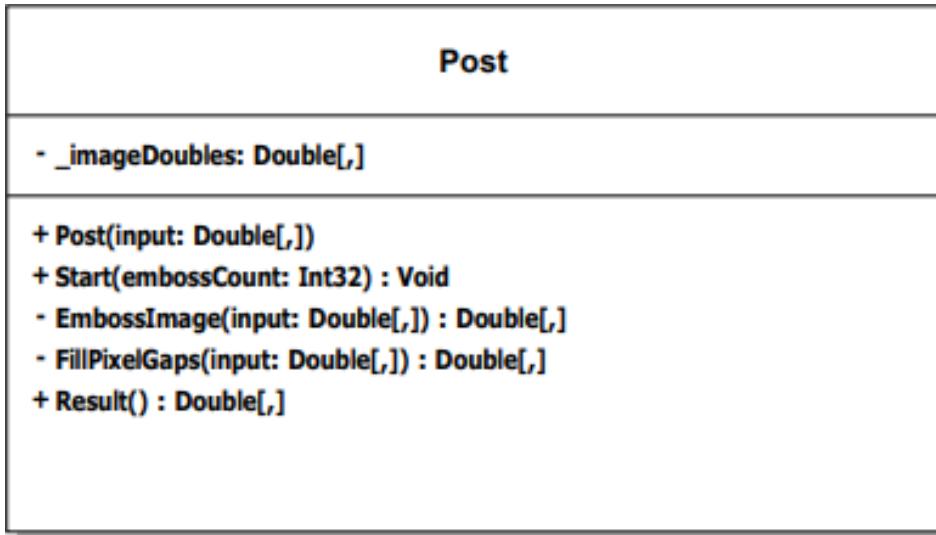


(30) Pathfinder Class Diagram

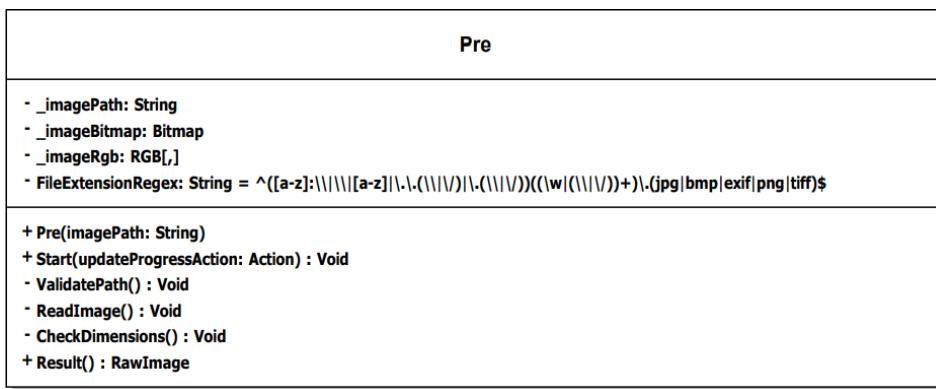
Pathfind Image Form (*Windows Form*)



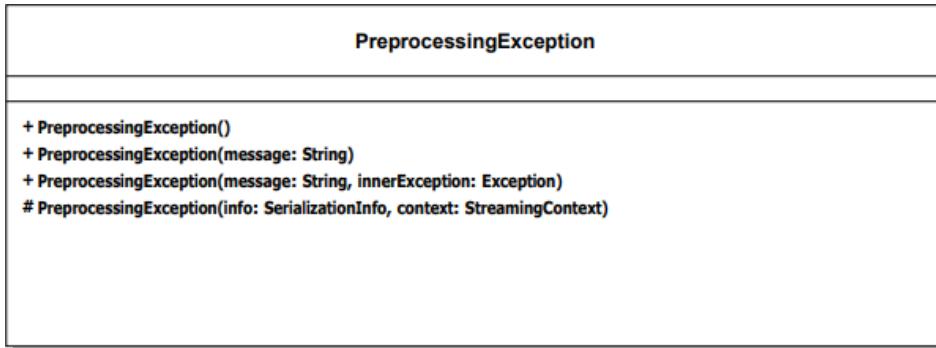
(31) Pathfind Image Form UML Diagram

Post (Class)

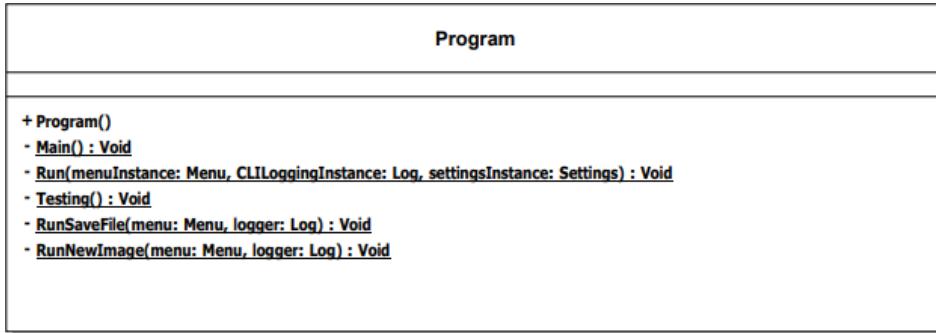
(32) Post Class Diagram

Pre (Class)

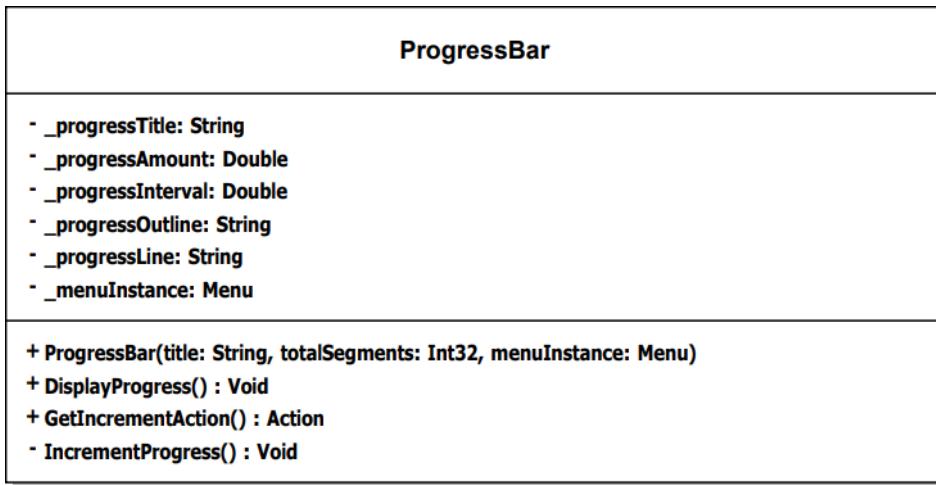
(33) Pre Class Diagram

Preprocessing Exception (Exception)

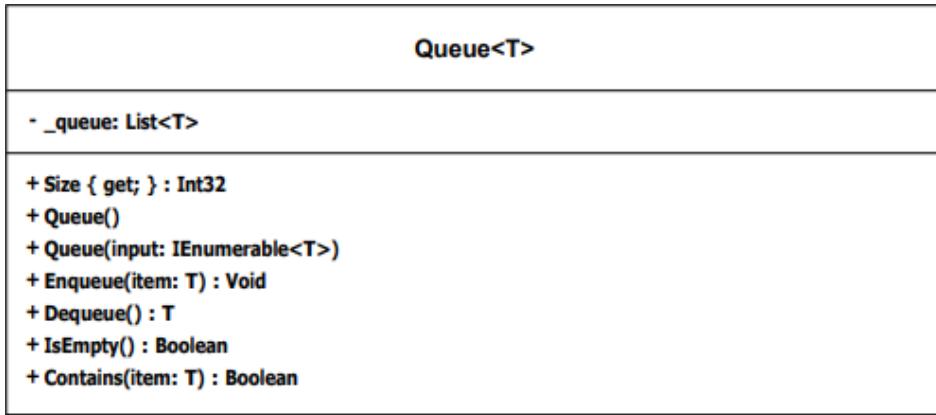
(34) Preprocessing Exception Class Diagram

Program (Class)

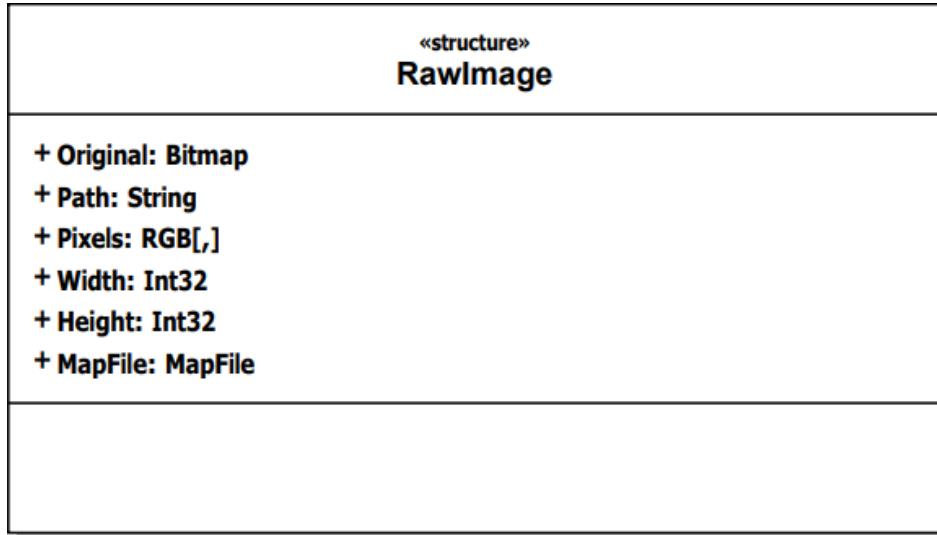
(35) Program Class Diagram

Progress Bar (Class)

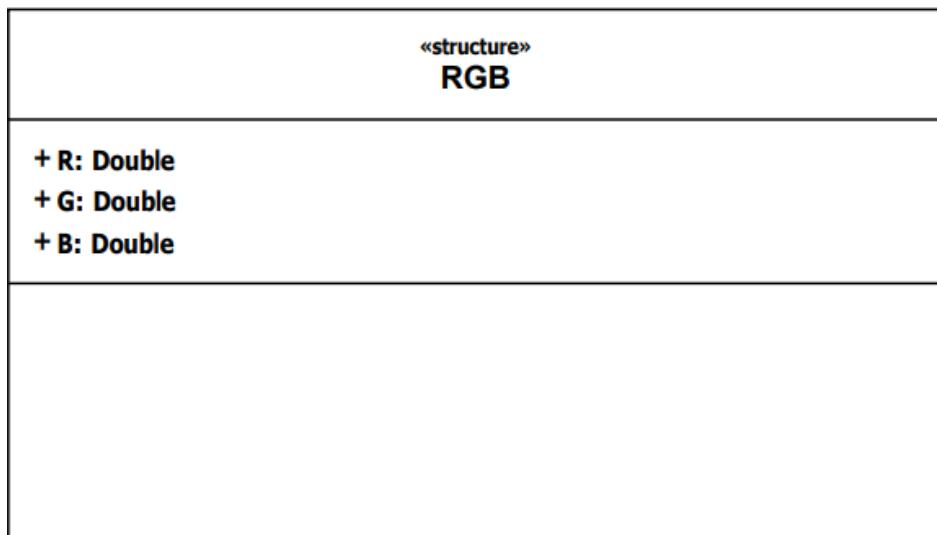
(36) Progress Bar Class Diagram

Queue (Class)

(37) Queue Class Diagram

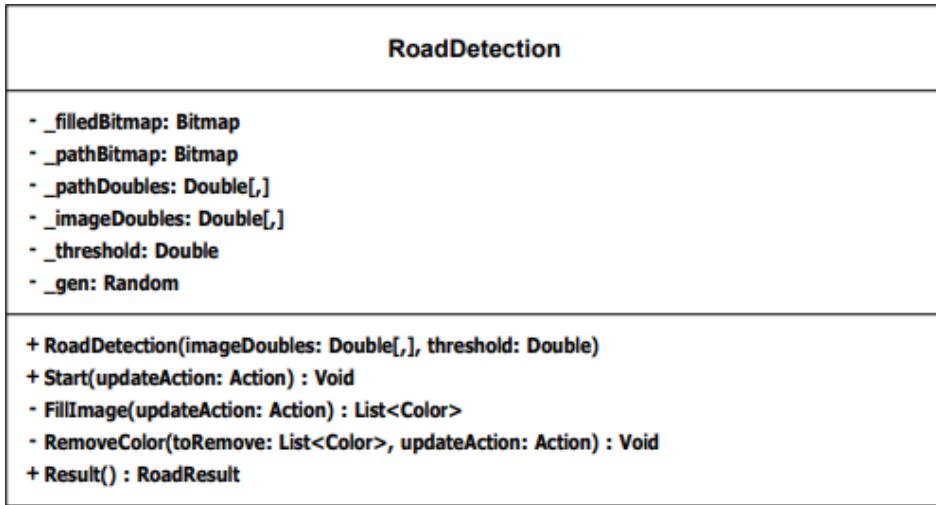
Raw Image (*Structure*)

(38) Raw Image Class Diagram

RGB (*Structure*)

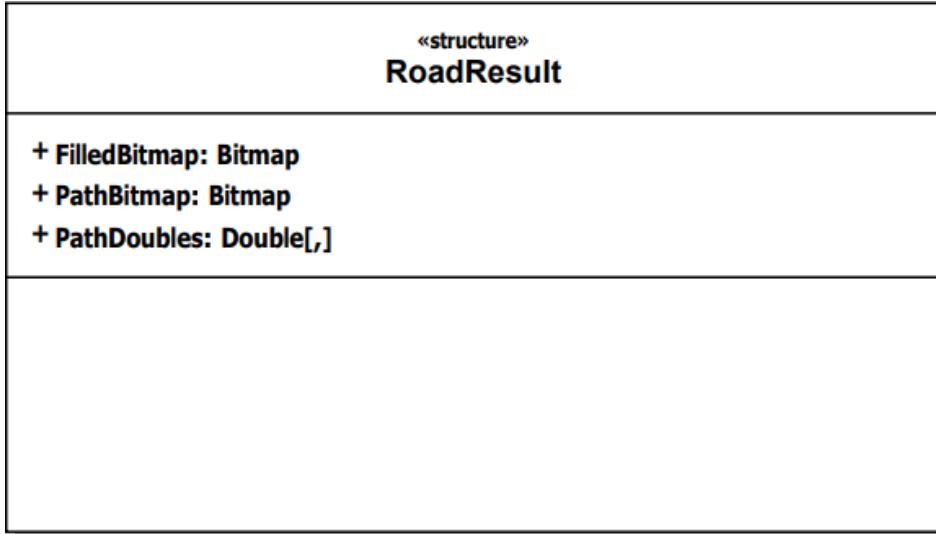
(39) RGB Class Diagram

Road Detection (*Class*)



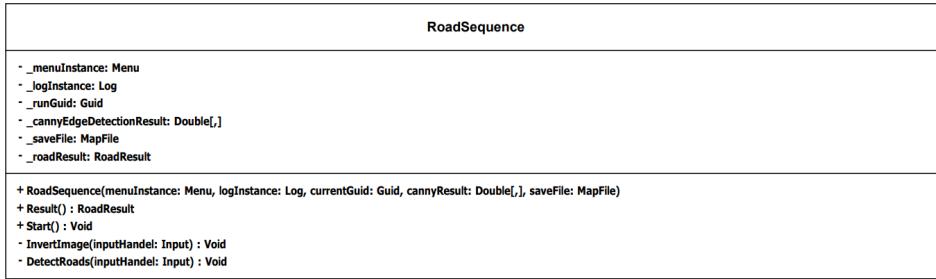
(40) Road Detection Class Diagram

Road Result (*Structure*)

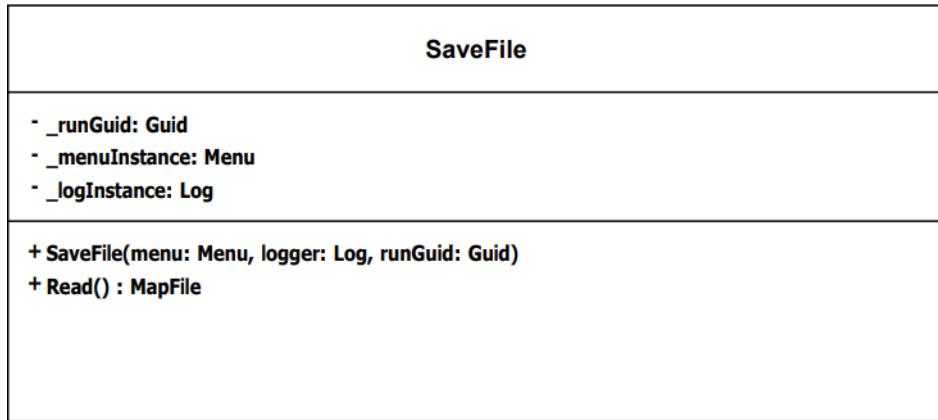


(41) Road Result Class Diagram

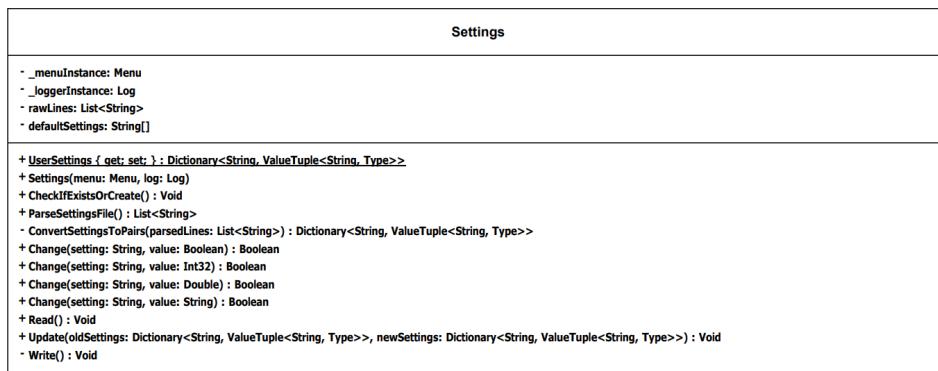
Road Sequence (*Class*)



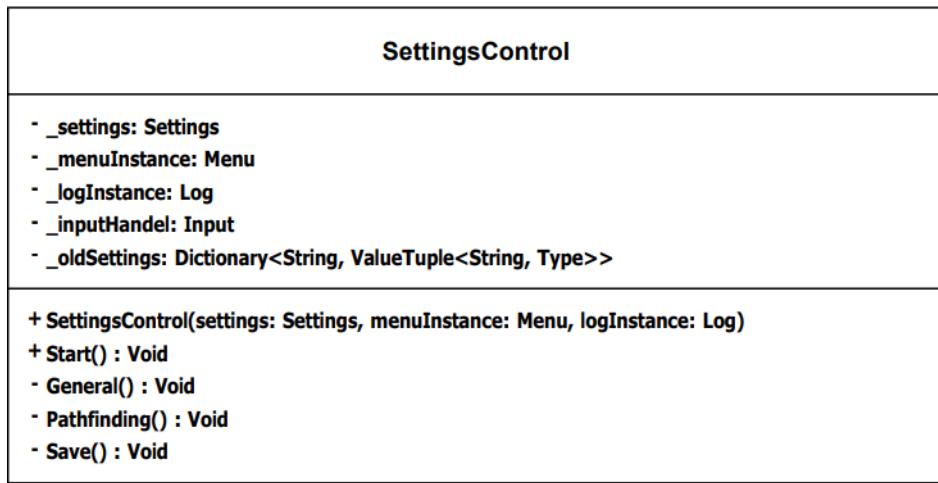
(42) Road Sequence Class Diagram

Save File (*Class*)

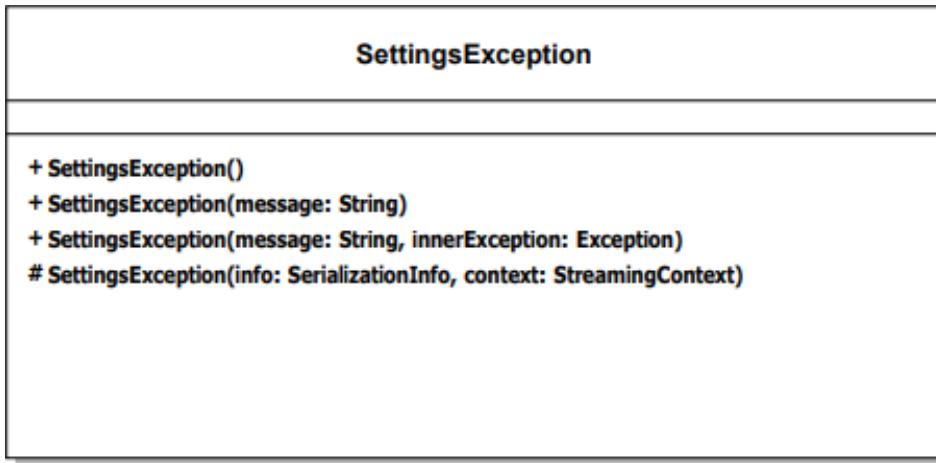
(43) Save File Class Diagram

Settings (*Class*)

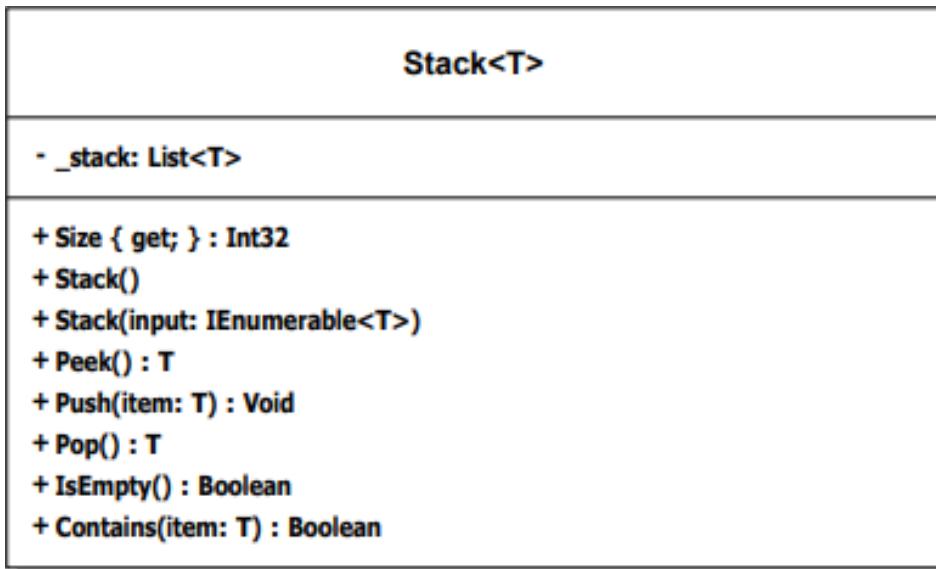
(44) Settings Class Diagram

Settings Control (*Class*)

(45) Settings Control Class Diagram

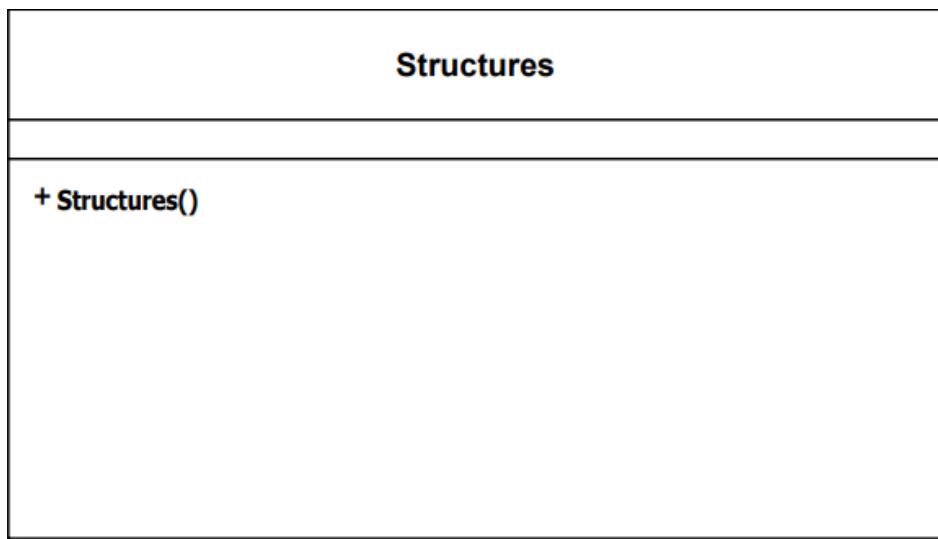
Settings Exception (*Exception*)

(46) Settings Exception Class Diagram

Stack (*Class*)

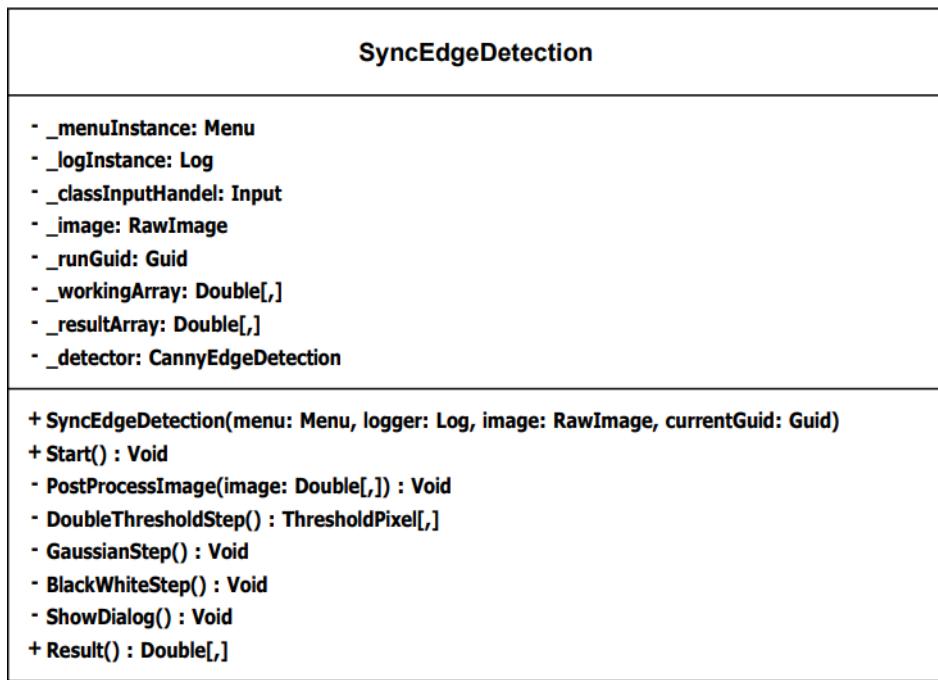
(47) Stack Class Diagram

Structures (*Class*)



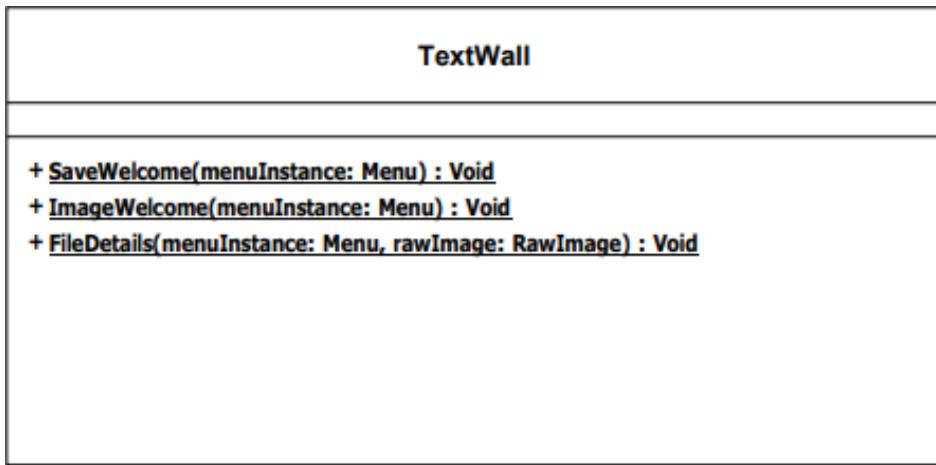
(48) Structures Class Diagram

Sync Edge Detection (*Class*)



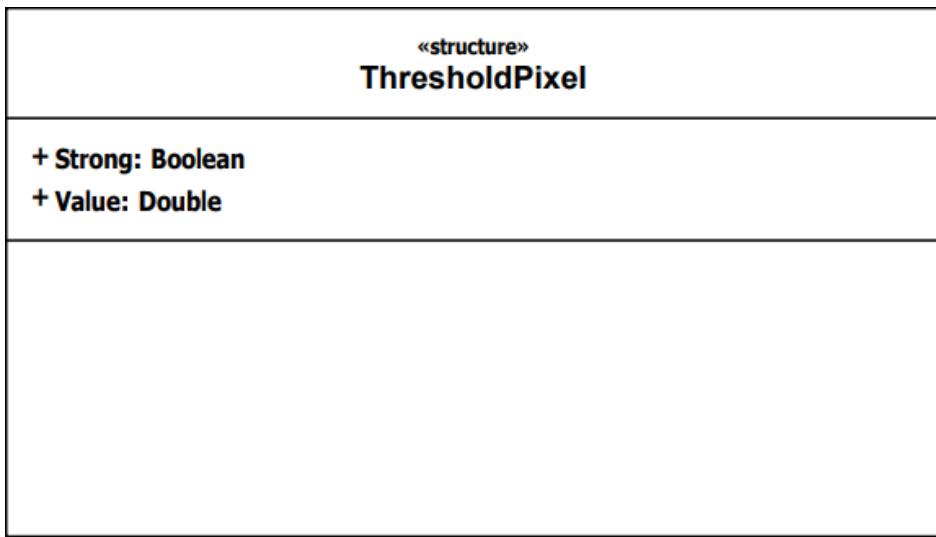
(49) Sync Edge Detection Class Diagram

Text Wall (*Class*)



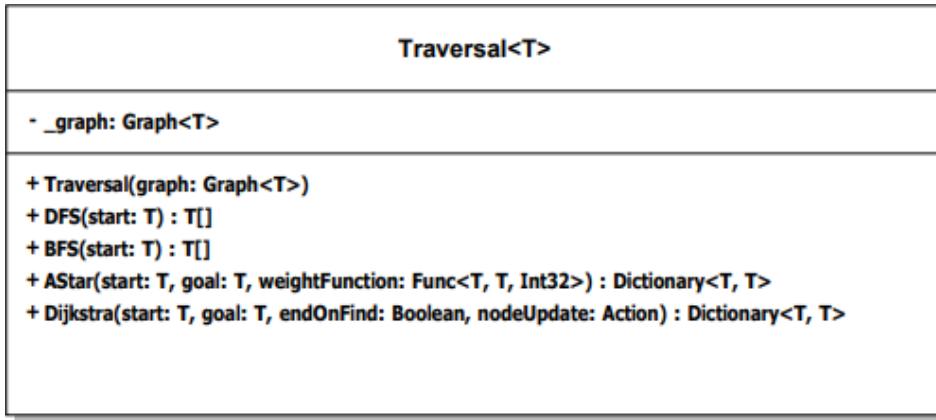
(50) Text Wall Class Diagram

Threshold Pixel (*Structure*)

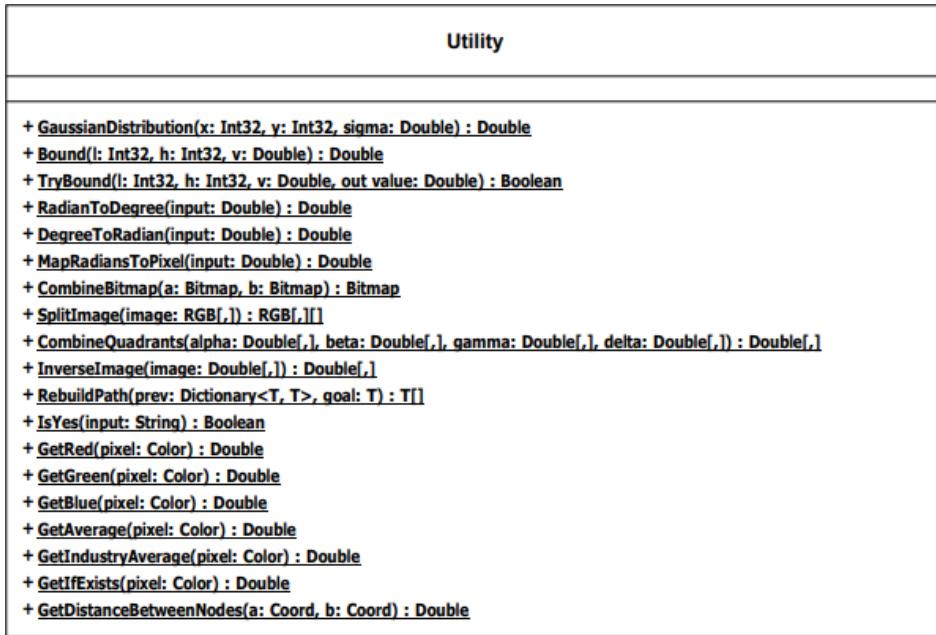


(51) Threshold Pixel Class Diagram

Traversal (*Class*)

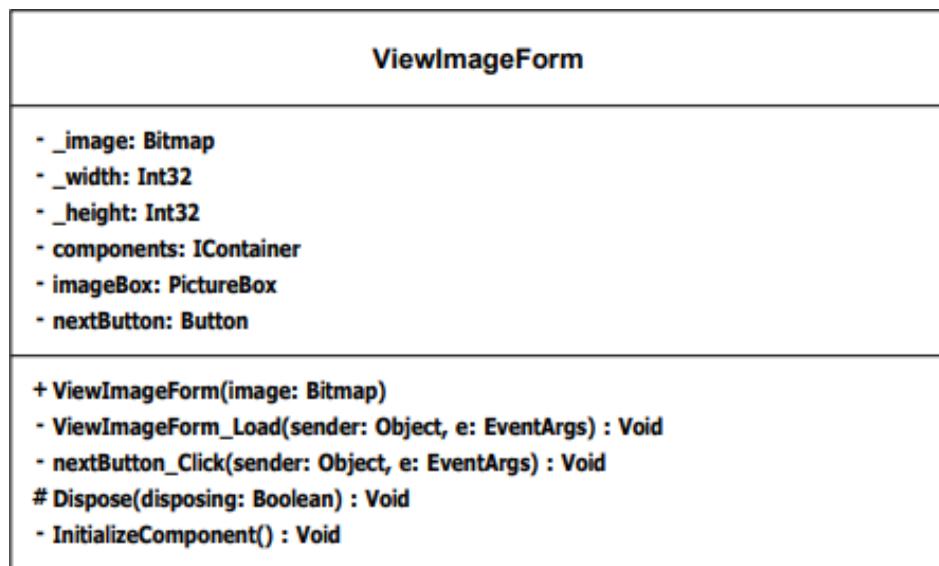


(52) Traversal Class Diagram

Utility (Class)

(53) Utility Class Diagram

View Image Form (Windows Form)



(54) View Image Form UML Diagram

3 Program Testing

3.1 Testing Tables

3.1.1 Targeted Testing Areas

In order to ensure that my NEA conforms to my objectives this following section will test each of them one at a time. As well as this I will test to make sure that each part of the final solution works together and produces the desired and expected output.

An overview of the sections I will test are:

1. User Map Inputs and Subsequent Outputs

- 1.1 Loading In Image Files
- 1.2 Creating The Save File
- 1.3 Options Given To User
- 1.4 Conversion To Graph
- 1.5 Error Handling

2. Canny Edge Detection Operations

- 2.1 User Variables
- 2.2 Constructor Arguments
- 2.3 Full Flow Thorough
- 2.4 Individual Method Calls
- 2.5 Exceptions

3. Road Detection

- 3.1 User Variables
- 3.2 Constructor Arguments
- 3.3 Full Flow Through
- 3.4 Individual Method Calls
- 3.5 Exceptions

4. Graph Traversal

- 4.1 Different Node Placements
- 4.2 Different Algorithms
- 4.3 Other Graph Settings

5. Logging and Saves

- 5.1 Validity Of Save Files
- 5.2 Contents of Log Files
- 5.3 Save Settings

6. Miscellaneous Items + GUI

- 6.1 GUI Elements
- 6.2 Matrix Functions
- 6.3 Extensions and Utilities
- 6.4 Structures

It should be noted that in the following tests do not explicitly test objective 5 however it can be seen through out the Video: that this objective has been met. From the icon being clear to the user interface clearing. I believe this combined and the constant evidence shown through the Video: allows me to come to the conclusion that objective 5 has been met.

3.1.2 User Inputs and Outputs Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|--|--|---|---|-----------|---------------|
| 1.1.(2) The program should be able to parse a map from a file including... | | | | | |
| 1 | Entering a JPG | Enter the test image as a JPG into the "New Image" prompt. | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 0:10 |
| 2 | Entering a PNG | Enter the test image as a PNG into the "New Image" prompt. | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 0:23 |
| 3 | Entering a BMP | Enter the test image as a BMP into the "New Image" prompt. | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 0:33 |
| 4 | Entering a TIFF | Enter the test image as a TIFF into the "New Image" prompt | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 0:46 |
| 1.1.1 A photograph of an map | | | | | |
| 5 | Entering a Photograph | Enter a photograph into the "new image prompt" | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 0:54 |
| 1.1.3 A hand drawing of suitable quality (if it is not a message should be shown) | | | | | |
| 6 | Entering a Hand Drawing | Enter a hand drawing into the "new image prompt" | The program should accept the image and be able to process it and show it to the user in the "Preview Form" | Pass | Video: 1:05 |
| 1.4 A hand drawing of suitable quality (if it is not a message should be shown) | | | | | |
| 7 | Entering a Small Image (less than 200x200) | Resize test image to be less than 200x200 and then input that into the "New Image" prompt | The program should reject the image and instruct the user as to how to fix the issue. | Pass | Video: 1:17 |

| | | | | | |
|----|---|--|--|------|-------------|
| 8 | Entering an Invalid Image Path | At the "New Image" prompt an invalid file path should be entered. This test should be repeated with different invalid paths to make sure that all cases are accounted for. | The program should reject all of these inputs without crashing. | Pass | Video: 1:35 |
| 9 | Entering an Local Path | The test described here would consist of a path in the form "../image.png" for example. | The program should be able to process this path and show the image to the user in the "Preview Image" form. | Pass | Video: 1:52 |
| 10 | Entering a Valid Save Path | A valid save file path should be entered, use the test image save "save.vmap". | the program should accept this input and show the "Recalled Image" options. | Pass | 12:16 |
| 11 | Entering an Invalid Save Path | An invalid save file path should be entered. This can be any path ending with "/<something>.vmap" | The program should error and instruct the user how to fix the issue. | Pass | 13:05 |
| 12 | Try to Escape Bounds of Option Selector | When in the main menu attempt to go out of bounds of the menu and then select a non existent element. | The option function should not allow the user to go out of the options presented. | Pass | Video: 2:11 |
| 13 | Try to Break inputs through pre-clicking enter. | When going through menus repeatable click the enter key in order to attempt to get the program to error. This can include clicking misc keys as well as enter. | The program should handle all of these inputs before it then waits for non spammed inputs. It should not error. | Pass | Video: 2:11 |
| 14 | Remove Characters from Input | When a text input is required, for example the new image prompt when a path is entered, there is a chance that the user could have entered a mistake. Enter random characters then click "Backspace" to remove characters. | The characters should be removed and no error should occur if the backspace is clicked when the carat is at the end it should not error, | Pass | Video: 2:33 |

1.3 The inputted map should be converted into a graphs

| | | | | | |
|----|-------------------|---|---|------|------|
| 15 | Graph Constructor | Inside the testing menu run the test "Manual Graph", this should generate a predefined graph which contains the nodes and connections as follows. | A: D B: F, C C: B D: A, E, G E: D, H F: B, G G: D, F H: E | Pass | TODO |
| 16 | ToGraph Method | On a small test image the function extension .ToGraph should be run. | The outputted graph should contain the following nodes, (0,2), (1,2), (2,0), (2,1), (2,2), (2,3), (2,4), (2,5), (3,2), (4,2), (5,2) | Pass | TODO |

3.1.3 Canny Edge Detection Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|--|-------------------------------|---|---|-----------|---------------|
| 2.1 At each stage of the edge detection an image should be produced | | | | | |
| 1 | Canny Edge Detect Save Images | Run through a full map detection and at the prompt when it asks if the user would like to save an image at each stage of the canny edge detection select yes then run the canny edge detection. | Each stage of the edge detection will have an image saved in the runs/<id> folder. | Pass | Video: 2:58 |
| 2.3.1 AThere should be presets to allow quicker processing | | | | | |
| 2 | Run A Preset | The test image should be input at the "New Image" prompt. When it comes to picking how the edges should be picked the preset "Screenshot" should be selected. | The program should perform Canny Edge Detection without prompting the user for variables. It should return to user control at the "Invert Image" stage. | Pass | Video: 3:03 |
| 2.3 The edge detection must have the option to be multi threaded. | | | | | |

| | | | | | |
|---|--------------|--|---|------|-------------|
| 3 | Cancel A Run | As above the test image should be entered. Both when it comes to the edge picking "Multi-threaded" then entering values then when the program confirms to continue select "No", and when the image is first read selecting "No" when the "Correct Image" prompt shows. | The program should stop running the current image and error with the reason "You asked for the processing of your map to stop." Then it should return to the main menu. | Pass | Video: 3:49 |
|---|--------------|--|---|------|-------------|

2.2 Between each stage the user should be able to repeat the last step in order to change parameters.

| | | | | | |
|---|----------------------|--|---|------|-------------|
| 4 | Enter Invalid Values | During the selection of canny edge detection variations "Multi-threaded" should be chosen. When the program prompts for user inputs a variety of invalid ones should be provided. For example "test", "999999", "ls", "newline", "zero" etc... | The program should check to see if these inputs are within the bounds of the required variables and if they are not it will assume a default value and inform the user. | Pass | Video: 3:16 |
| 5 | Enter Valid Values | Same prompt as above, in the multi-threaded canny edge detection variables. However this time valid values should be input, these should test the bounds of the inputs as prompted by the program. | The program should accept these changed values and notify the user of what they have changed too. | Pass | Video: 3:10 |

The following tests ending in "method" are run one at a time during the slow, single threaded version of canny edge detection with the exception of the Gradient calculation with error, these are used to test that each stage of the canny edge detection algorithm are correct and functioning correctly. A full slow run is included afterwards to show that all of the methods work together. The test image is taken from wikipedia.

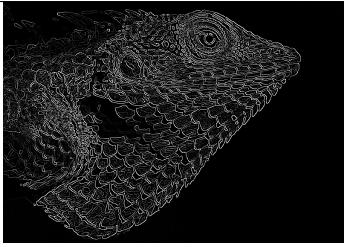
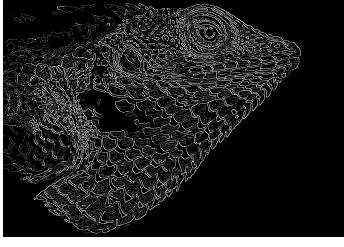
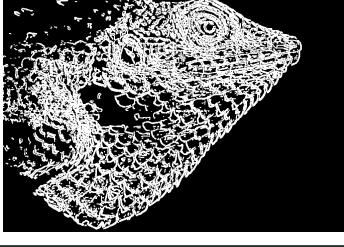
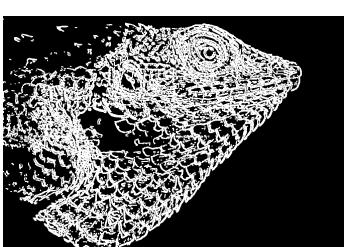


(55) Example Image Used

Sourced from Wikipedia®

https://en.wikipedia.org/wiki/Canny_edge_detector#Walkthrough_of_the_algorithm

| | | | | | |
|--|--------------------------------|---|--|------|-------------|
| 2.4 The edge detection must have the option to be single threaded 2.2.1 - 2.2.7 Stages of edge detection. | | | | | |
| 6 | Black and White Method | Canny Edge Detection method should be ran with the original testing image. | | Pass | Video: 3:59 |
| 7 | Gaussian Filter Method | Canny Edge Detection method should be run with the output of the previous step, Black and White conversion. | | Pass | Video: 4:10 |
| 8 | Gradient Calculation Method(s) | This test describes a series of method calls which will all combine to form the image to the right. During this test, the outputs of each individual method call should be shown. The input into the initial methods should be the output from the Gaussian filter. | | Pass | Video: 4:23 |
| 9 | Gradient Calculation Method | This test describes a series of method calls, the initial calls should be run with the output from the Gaussian filter. | The program should not start the gradient calculations, it should not run any further and should throw an ArgumentException. | Pass | TODO |

| | | | | | |
|----|-----------------------------|---|--|------|-------------|
| 10 | Threshold Method(s) | Canny Edge Detection method should be run with the output of the previous successful step, the non-error gradient calculations. |  | Pass | 4:30 |
| 11 | Hysteresis Method | Canny Edge Detection method should be run with the output of the previous step, the gradient calculation methods. After this test the image will be in its final edge detected form. |  | Pass | Video: 4:38 |
| 12 | Run Full Custom Run (Quick) | Using the "RunQuadrant" method in order to quickly process an image. The default values should be used and the result file should be compared to the image to the right. |  | Pass | 11:15 |
| 13 | Run Full Custom Run (Slow) | The slow single threaded version should be used, this should allow the user to change and go back on variables if they do not like the output. The final expected result is seen to the left. At each stage however the processed images should be shown. |  | Pass | Video: 3:57 |

3.1.4 Road Detection and Graph Conversion Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|---|----------------------------|--|--|-----------|---------------|
| 3 The Program must overlay the detected roads onto the original imaged | | | | | |
| 3.2.4 - 3.2.5 The total filled image can be displayed to the user | | | | | |
| 1 | Full Run of Road Detection | Using the test image, after the run of canny edge detection the result should not be inverted and the road threshold should be set to 0.3 and then the road detection run. |  | Pass | 5:06 |

| 3.2.3 The percentage threshold for non roads much be changeable by the user | | | | | |
|--|-------------------------|--|---|------|-------------|
| 2 | Enter Valid Threshold | When the road prompt is shown a number within the shown range should be entered. | The program should accept this new input and use it in the following process. It should also clearly show the user that the value has been changed. | Pass | Video: 4:54 |
| 3 | Enter Invalid Threshold | When the road prompt is shown a number out the shown range should be entered as well as this invalid strings should be entered. Examples include "test", "ds@13=kle3q" etc... | The program should use the default value and not error. It should clearly show the user that the default value has been used. | Pass | Video: 5:05 |
| 4 | Redo Threshold | After the road detection has been performed the user is prompted whether the result is as they like, at this prompt "No" should be entered. | The program should exit with an error message "You asked for the processing of your map to stop.". It should then return to the main menu. | Pass | Video: 5:00 |
| 3.2.1 The image should have the option to be inverted | | | | | |
| 5 | Invert Image Method | An all black image 100x100 image should be fed into this method and then the output should be a 100x100 white square. | | Pass | 4:52 |
| 3.2.2 A filling algorithm should be applied to the image | | | | | |
| 6 | Fill Image Method | An image with 4 white quadrants should be fed into the function. This image should be 200x200. The colours used are pseudo randomly generated so they may not be identical to the expected output, the 4 quadrants should still be filled however. | | Pass | TODO |

3.1.5 Graph Traversal Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|----------|------|--------------------------|-----------------|-----------|---------------|
|----------|------|--------------------------|-----------------|-----------|---------------|

The following are all performed on the test image unless otherwise stated, some of the tests are conducted separate to the main program but still using the same methods and functions. This is due to the fact that some of these traversal algorithms are never shown to the user.

4.1.2 The Program should Implement Searching Algorithms these do not have to be shown to the user.

4.1.2.2 This includes DFS (Depth-first search).

| | | | | | |
|---|---------|--|---|------|------|
| 1 | Run DFS | Using the test image run depth first search. Since this test is not shown the user use the premed video. | To the human eye it should look like the path is going "down" more than it is going across, in essence it should look like the image is "filling up". | Pass | 5:25 |
|---|---------|--|---|------|------|

4.1.2.1 This includes BFS (Breadth-first search).

| | | | | | |
|---|--------------------|--|--|------|------|
| 2 | Run BFS Location 1 | Using the test image run breadth first search. Since this test is not shown the user use the premed video. | To the human eye it should look like the path is going "across" more than it is going down, in essence it should look like something is spreading from a single point source out to the rest of the image. | Pass | 5:47 |
| 3 | Run BFS Location 2 | Using the test image run breadth first search. Since this test is not shown the user use the premed video. | To the human eye it should look like the path is going "across" more than it is going down, in essence it should look like something is spreading from a single point source out to the rest of the image. | Pass | 6:10 |

4.1.1 The Program should implement Routing Algorithms

4.1.1.1 This includes Dijkstra's algorithm.

| | | | | | |
|---|---------------------------------------|---|--|------|------|
| 4 | Run Dijkstra | Using the save.vmap perform graph traversal using the algorithm "Dijkstra's" setting the start node and end node anywhere on the graph then clicking "Pathfind" | The program should perform Dijkstra's algorithm on the image before drawing the path which it found as the most optimal route. | Pass | 6:35 |
| 5 | Run Dijkstra Same Start Different End | Using the same start node as the previous test the end node should be moved, then "pathfind" should be clicked | The program should instantly draw the new path without having to re-perform Dijkstra's | Pass | 6:55 |

| | | | | | |
|---|---|--|--|------|------|
| 6 | Run Dijkstra Different Start Same End | With the same end node as above, the start node should be moved to another point on the image then the "Pathfind" button should be clicked. | The program should perform Dijkstra's again due to the start node being moved. | Pass | 7:27 |
| 7 | Run Dijkstra Different Start Different End | Move both the start and end nodes from the ones above and then click "Pathfind" | As above the program will have to recalculate the entire path since the start node has moved. | Pass | 7:04 |
| 8 | Run Dijkstra End on Find | Enable the setting "endOnFind" and then perform Dijkstra's on two nodes which are relatively spatially close to each other. Then click "Pathfind". | The program will perform Dijkstra's however if it locates the end node it will pause pathfinding there and stop. It should be faster than regular Dijkstra's | Pass | 7:54 |

4.1.1.2 This includes A* (a specialised Dijkstra)

| | | | | | |
|---|--------------|--|--|------|------|
| 9 | Run A* Image | Two nodes should be placed on points on the graph, then the "Pathfind" button should be clicked. | The algorithm will run the A* algorithm which using a heuristic algorithm will more efficiently find a path to the end node. It should run faster than Dijkstra's. | Pass | 8:05 |
|---|--------------|--|--|------|------|

3.1.6 Logging and Saves Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|---|--|--|--|-----------|---------------|
| 8 The program should have re-callable settings | | | | | |
| 1 | Read Normal Settings File | Start the program and navigate to "Settings" | No error should occur and settings should be able to be changed. | Pass | 8:27 |
| 2 | Read Corrupt Settings File | Remove and rename sections of settings file. Then as above. | The program should error and instruct the user how to correct the fault. | Pass | 8:47 |
| 3 | Programmatically Alter Normal Settings File | Navigate to "Settings" and change settings in each sub menu and show altered settings.conf | settings.conf should show the changed settings. Before and after should be shown side by side. | Pass | 8:35, 9:14 |
| 4 | Programmatically Alter Corrupt Settings File | Remove entry from settings then attempt to alter settings similar to above. | The program should error and instruct the user how to correct the fault. | Pass | 8:47 |

| | | | | | |
|---|--------------------------------|--|---|------|-------|
| 5 | Save Corrupt Settings File | Attempt to enter the settings menu, alter a setting and the exit. Upon the "exit" condition the file will be saved. | The program should not let the user alter the settings and should error and instruct the user how to proceed. | Pass | 8:47 |
| 6 | Save Normal Settings File | Enter the settings menu, alter a setting and then exit. Upon the "exit" condition the file will be saved. | The file should save without issue and a side by side of the programmatically altered file should be shown. | Pass | 8:44 |
| 7 | Manually Alter Settings File | Open the settings.conf file and change settings values then save and restart the program. Once the program has been restarted check the settings in the menu to see if they have been changed. | The changed settings state should be mirrored in the settings menu. | Pass | 9:24 |
| 9 / 10 The program settings / save files should be easily movable. | | | | | |
| 8 | Run Program Fresh | Run the executable of the program. | In the file directory 3 folders should be created. Runs, Saves, Logs. And inside of the log file there should be a file called master.txt Inside the master log a startup message should be recorded. There should also be a config file created. | Pass | 10:00 |
| 9 | Re-run Program | Close the program which was just started. Then run the executable. | No files should be created or deleted however there should be a new entry in the master.log | Pass | 10:07 |
| 10 | Delete Some Folders and Re-run | In the directory where the program file is contained the programmatically created folders should be deleted. Not all but some. | When the program is restarted the files should be recreated | Pass | 10:10 |
| 11 | Full Run and Check Master Log | After the previous tests have been completed (ones involving a raw image being processed) the master.log should be checked | when checking the master log there should be a message saying that a run has started and that it ends. Furthermore it should contain the ID of the run. | Pass | 10:19 |

| | | | | | |
|----|-----------------------------------|---|---|------|-------|
| 12 | Full Run and Check Individual Log | After the previous tests have been completed (ones involving a raw image being processed) the individual unique run log should be checked | Inside the per run log there should be each step of the edge detection and others depending on pathfinding. | Pass | 11:08 |
| 13 | Cause Error and Check Log | Check the log after one of the input validation tests. | There should be a line in the master file referencing the error. | Pass | TODO |

7.1 The map in a binary file format

7.2 The saved images from the processing of the map should be able to be saved in a compressed format.

| | | | | | |
|----|-----------------------------|---|---|------|-------|
| 14 | Full Run with Save To Zip | Process a whole image asking for it to be saved. The setting "zipOnComplete" enabled. This will ensure that after the processing the file is saved. | After the run has completed in the root directory a zip file will be created containing any partial images, save file and logs. | Pass | 11:18 |
| 15 | Run with Detailed Logging | Enable the setting "detailedLogging" and run through a full process of map recognition. | To the side of the main screen during the process detailed log messages of what exactly is going on should be shown. | Pass | 11:18 |
| 16 | View Save File From Program | Using the test image save attempt to read it into the program. | The program should accept the test image save and take the user to the save image file. | Pass | 12:16 |

7.6 The saved binary file should be able to have its description changed

| | | | | | |
|----|------------------------------|---|--|------|-------|
| 17 | Change Save File Information | First the file information should be viewed by selecting "View File Information" then once what you know what you wish to change the "Change File Information". Then any of the details may be changed. | Once a change has been made the program should create a copy of the save file with the new info contained within and the rest of the old data. | Pass | 13:21 |
|----|------------------------------|---|--|------|-------|

7.3 The saved binary file should be able to be cloned

| | | | | | |
|----|-----------------|---|---|------|-------|
| 18 | Clone Save File | On the save file info page select "Clone" | The program should create a copy of the save file with all of its details exactly the same. | Pass | 12:25 |
|----|-----------------|---|---|------|-------|

7.5 The saved binary file should be able to be renamed

| | | | | | |
|---|------------------------------|---|---|------|-------|
| 19 | Rename Save File | In the save file menu, "Rename" should be selected. A new name should be entered. | The program will be renamed to the value which the user entered. | Pass | 12:36 |
| 7.7 The saved binary file should be able to be deleted | | | | | |
| 20 | Delete Save File | As above select "Delete" and then follow the prompts to delete the file. | Once the user has navigated to the confirm button the program will delete the save file. | Pass | 12:51 |
| 21 | Recall to Pathfind Save File | In the recalled options select the pathfind option. | When this option is selected the program will turn over to the pathfinding image form. From there the user can perform graph traversal on it. | Pass | 13:09 |

3.1.7 Miscellaneous Testing Table

| Test No. | Name | Input Data / Description | Expected Output | Pass Fail | Test Evidence |
|---|---------------------------------|--------------------------|-----------------|-----------|---------------|
| 6.1: The program must implement a matrix class | | | | | |
| 1 | Matrix Constructor | b | c | Pass | TODO |
| 2 | Array Index Accessing of Matrix | b | c | Pass | TODO |
| 3 | Adding Matrices | b | c | Pass | TODO |
| 4 | Subtracting Matrices | b | c | Pass | TODO |
| 5 | Matrix Multiplication | b | c | Pass | TODO |
| 6 | Scalar Multiplication | b | c | Pass | TODO |
| 7 | Matrix Minimisation | b | c | Pass | TODO |
| 8 | Matrix Convolution | b | c | Pass | TODO |
| X.X: No set objective but contribute to the simplistic and user input objectives | | | | | |
| 9 | Progress Bar Creation | b | c | Pass | TODO |

| | | | | | |
|----|--|---|---|------|------|
| 10 | Progress Bar Update Action | b | c | Pass | TODO |
| 11 | Coord Struct ToString | b | c | Pass | TODO |
| 12 | Coord Struct Equals Method | b | c | Pass | TODO |
| 13 | Coord Struct Equals Operator | b | c | Pass | TODO |
| 14 | Coord Struct Not Equals Operator | b | c | Pass | TODO |
| 15 | 2D Double Array ToBitmap Extension | b | c | Pass | TODO |
| 16 | Bitmap ToDoubles Extension | b | c | Pass | TODO |
| 17 | 2D RGB Structure ToBitmap Extension | b | c | Pass | TODO |
| 18 | 2D Doubles ToGraph | b | c | Pass | TODO |
| 19 | SetPixel Extension | b | c | Pass | TODO |
| 20 | GetPixel Extension | b | c | Pass | TODO |
| 21 | Gaussian Distribution Utility | b | c | Pass | TODO |
| 22 | Bound Utility | b | c | Pass | TODO |
| 23 | TryBound Utility | b | c | Pass | TODO |
| 24 | Degree to Radian Utility | b | c | Pass | TODO |
| 25 | Radian to Degree Utility | b | c | Pass | TODO |
| 26 | Map Radian To Pixel Utility | b | c | Pass | TODO |

| | | | | | |
|----|------------------------------------|---|---|------|------|
| 27 | Combine Bitmap Utility | b | c | Pass | TODO |
| 28 | Split Image Utility | b | c | Pass | TODO |
| 29 | combine Quadrants Utility | b | c | Pass | TODO |
| 30 | Inverse Image Utility | b | c | Pass | TODO |
| 31 | Generic Rebuild Path Utility | b | c | Pass | TODO |
| 32 | Is Yes Utility | b | c | Pass | TODO |
| 33 | Get Red Utility | b | c | Pass | TODO |
| 34 | Get Green Utility | b | c | Pass | TODO |
| 35 | Get Blue Utility | b | c | Pass | TODO |
| 36 | Get Average Utility | b | c | Pass | TODO |
| 37 | Get Industry Average Utility | b | c | Pass | TODO |
| 38 | Get If Exists Utility | b | c | Pass | TODO |
| 39 | Get Distance Between Nodes Utility | b | c | Pass | TODO |

The following tests refer to pathfinding through any given map using A-Star, this is testing the "Pathfind Image Form". The test image recalled from a save file will be used for all of these tests unless otherwise specified.

| | | | | | |
|---|-----------------|---|--|------|-------|
| 5 The Program must have a Clear and Simplistic GUI. 5 (The following show that it is easy to use and hard to break the user inputs.) | | | | | |
| 40 | Select No Nodes | Neither left or right mouse buttons should be clicked and then the "Pathfind" button should be clicked. | The program should not run and instantly go back to waiting for input. | Pass | 13:53 |
| 41 | Select One Node | Only one left or right mouse button should be clicked and then the "Pathfind" button should be clicked. | The program should not run and instantly go back to waiting for input. | Pass | 13:57 |

| | | | | | |
|----|--|--|---|------|-------|
| 42 | Select Two Nodes | Neither left or right mouse buttons should be clicked and then the "Pathfind" button should be clicked. | The program should run and after some time should then wait for input. | Pass | 14:00 |
| 43 | Select One Node Off Path | First the "snapToGrid" setting to false. Set one node off the path and one on and then click the "Pathfind" button. | The program should not run and instantly go back to waiting for input. | Pass | 14:08 |
| 44 | Select Two Nodes Off Path | First the "snapToGrid" setting to false. Set both nodes off the path and then click the "Pathfind" button. | The program should not run and instantly go back to waiting for input. | Pass | 14:23 |
| 45 | Select One Node Off Path One On with Dijkstras | First the "snapToGrid" setting to false. Set one node off the path and one on and then click the "Pathfind" button. | The program should run momentarily and allow then return to waiting. If the end node is then placed back on the road the pathfinding should be instant. | Pass | 14:33 |
| 46 | Click Continue Button in View Image Form | Get to a situation where the "View Image" form is shown. This can be during Canny Edge Detection or when a new image is processed. Then click the continue button. | The button should cause the form to close itself and allow the program to continue. | Pass | TODO |

3.2 Testing Video

Please find below several links to the NEA testing Video: as well as a QR code. The timestamps from the table refer to points in this video. Timestamps are also contained within the description.



Raw URL: <https://youtu.be/cJqFovg27Bo>
charlie JULIET quebec FOXROT oscar victor golf two seven BRAVO oscar

Short URL: <https://shorturl.at/dT158>
delta TANGO one five eight

4 Evaluation

5 Code Base

5.1 Prototypes

5.1.1 Canny Edge Detection

```

55
56
57     double[,] final = new double[image.Height, image.Width];
58     for (int i = 0; i < image.Height; i++)
59     {
60         if (i < image.Height / 2)
61         {
62             for (int j = 0; j < image.Width; j++)
63             {
64                 final[i, j] = partA[i, j];
65             }
66         }
67         else
68         {
69             for (int j = 0; j < image.Width; j++)
70             {
71                 final[i, j] = partB[i - image.Height / 2, j];
72             }
73         }
74     }
75
76     Bitmap finalImage = CannyDetection.DoubleArrayToBitmap(final);
77     finalImage.Save("./final.jpg");
78
79     Console.WriteLine($"Done, took {thing.ElapsedMilliseconds}ms");
80     Console.ReadLine();
81 }
82
83     public static Bitmap[] SplitImage(Bitmap image)
84     {
85         Bitmap one = new Bitmap(image.Width / 2, image.Height / 2);
86         Bitmap two = new Bitmap(image.Width / 2, image.Height / 2);
87         Bitmap three = new Bitmap(image.Width / 2, image.Height / 2);
88         Bitmap four = new Bitmap(image.Width / 2, image.Height / 2);
89
90         for (int i = 0; i < image.Width / 2; i++)
91         {
92             for (int j = 0; j < image.Height / 2; j++)
93             {
94                 one.SetPixel(i, j, image.GetPixel(i, j));
95             }
96         }
97
98         for (int i = image.Width / 2; i < image.Width; i++)
99         {
100             for (int j = 0; j < image.Height / 2; j++)
101             {
102                 two.SetPixel(i - (image.Width / 2), j, image.GetPixel(i, j));
103             }
104         }
105
106         for (int i = 0; i < image.Width / 2; i++)
107         {
108             for (int j = image.Height / 2; j < image.Height; j++)
109             {
110                 three.SetPixel(i, j - (image.Height / 2), image.GetPixel(i, j));
111             }
112         }
113
114         for (int i = image.Width / 2; i < image.Width; i++)

```

```

115     {
116         for (int j = image.Height / 2; j < image.Height; j++)
117         {
118             four.SetPixel(i - (image.Width / 2), j - (image.Height / 2), image.GetPixel(i, j));
119         }
120     }
121
122     return new[] { one, two, three, four };
123
124 }
125
126
127 public class CannyDetection
128 {
129     public double[,] DoDetect(Bitmap masterImage, int id)
130     {
131         Console.WriteLine("Beginning Edge Detection...");
132         Bitmap input = new Bitmap(masterImage);
133         input.Save("./out/a{id}.jpg");
134
135         Console.WriteLine($"1. Converting to Black and White ({id})");
136         double[,] bwArray = BWFilter(input);
137         Bitmap bwImage = DoubleArrayToBitmap(bwArray);
138         bwImage.Save("./out/b{id}.jpg");
139         bwImage.Dispose();
140
141         Console.WriteLine($"2. Beginning Gaussian Filter ({id})");
142         double[,] gaussianArray = GaussianFilter(1.4, 7, bwArray);
143         Bitmap gaussianImage = DoubleArrayToBitmap(gaussianArray);
144         gaussianImage.Save("./out/c{id}.jpg");
145         gaussianImage.Dispose();
146
147         Console.WriteLine($"3. Beginning Gradient Calculations ({id})");
148
149         Task<double[,]>[] tasks = new Task<double[,]>[2];
150         tasks[0] = new Task<double[,]>(() => CalculateGradientX(gaussianArray));
151         tasks[1] = new Task<double[,]>(() => CalculateGradientY(gaussianArray));
152
153         foreach (var task in tasks) task.Start();
154         Task.WaitAll(tasks);
155
156         Bitmap gradientXImage = DoubleArrayToBitmap(tasks[0].Result);
157         Bitmap gradientYImage = DoubleArrayToBitmap(tasks[1].Result);
158         gradientXImage.Save("./out/d{id}.jpg");
159         gradientYImage.Save("./out/e{id}.jpg");
160         gradientXImage.Dispose();
161         gradientYImage.Dispose();
162
163         Console.WriteLine($"4. Beginning Total Gradient Calculations ({id})");
164         double[,] gradientCombined = CalculateGradientCombined(tasks[0].Result, tasks[1].Result);
165         Bitmap gradientCombinedImage = DoubleArrayToBitmap(gradientCombined);
166         gradientCombinedImage.Save("./out/f{id}.jpg");
167         gradientCombinedImage.Dispose();
168
169         Console.WriteLine($"5. Calculating Gradient Angles Calculations ({id})");
170         double[,] thetaArray = CalculateTheta(tasks[0].Result, tasks[1].Result);
171         Bitmap thetaImage = ConvertThetaToBitmap(thetaArray);
172         thetaImage.Save("./out/g{id}.jpg");
173         thetaImage.Dispose();
174

```

```

175     Console.WriteLine($"6. Beginning Initial Gradient Magnitude Thresholding ({id})");
176     double[,] gradientMagnitudeThreshold = ApplyGradientMagnitudeThreshold(thetaArray, gradientCombined);
177     Bitmap gradientMagnitudeThresholdImage = DoubleArrayToBitmap(gradientMagnitudeThreshold);
178     gradientMagnitudeThresholdImage.Save($"./out/h{id}.jpg");
179     gradientMagnitudeThresholdImage.Dispose();
180
181     Console.WriteLine($"7. Beginning Secondary Min Max Thresholding ({id})");
182     (double, bool) [,] doubleThresholdArray = ApplyDoubleThreshold(0.1, 0.3, gradientMagnitudeThreshold);
183
184     double[,] doubleThresholdImageArray = new double[input.Height, input.Width];
185     for (int i = 0; i < input.Height; i++) for (int j = 0; j < input.Width; j++)
186         doubleThresholdImageArray[i, j] = doubleThresholdArray[i, j].Item1;
187     Bitmap doubleThresholdImage = DoubleArrayToBitmap(doubleThresholdImageArray);
188     doubleThresholdImage.Save($"./out/i{id}.jpg");
189     doubleThresholdImage.Dispose();
190
191     Console.WriteLine($"8. Applying Hysteresis ({id})");
192     double[,] edgeTrackingHystersis = ApplyEdgeTrackingHystersis(doubleThresholdArray);
193     Bitmap finalImage = DoubleArrayToBitmap(edgeTrackingHystersis);
194     finalImage.Save($"./out/j{id}.jpg");
195     finalImage.Dispose();
196
197     Console.WriteLine("9. Embossing out image");
198     double[,] embosArray = EmbosImage(edgeTrackingHystersis);
199     Bitmap embosImage = DoubleArrayToBitmap(embosArray);
200     embosImage.Save("./out/k.jpg");
201     embosImage.Dispose();
202
203     Console.WriteLine("10. Filling in the blanks");
204     double[,] filledArray = FillImage(embosArray);
205     Bitmap filledImage = DoubleArrayToBitmap(filledArray);
206     filledImage.Save("./out/l.jpg");
207     filledImage.Dispose();
208
209     Console.WriteLine($"Done {id}");
210
211     return edgeTrackingHystersis;
212 }
213
214 public double[,] FillImage(double[,] imageArray)
215 {
216     double[,] result = imageArray;
217
218     for (int i = 0; i < imageArray.GetLength(0); i++)
219     {
220         for (int j = 0; j < imageArray.GetLength(1); j++)
221         {
222             Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
223             int count = 0;
224             foreach (double value in imageKernel.matrix)
225             {
226                 if (value >= 255) count++;
227             }
228
229             if (count > 4) result[i, j] = 255;
230         }
231     }
232
233     return result;
234 }
```

```

234
235     public double[,] EmbosImage(double[,] imageArray)
236     {
237         double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
238
239         Matrix embosMatrix = new Matrix(new double[,] {
240             { -2, -1, 0 },
241             { -1, 1, 1 },
242             { 0, 1, 2 },
243         });
244
245         for (int i = 0; i < imageArray.GetLength(0); i++)
246         {
247             for (int j = 0; j < imageArray.GetLength(1); j++)
248             {
249                 Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
250                 result[i, j] = Math.Abs(Matrix.Convolution(imageKernel, embosMatrix));
251             }
252         }
253
254         return result;
255     }
256
257     public static Bitmap ConvertThetaToBitmap(double[,] angles)
258     {
259         Bitmap image = new Bitmap(angles.GetLength(1), angles.GetLength(0));
260
261         for (int i = 0; i < angles.GetLength(0); i++)
262         {
263             for (int j = 0; j < angles.GetLength(1); j++)
264             {
265                 int x = (int)(
266                     ((128 / (2 * Math.PI)) * angles[i, j]) + 128
267                 );
268
269                 image.SetPixel(j, i, Color.FromArgb(x, x, x));
270             }
271         }
272
273         return image;
274     }
275
276
277     public double[,] ApplyEdgeTrackingHystersis((double, bool)[,] arrayOfValues)
278     {
279         double[,] result = new double[arrayOfValues.GetLength(0), arrayOfValues.GetLength(1)];
280
281         for (int i = 0; i < arrayOfValues.GetLength(0); i++)
282         {
283             for (int j = 0; j < arrayOfValues.GetLength(1); j++)
284             {
285                 if (arrayOfValues[i, j].Item2 == false)
286                 {
287                     (double, bool)[] imageKernel = BuildKernel(j, i, 3, arrayOfValues);
288                     bool strong = false;
289                     for (int k = 0; k < 3 && !strong; k++)
290                     {
291                         for (int l = 0; l < 3 && !strong; l++)
292                         {
293                             if (imageKernel[k, l].Item2 == true) strong = true;

```

```

294             }
295         }
296
297         result[i, j] = strong ? 255 : 0;
298     }
299     else result[i, j] = 255;
300 }
301 }
302
303 return result;
304 }
305
306 public double[,] ApplyGradientMagnitudeThreshold(double[,] angles, double[,] magnitudes)
307 {
308     double[,] result = magnitudes;
309     double[,] anglesInDegrees = ConvertThetaToDegrees(angles);
310
311     for (int i = 0; i < anglesInDegrees.GetLength(0); i++)
312     {
313         for (int j = 0; j < anglesInDegrees.GetLength(1); j++)
314         {
315             double[,] magnitudeKernel = BuildKernel(j, i, 3, magnitudes).matrix;
316
317             if (anglesInDegrees[i, j] < 22.5 || anglesInDegrees[i, j] >= 157.5)
318             {
319                 if (magnitudes[i, j] < magnitudeKernel[1, 2] || magnitudes[i, j] < magnitudeKernel[1, 0])
320                 {
321                     result[i, j] = 0;
322                 }
323             }
324             else if (anglesInDegrees[i, j] >= 22.5 && anglesInDegrees[i, j] < 67.5)
325             {
326                 if (magnitudes[i, j] < magnitudeKernel[0, 2] || magnitudes[i, j] < magnitudeKernel[2, 0])
327                 {
328                     result[i, j] = 0;
329                 }
330             }
331             else if (anglesInDegrees[i, j] >= 67.5 && anglesInDegrees[i, j] < 112.5)
332             {
333                 if (magnitudes[i, j] < magnitudeKernel[0, 1] || magnitudes[i, j] < magnitudeKernel[2, 1])
334                 {
335                     result[i, j] = 0;
336                 }
337             }
338             else if (anglesInDegrees[i, j] >= 112.5 && anglesInDegrees[i, j] < 157.5)
339             {
340                 if (magnitudes[i, j] < magnitudeKernel[0, 0] || magnitudes[i, j] < magnitudeKernel[2, 2])
341                 {
342                     result[i, j] = 0;
343                 }
344             }
345             else throw new Exception();
346         }
347     }
348
349     return result;
350 }
351
352
353     public (double, bool)[,] ApplyDoubleThreshold(double l, double h, double[,] gradients)

```

```

354     {
355         double min = l * 255;
356         double max = h * 255;
357
358         (double, bool)[,] result = new (double, bool)[gradients.GetLength(0), gradients.GetLength(1)];
359
360         for (int i = 0; i < gradients.GetLength(0); i++)
361         {
362             for (int j = 0; j < gradients.GetLength(1); j++)
363             {
364                 if (gradients[i, j] < min) result[i, j] = (0, false);
365                 else if (gradients[i, j] > min && gradients[i, j] < max) result[i, j] = (gradients[i, j], true);
366                 else if (gradients[i, j] > max) result[i, j] = (gradients[i, j], true);
367                 else throw new Exception();
368             }
369         }
370
371         return result;
372     }
373
374     public double[,] ConvertThetaToDegrees(double[,] thetaArray)
375     {
376         double[,] result = new double[thetaArray.GetLength(0), thetaArray.GetLength(1)];
377         for (int i = 0; i < thetaArray.GetLength(0); i++) for (int j = 0; j < thetaArray.GetLength(1); j++)
378             result[i, j] = 180 * Math.Abs(thetaArray[i, j]) / Math.PI;
379         return result;
380     }
381
382     public double[,] CalculateTheta(double[,] gradX, double[,] gradY)
383     {
384         double[,] result = new double[gradX.GetLength(0), gradX.GetLength(1)];
385         for (int i = 0; i < gradX.GetLength(0); i++) for (int j = 0; j < gradX.GetLength(1); j++) result[i, j]
386             = Math.Atan2(gradY[i, j], gradX[i, j]);
387         return result;
388     }
389
390     public double[,] CalculateGradientCombined(double[,] gradX, double[,] gradY)
391     {
392         double[,] result = new double[gradX.GetLength(0), gradX.GetLength(1)];
393         for (int i = 0; i < gradX.GetLength(0); i++) for (int j = 0; j < gradX.GetLength(1); j++) result[i, j]
394             = Math.Sqrt(Math.Pow(gradX[i, j], 2) + Math.Pow(gradY[i, j], 2));
395         return result;
396     }
397
398     public double[,] CalculateGradientY(double[,] imageArray)
399     {
400         double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
401
402         Matrix sobely = new Matrix(new double[,] {
403             { 1, 0, -1 },
404             { 2, 0, -2 },
405             { 1, 0, -1 },
406         });
407
408         for (int i = 0; i < imageArray.GetLength(0); i++)
409         {
410             for (int j = 0; j < imageArray.GetLength(1); j++)
411             {
412                 result[i, j] = sobely.Multiply(result[i, j], imageArray[i, j]);
413             }
414         }
415
416         return result;
417     }

```

```

410         Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
411         result[i, j] = Matrix.Convolution(imageKernel, sobelY);
412     }
413 }
414
415     return result;
416 }
417
418     public double[,] CalculateGradientX(double[,] imageArray)
419 {
420     double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
421
422     Matrix sobelX = new Matrix(new double[,] {
423         { 1, 2, 1 },
424         { 0, 0, 0 },
425         { -1, -2, -1 },
426     });
427     for (int i = 0; i < imageArray.GetLength(0); i++)
428     {
429         for (int j = 0; j < imageArray.GetLength(1); j++)
430         {
431             Matrix imageKernel = BuildKernel(j, i, 3, imageArray);
432             result[i, j] = Matrix.Convolution(imageKernel, sobelX);
433         }
434     }
435
436
437     return result;
438 }
439
440     public double[,] GaussianFilter(double sigma, int kernelSize, double[,] imageArray)
441 {
442     double[,] result = new double[imageArray.GetLength(0), imageArray.GetLength(1)];
443
444     Matrix gaussianKernel = GetGaussianKernel(kernelSize, sigma);
445
446     for (int i = 0; i < result.GetLength(0); i++)
447     {
448         for (int j = 0; j < result.GetLength(1); j++)
449         {
450             Matrix imageKernel = BuildKernel(j, i, kernelSize, imageArray);
451             double sum = Matrix.Convolution(imageKernel, gaussianKernel);
452             result[i, j] = sum;
453         }
454     }
455
456     return result;
457 }
458
459     public Matrix GetGaussianKernel(int k, double sigma)
460 {
461     double[,] result = new double[k, k];
462     int halfK = k / 2;
463
464     double sum = 0;
465
466     int cntY = -halfK;
467     for (int i = 0; i < k; i++)
468     {
469         int cntX = -halfK;

```

```

470         for (int j = 0; j < k; j++)
471     {
472         result[halfK + cntY, halfK + cntX] = GetGaussianDistribution(cntX, cntY, sigma);
473         sum += result[halfK + cntY, halfK + cntX];
474         cntX++;
475     }
476     cntY++;
477 }
478
479     for (int i = 0; i < k; i++) for (int j = 0; j < k; j++) result[i, j] /= sum;
480     return new Matrix(result);
481 }
482
483
484     public Matrix BuildKernel(int x, int y, int k, double[,] grid)
485     {
486         double[,] kernel = new double[k, k];
487
488         int halfK = k / 2;
489
490         for (int i = 0; i < k; i++) for (int j = 0; j < k; j++) kernel[i, j] = grid[y, x];
491
492         int cntY = 0;
493         for (int j = y - halfK; j <= y + halfK; j++)
494         {
495             int cntX = 0;
496             for (int i = x - halfK; i <= x + halfK; i++)
497             {
498                 if (j >= 0 && i >= 0 && j < grid.GetLength(0) && i < grid.GetLength(1))
499                 {
500                     kernel[cntY, cntX] = grid[j, i];
501                 }
502                 cntX++;
503             }
504             cntY++;
505         }
506
507         return new Matrix(kernel);
508     }
509
510     public (double, bool)[,] BuildKernel(int x, int y, int k, (double, bool)[,] grid)
511     {
512         (double, bool)[,] kernel = new (double, bool)[k, k];
513
514         int halfK = k / 2;
515
516         for (int i = 0; i < k; i++) for (int j = 0; j < k; j++) kernel[i, j] = grid[y, x];
517
518         int cntY = 0;
519         for (int j = y - halfK; j <= y + halfK; j++)
520         {
521             int cntX = 0;
522             for (int i = x - halfK; i <= x + halfK; i++)
523             {
524                 if (j >= 0 && i >= 0 && j < grid.GetLength(0) && i < grid.GetLength(1))
525                 {
526                     kernel[cntY, cntX] = grid[j, i];
527                 }
528                 cntX++;
529             }

```

```

530             cntY++;
531         }
532
533         return kernel;
534     }
535
536     public double[,] BWFilter(Bitmap image)
537     {
538         double[,] result = new double[image.Height, image.Width];
539
540         for (int i = 0; i < image.Height; i++)
541         {
542             for (int j = 0; j < image.Width; j++)
543             {
544                 Color c = image.GetPixel(j, i);
545                 double value = c.R * 0.299 + c.G * 0.587 + c.B * 0.114;
546
547                 result[i, j] = Bound(0, 255, value);
548             }
549         }
550
551         return result;
552     }
553
554     public static int Bound(int l, int h, double v) => v > h ? h : (v < l ? l : (int)v);
555
556     public double GetGaussianDistribution(int x, int y, double sigma) =>
557         1 / (2 * Math.PI * sigma * sigma) * Math.Exp(-((Math.Pow(x, 2) + Math.Pow(y, 2)) / (2 * sigma *
558             sigma)));
559
560     public static Bitmap DoubleArrayToBitmap(double[,] input)
561     {
562         Bitmap image = new Bitmap(input.GetLength(1), input.GetLength(0));
563         for (int i = 0; i < image.Height; i++)
564         {
565             for (int j = 0; j < image.Width; j++)
566             {
567                 int val = Bound(0, 255, input[i, j]);
568                 image.SetPixel(j, i, Color.FromArgb(val, val, val));
569             }
570         }
571         return image;
572     }
573 }
574
575 public class Matrix
576 {
577     public int x { get; private set; }
578     public int y { get; private set; }
579     public double[,] matrix { get; private set; }
580
581     public Matrix(double[,] inputMatrix)
582     {
583         x = inputMatrix.GetLength(1);
584         y = inputMatrix.GetLength(0);
585         matrix = inputMatrix;
586     }
587
588     public static double Convolution(Matrix a, Matrix b)

```

```

589     {
590         if (a.x != a.y || b.x != a.x) throw new Exception();
591
592         double[,] flippedB = new double[b.y, b.x];
593         int l = b.x;
594         for (int i = l - 1; i >= 0; i--)
595         {
596             for (int j = l - 1; j >= 0; j--)
597             {
598                 flippedB[b.y - (i + 1), b.x - (j + 1)] = b.matrix[i, j];
599             }
600         }
601
602
603         double sum = 0;
604         for (int i = 0; i < a.y; i++)
605         {
606             for (int j = 0; j < a.x; j++)
607             {
608                 sum += a.matrix[i, j] * flippedB[i, j];
609             }
610         }
611
612         return sum;
613     }
614 }
615 }
```

5.1.2 Graph Class and DFS / BFS

```

1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4
5  namespace GraphStuff
6  {
7      internal class Program
8      {
9          static void Main(string[] args)
10         {
11             Dictionary<string, List<string>> temp = new Dictionary<string, List<string>>();
12             temp.Add("A", new List<string>
13             {
14                 "D"
15             });
16             temp.Add("B", new List<string>
17             {
18                 "C", "F"
19             });
20             temp.Add("C", new List<string>
21             {
22                 "B"
23             });
24             temp.Add("D", new List<string>
25             {
26                 "A", "E", "G"
27             });
28             temp.Add("E", new List<string>
29             {
30                 "D", "H"
31             });
32         }
33     }
34 }
```

```

31     });
32     temp.Add("F", new List<string>
33     {
34         "B", "G"
35     });
36     temp.Add("G", new List<string>
37     {
38         "D", "F"
39     });
40     temp.Add("H", new List<string>
41     {
42         "E"
43     });
44
45     Graph myGraph = new Graph(temp);
46     Console.WriteLine(string.Join(", ", DFS("A", myGraph)));
47     Console.WriteLine(string.Join(", ", BFS("A", myGraph)));
48     Console.ReadLine();
49 }
50
51     public static string[] DFS(string start, Graph graph)
52     {
53         List<string> path = new List<string>();
54         Stack<string> stack = new Stack<string>();
55         Dictionary<string, bool> visited = new Dictionary<string, bool>();
56         foreach (string s in graph.GetAllNodes()) visited.Add(s, false);
57
58         // Kick Start
59         stack.Push(start);
60
61         while (!stack.IsEmpty())
62         {
63
64             string node = stack.Pop();
65             path.Add(node);
66             visited[node] = true;
67
68             List<string> connections = graph.GetNode(node);
69
70             connections.Reverse();
71
72             foreach (string s in connections)
73             {
74                 if (visited[s] == false)
75                 {
76                     stack.Push(s);
77                 }
78             }
79         }
80
81         return path.ToArray();
82     }
83
84
85     public static string[] BFS(string start, Graph graph)
86     {
87         List<string> path = new List<string>();
88         Queue<string> stack = new Queue<string>();
89         Dictionary<string, bool> visited = new Dictionary<string, bool>();
90         foreach (string s in graph.GetAllNodes()) visited.Add(s, false);

```

```

91
92     // Kick Start
93     stack.Enqueue(start);
94
95     while (!stack.IsEmpty())
96     {
97
98         string node = stack.Dequeue();
99         path.Add(node);
100        visited[node] = true;
101
102        List<string> connections = graph.GetNode(node);
103
104        connections.Reverse();
105
106        foreach (string s in connections)
107        {
108            if (visited[s] == false)
109            {
110                stack.Enqueue(s);
111            }
112        }
113    }
114
115    return path.ToArray();
116}
117}
118
119 public class Queue<T>
120 {
121     public List<T> _data = new List<T>();
122
123     public T Dequeue()
124     {
125         T val = _data[0];
126         _data.RemoveAt(0);
127         return val;
128     }
129
130     public void Enqueue(T val) => _data.Add(val);
131
132     public bool IsEmpty() => _data.Count == 0;
133 }
134
135 public class Stack<T>
136 {
137     public List<T> _data = new List<T>();
138
139     public T Pop()
140     {
141         T val = _data[_data.Count - 1];
142         _data.RemoveAt(_data.Count - 1);
143         return val;
144     }
145
146     public void Push(T val) => _data.Add(val);
147
148     public bool IsEmpty() => _data.Count == 0;
149 }

```

```

151
152
153     public class Graph
154     {
155         public Dictionary<string, List<string>> _data = new Dictionary<string, List<string>>();
156
157         public Graph(Dictionary<string, List<string>> graph)
158         {
159             _data = graph;
160         }
161
162         public void AddNode(string name)
163         {
164             if (_data.ContainsKey(name)) throw new GraphException($"Cannot add {name}, node already exists.");
165             _data.Add(name, new List<string>());
166         }
167
168         public void RemoveNode(string name)
169         {
170             if (!_data.ContainsKey(name)) throw new GraphException($"Cannot remove {name}, node does not exist.");
171             _data.Remove(name);
172         }
173
174         public void AddConnection(string node, string name)
175         {
176             if (!_data.ContainsKey(node)) throw new GraphException($"Cannot add connection {name} to {node}"
177             ↪ original node does not exist.");
178             if (_data[node].Contains(name)) throw new GraphException($"Cannot add connection {name} to {node}"
179             ↪ connection already exists.");
180             _data[node].Add(name);
181         }
182
183         public List<string> GetNode(string node)
184         {
185             if (!_data.ContainsKey(node)) throw new GraphException($"Node {node} does not exist.");
186             return _data[node];
187         }
188
189         public string[] GetAllNodes() => _data.Keys.ToArray();
190     }
191
192     public class GraphException : Exception
193     {
194         public GraphException(string message) : base(message)
195         {
196         }
197     }
198 }
```

5.1.3 Forms Interface

5.2 Final Solution

5.2.1 BackendLib

5.2.1.1 Data

MapFile.cs

```

1  public class MapFile
2  {
3      public readonly string _filePath;
4      private const string FileExtensionRegex =
→     @"^([a-zA-Z]:\\|\|\\|[a-zA-Z]\\.\\.(\\|\|\\/)|\\.(\\|\|\\/))(([a-zA-Z]((\\|\|\\/))+)\\.vmap)$";
5
6      public string Name { get; set; }
7      public string Description { get; set; }
8      public int Type { get; set; }
9      public bool IsInverted { get; set; }
10     public DateTimeOffset TimeCreated { get; set; }
11     public Bitmap PathImage { get; set; }
12     public Bitmap OriginalImage { get; set; }
13     public Bitmap CombinedImage { get; set; }
14
15     public MapFile()
16     {
17         TimeCreated = DateTimeOffset.Now;
18     }
19
20     public MapFile(string filePath)
21     {
22         _filePath = filePath;
23     }
24
25     public void Initialize(Action updateProgress)
26     {
27         ValidateImage();
28         updateProgress();
29         ReadMapFile(updateProgress);
30     }
31
32     private void ValidateImage()
33     {
34         Regex fileRegex = new Regex(FileExtensionRegex, RegexOptions.IgnoreCase);
35
36         if (!File.Exists(_filePath)) throw new MapFileNotFoundException("The virtual map that you entered does not exist,
→             double check the path to the file and that exists.");
37         if (!fileRegex.IsMatch(_filePath)) throw new MapFileNotFoundException("The file which you entered does not appear
→             to be a map file. It should end in .vmap double check and try again.");
38     }
39
40     private void ReadMapFile(Action updateProgress)
41     {
42         using (BinaryReader br = new BinaryReader(File.Open(_filePath, FileMode.Open)))
43         {
44             string dateTime = br.ReadString();
45             DateTime dt = new DateTime(1970, 1, 1, 0, 0, 0, 0,
→                 DateTimeKind.Utc).AddMilliseconds(double.Parse(dateTime)).ToLocalTime();
46             TimeCreated = new DateTimeOffset(dt);
47
48             Name = br.ReadString();
49             Description = br.ReadString();
50             Type = br.ReadInt32();
51             IsInverted = br.ReadBoolean();
52
53             int width = (int)br.ReadInt32();
54             int height = (int)br.ReadInt32();
55
56             for (int j = 0; j < 3; j++)

```

```

57
58     Structures.RGB[,] tempImage = new Structures.RGB[height, width];
59     for (int i = 0; i < 3; i++)
60     {
61         for (int y = 0; y < height; y++)
62         {
63             for (int x = 0; x < width; x++)
64             {
65                 if (i == 0) tempImage[y, x].R = br.ReadByte();
66                 else if (i == 1) tempImage[y, x].G = br.ReadByte();
67                 else if (i == 2) tempImage[y, x].B = br.ReadByte();
68             }
69         }
70         updateProgress();
71     }
72
73     if (j == 0) OriginalImage = tempImage.ToBitmap();
74     else if (j == 1) PathImage = tempImage.ToBitmap();
75     else if (j == 2) CombinedImage = tempImage.ToBitmap();
76 }
77 }
78 }
79
80 public string Save(Guid currentGuid)
81 {
82     using (BinaryWriter bw = new BinaryWriter(File.Open($"./saves/{currentGuid}.vmap", FileMode.OpenOrCreate)))
83     {
84         bw.Write(TimeCreated.ToUnixTimeMilliseconds().ToString());
85
86         bw.Write(Name);
87         bw.Write(Description);
88         bw.Write(Type);
89         bw.Write(IsInverted);
90
91         bw.Write((int)OriginalImage.Width);
92         bw.Write((int)OriginalImage.Height);
93
94         for (int j = 0; j < 3; j++)
95         {
96             for (int i = 0; i < 3; i++)
97             {
98                 for (int y = 0; y < OriginalImage.Height; y++)
99                 {
100                     for (int x = 0; x < OriginalImage.Width; x++)
101                     {
102                         if (j == 0)
103                         {
104                             if (i == 0) bw.Write(OriginalImage.GetPixel(x, y).R);
105                             else if (i == 1) bw.Write(OriginalImage.GetPixel(x, y).G);
106                             else if (i == 2) bw.Write(OriginalImage.GetPixel(x, y).B);
107                         }
108                         else if (j == 1)
109                         {
110                             if (i == 0) bw.Write(PathImage.GetPixel(x, y).R);
111                             else if (i == 1) bw.Write(PathImage.GetPixel(x, y).G);
112                             else if (i == 2) bw.Write(PathImage.GetPixel(x, y).B);
113                         }
114                         else if (j == 2)
115                         {
116                             if (i == 0) bw.Write(CombinedImage.GetPixel(x, y).R);

```

```

117             else if (i == 1) bw.Write(CombinedImage.GetPixel(x, y).G);
118             else if (i == 2) bw.Write(CombinedImage.GetPixel(x, y).B);
119         }
120     }
121 }
122 }
123 }
124 }
125
126 return $"./saves/{currentGuid}.vmap";
127 }
128 }
129

```

Traversal.cs

```

1  public class Traversal<T>
2  {
3      private Graph<T> _graph;
4
5      public Traversal(Graph<T> graph)
6      {
7          _graph = graph;
8      }
9
10     public T[] DFS(T start)
11     {
12         List<T> path = new List<T>();
13         Datatypes.Stack<T> stack = new Datatypes.Stack<T>();
14         Dictionary<T, bool> visited = new Dictionary<T, bool>();
15         foreach (T s in _graph.GetAllNodes()) visited.Add(s, false);
16
17         // Kick Start
18         stack.Push(start);
19
20         while (!stack.IsEmpty())
21         {
22             T node = stack.Pop();
23             path.Add(node);
24             visited[node] = true;
25
26             List<T> connections = _graph.GetNode(node);
27
28             connections.Reverse();
29
30             foreach (T s in connections)
31             {
32                 if (visited[s] == false && !stack.Contains(s))
33                 {
34                     stack.Push(s);
35                 }
36             }
37         }
38
39
40         return path.ToArray();
41     }
42
43     public T[] BFS(T start)
44     {

```

```

45     List<T> path = new List<T>();
46     Datatypes.Queue<T> queue = new Datatypes.Queue<T>();
47     Dictionary<T, bool> visited = new Dictionary<T, bool>();
48     foreach (T s in _graph.GetAllNodes()) visited.Add(s, false);
49
50     // Kick Start
51     queue.Enqueue(start);
52
53     while (!queue.IsEmpty())
54     {
55
56         T node = queue.Dequeue();
57         path.Add(node);
58         visited[node] = true;
59
60         List<T> connections = _graph.GetNode(node);
61
62         connections.Reverse();
63
64         foreach (T s in connections)
65         {
66             if (visited[s] == false && !queue.Contains(s))
67             {
68                 queue.Enqueue(s);
69             }
70         }
71     }
72
73     return path.ToArray();
74 }
75
76     public Dictionary<T, T> AStar(T start, T goal, Func<T, T, int> weightFunction)
77     {
78         Dictionary<T, double> dist = new Dictionary<T, double>();
79         Dictionary<T, T> prev = new Dictionary<T, T>();
80
81         MinPriorityQueue<T> queue = new MinPriorityQueue<T>();
82
83         queue.Enqueue(start, weightFunction(start, goal));
84         dist.Add(start, 0);
85
86         foreach (T node in _graph.GetAllNodes())
87         {
88             if (!Equals(node, start))
89             {
90                 dist.Add(node, double.MaxValue);
91                 queue.Enqueue(node, double.MaxValue);
92             }
93         }
94
95
96         while (queue.Size > 0)
97         {
98             T current = queue.Dequeue();
99             if (Equals(current, goal)) return prev;
100
101             foreach (T neighbor in _graph.GetNode(current))
102             {
103                 double tentative = dist[current] + 1;
104                 if (tentative < dist[neighbor])

```

```

105         {
106             dist[neighbor] = tentative;
107             if (prev.ContainsKey(neighbor)) prev[neighbor] = current;
108             else prev.Add(neighbor, current);
109             queue.ChangePriority(neighbor, tentative + weightFunction(neighbor, goal));
110         }
111     }
112 }
113
114
115     return new Dictionary<T, T>();
116 }
117
118 public Dictionary<T, T> Dijkstra(T start, T goal, bool endOnFind, Action nodeUpdate)
119 {
120     Dictionary<T, double> dist = new Dictionary<T, double>();
121     Dictionary<T, T> prev = new Dictionary<T, T>();
122     dist.Add(start, 0);
123
124     MinPriorityQueue<T> queue = new MinPriorityQueue<T>();
125
126     T[] nodes = _graph.GetAllNodes();
127     foreach (T node in nodes)
128     {
129         if (_graph.GetNode(node).Count > 0)
130         {
131             if (!Equals(start, node)) dist.Add(node, double.MaxValue);
132             queue.Enqueue(node, dist[node]);
133         }
134     }
135
136     while (queue.Size > 0)
137     {
138         T minVertex = queue.Dequeue();
139         nodeUpdate();
140         if (Equals(minVertex, goal) && endOnFind) return prev;
141
142         List<T> adjacent = _graph.GetNode(minVertex);
143
144         foreach (var neighbor in adjacent)
145         {
146
147             if (queue.Contains(neighbor))
148             {
149                 double alternateWeight = dist[minVertex] + 1;
150                 if (alternateWeight < dist[neighbor])
151                 {
152                     dist[neighbor] = alternateWeight;
153                     if (prev.ContainsKey(neighbor)) prev[neighbor] = minVertex;
154                     else prev.Add(neighbor, minVertex);
155                     queue.ChangePriority(neighbor, alternateWeight);
156                 }
157             }
158         }
159     }
160
161     return prev;
162 }
163 }
```

5.2.1.2 Datatypes

Graph.cs

```

1  public class Graph<T>
2  {
3      public Dictionary<T, List<T>> _data = new Dictionary<T, List<T>>();
4
5      public Graph() { }
6
7      public Graph(Dictionary<T, List<T>> graph)
8      {
9          _data = graph;
10     }
11
12     public void AddNode(T key)
13     {
14         if (_data.ContainsKey(key)) throw new GraphException($"Failed to add node {key} to the graph, the node
15             already exists.");
16         _data.Add(key, new List<T>());
17     }
18
19     public void RemoveNode(T key)
20     {
21         if (!_data.ContainsKey(key)) throw new GraphException($"Failed to remove node {key} from the graph, the
22             node does not exist.");
23         _data.Remove(key);
24     }
25
26     public void AddConnection(T key, T value)
27     {
28         if (!_data.ContainsKey(key)) throw new GraphException($"Cannot add connection between {value} and {key} the
29             parent node does not exist in the graph.");
30         if (_data[key].Contains(value)) throw new GraphException($"Cannot add connection between {value} and {key}
31             the connection already exists.");
32         _data[key].Add(value);
33     }
34
35     public List<T> GetNode(T key)
36     {
37         if (!_data.ContainsKey(key)) throw new GraphException($"Failed to get node {key} form graph because it does
38             not exist.");
39         return _data[key];
40     }
41
42     public T[] GetAllNodes() => _data.Keys.ToArray();
43
44     public bool ContainsNode(T node) => _data.ContainsKey(node);
45
46     public void Clear() => _data.Clear();
47 }
```

Matrix.cs

```

1  public class Matrix : IEnumerable
2  {
3      private readonly double[,] _matrix;
4      public int X { get; }
5      public int Y { get; }
6
7      public Matrix(double[,] matrix)
```

```

8      {
9          _matrix = matrix;
10         X = matrix.GetLength(1);
11         Y = matrix.GetLength(0);
12     }
13
14     public Matrix(int x, int y)
15     {
16         _matrix = new double[y, x];
17         X = x;
18         Y = y;
19     }
20
21
22     public double this[int y, int x]
23     {
24         get => _matrix[y, x];
25         private set => _matrix[y, x] = value;
26     }
27
28     public static Matrix operator +(Matrix a, Matrix b)
29     {
30         if (a.X != b.X || a.Y != b.Y) throw new MatrixException("Matrices must be the same dimensions to add.");
31
32         Matrix m = new Matrix(a.X, a.Y);
33         for (int i = 0; i < a.Y; i++) for (int j = 0; j < a.X; j++) m[i, j] = a[i, j] + b[i, j];
34         return m;
35     }
36
37     public static Matrix operator -(Matrix a, Matrix b)
38     {
39         if (a.X != b.X || a.Y != b.Y) throw new MatrixException("Matrices must be the same dimensions to
40             subtract.");
41
42         Matrix m = new Matrix(a.X, a.Y);
43         for (int i = 0; i < a.Y; i++) for (int j = 0; j < a.X; j++) m[i, j] = a[i, j] - b[i, j];
44         return m;
45     }
46     public static Matrix operator *(Matrix a, Matrix b)
47     {
48         if (a.X != b.X || a.Y != b.Y) throw new MatrixException("Matrices must be the same dimensions to
49             multiply.");
50
51         Matrix m = new Matrix(a.X, a.Y);
52         for (int i = 0; i < a.Y; i++) for (int j = 0; j < a.X; j++) m[i, j] = a[i, j] * b[i, j];
53         return m;
54     }
55
56     public static Matrix operator *(int a, Matrix b)
57     {
58         Matrix m = new Matrix(b.X, b.Y);
59         for (int i = 0; i < b.Y; i++) for (int j = 0; j < b.X; j++) m[i, j] = a * b[i, j];
60         return m;
61     }
62
63     public void Minimize()
64     {
65         double sum = 0;
66         foreach (double val in _matrix) sum += val;

```

```

66         for (int i = 0; i < Y; i++)
67     {
68         for (int j = 0; j < X; j++)
69         {
70             _matrix[i, j] /= sum;
71         }
72     }
73 }
74
75 public static double Convolution(Matrix a, Matrix b)
76 {
77     if (a.X != b.X || b.Y != a.Y) throw new MatrixException("Matrices must be the same dimensions to apply
78     convolution.");
79
80     double[,] flippedB = new double[b.Y, b.X];
81     int l = b.X;
82     for (int i = l - 1; i >= 0; i--) for (int j = l - 1; j >= 0; j--) flippedB[b.Y - (i + 1), b.X - (j + 1)] =
83     b[i, j];
84
85     double sum = 0;
86     for (int i = 0; i < a.Y; i++) for (int j = 0; j < a.X; j++) sum += a[i, j] * flippedB[i, j];
87
88     return sum;
89 }
90 }
```

MaxPriorityQueue.cs

```

1  public class MaxPriorityQueue<T>
2  {
3      private List<int> _priorityQueue = new List<int>();
4      private List<T> _queue = new List<T>();
5
6      public int Size => _priorityQueue.Count;
7      private int _size => _priorityQueue.Count - 1;
8
9      public MaxPriorityQueue() { }
10
11     private T GetParent(int index) => _queue[Parent(index)];
12     private int Parent(int index) => (index - 1) / 2;
13
14     private T GetLeftChild(int index) => _queue[LeftChild(index)];
15     private int LeftChild(int index) => (index * 2) + 1;
16
17     private T GetRightChild(int index) => _queue[RightChild(index)];
18     private int RightChild(int index) => (index * 2) + 2;
19
20     private void ShiftNodeUp(int index)
21     {
22         while (index > 0 && _priorityQueue[Parent(index)] < _priorityQueue[index])
23         {
24             Swap(Parent(index), index);
25             index = Parent(index);
26         }
27     }
28
29     public void ChangePriority(T item, int newPriority)
30     {
```

```

31     int index = _queue.FindIndex(i => Equals(i, item));
32     int oldPriority = _priorityQueue[index];
33     _priorityQueue[index] = newPriority;
34
35     if (newPriority > oldPriority) ShiftNodeUp(index);
36     else ShiftNodeDown(index);
37 }
38
39 private void ShiftNodeDown(int index)
40 {
41     int maxIndex = index;
42
43     int left = LeftChild(index);
44     if (left <= _size && _priorityQueue[left] > _priorityQueue[maxIndex]) maxIndex = left;
45
46     int right = RightChild(index);
47     if (right <= _size && _priorityQueue[right] > _priorityQueue[maxIndex]) maxIndex = right;
48
49     if (index != maxIndex)
50     {
51         Swap(index, maxIndex);
52         ShiftNodeDown(maxIndex);
53     }
54 }
55
56 public void Enqueue(T item, int priority)
57 {
58     _queue.Add(item);
59     _priorityQueue.Add(priority);
60
61     ShiftNodeUp(_size);
62 }
63
64 public T Dequeue() => RemoveMax().Item1;
65
66 private (T, int) RemoveMax()
67 {
68     int res = _priorityQueue[0];
69     T result = _queue[0];
70     _priorityQueue.RemoveAt(0);
71     _queue.RemoveAt(0);
72
73     ShiftNodeDown(0);
74
75     return (result, res);
76 }
77
78 private void Swap(int indexX, int indexY)
79 {
80     T tempValue = _queue[indexX];
81     _queue[indexX] = _queue[indexY];
82     _queue[indexY] = tempValue;
83
84     int tempPriority = _priorityQueue[indexX];
85     _priorityQueue[indexX] = _priorityQueue[indexY];
86     _priorityQueue[indexY] = tempPriority;
87 }
88
89 public bool Contains(T neighbor) => _queue.Contains(neighbor);
90 }

```

MinPriorityQueue.cs

```

1  public class MinPriorityQueue<T>
2  {
3      private List<double> _priorityQueue = new List<double>();
4      private List<T> _queue = new List<T>();
5
6      public int Size => _priorityQueue.Count;
7      private int _size => _priorityQueue.Count - 1;
8
9      public MinPriorityQueue() { }
10
11     private int Parent(int index) => (index - 1) / 2;
12     private int Left(int index) => (2 * index) + 1;
13     private int Right(int index) => (2 * index) + 2;
14
15     public void Enqueue(T value, double priority)
16     {
17         int oldSize = Size;
18
19         _queue.Add(value);
20         _priorityQueue.Add(priority);
21
22         while (oldSize != 0 && _priorityQueue[oldSize] < _priorityQueue[Parent(oldSize)])
23         {
24             Swap(oldSize, Parent(oldSize));
25             oldSize = Parent(oldSize);
26         }
27     }
28
29     public void ChangePriority(T item, double newPriority)
30     {
31         int index = _queue.FindIndex(i => Equals(i, item));
32         if (index > -1)
33         {
34             if (_priorityQueue[index] > newPriority)
35             {
36                 _priorityQueue[index] = newPriority;
37
38                 while (index != 0 && _priorityQueue[index] < _priorityQueue[Parent(index)])
39                 {
40                     Swap(index, Parent(index));
41                     index = Parent(index);
42                 }
43             }
44             else
45             {
46                 _priorityQueue[index] = newPriority;
47                 MinifyHeap(index);
48             }
49         }
50     }
51 }
52
53     public T Dequeue()
54     {
55         if (Size == 1)
56         {
57             T val = _queue[0];
58
59             _queue.RemoveAt(0);

```

```

60         _priorityQueue.RemoveAt(0);
61
62         return val;
63     }
64
65     T res = _queue[0];
66
67     int oldSize = _size;
68
69     _queue[0] = _queue[oldSize];
70     _queue.RemoveAt(oldSize);
71     _priorityQueue[0] = _priorityQueue[oldSize];
72     _priorityQueue.RemoveAt(oldSize);
73
74     MinifyHeap(0);
75
76     return res;
77 }
78
79 private void MinifyHeap(int index)
80 {
81     int left = Left(index);
82     int right = Right(index);
83
84     int smallest = index;
85
86     if (left < Size && _priorityQueue[left] < _priorityQueue[smallest]) smallest = left;
87     if (right < Size && _priorityQueue[right] < _priorityQueue[smallest]) smallest = right;
88     if (smallest != index)
89     {
90         Swap(index, smallest);
91         MinifyHeap(smallest);
92     }
93 }
94
95 private void Swap(int indexX, int indexY)
96 {
97     T tempValue = _queue[indexX];
98     _queue[indexX] = _queue[indexY];
99     _queue[indexY] = tempValue;
100
101     double tempPriority = _priorityQueue[indexX];
102     _priorityQueue[indexX] = _priorityQueue[indexY];
103     _priorityQueue[indexY] = tempPriority;
104 }
105
106 public bool Contains(T neighbor) => _queue.Contains(neighbor);
107 }

```

Queue.cs

```

1  public class Queue<T>
2  {
3      private List<T> _queue = new List<T>();
4      public int Size => _queue.Count;
5
6      public Queue() { }
7
8      public Queue(IEnumerable<T> input)
9      {

```

```

10     foreach (var item in input) _queue.Add(item);
11 }
12
13     public void Enqueue(T item) => _queue.Add(item);
14
15     public T Dequeue()
16 {
17     T item = _queue[0];
18     _queue.RemoveAt(0);
19     return item;
20 }
21
22     public bool IsEmpty() => _queue.Count == 0;
23
24     public bool Contains(T item) => _queue.Contains(item);
25 }
```

Stack.cs

```

1  public class Stack<T>
2 {
3     private List<T> _stack = new List<T>();
4     public int Size => _stack.Count;
5
6     public Stack() { }
7
8     public Stack(IEnumerable<T> input)
9     {
10         foreach (var item in input) _stack.Add(item);
11     }
12     public T Peek() => _stack[_stack.Count - 1];
13
14     public void Push(T item) => _stack.Add(item);
15
16     public T Pop()
17 {
18     T item = _stack[_stack.Count - 1];
19     _stack.RemoveAt(_stack.Count - 1);
20     return item;
21 }
22
23     public bool IsEmpty() => _stack.Count == 0;
24
25     public bool Contains(T item) => _stack.Contains(item);
26 }
```

5.2.1.3 Exceptions**GraphException.cs**

```

1  [Serializable]
2  public class GraphException : Exception
3  {
4      public GraphException()
5      {
6      }
7
8      public GraphException(string message) : base(message)
9      {
10 }
```

```

11
12     public GraphException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected GraphException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

KernelException.cs

```

1  [Serializable]
2  public class KernelException : Exception
3  {
4      public KernelException()
5      {
6      }
7
8      public KernelException(string message) : base(message)
9      {
10     }
11
12     public KernelException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected KernelException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

LoggerException.cs

```

1  [Serializable]
2  public class LoggerException : Exception
3  {
4      public LoggerException()
5      {
6      }
7
8      public LoggerException(string message) : base(message)
9      {
10     }
11
12     public LoggerException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected LoggerException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

MapFileException.cs

```

1  [Serializable]
2  public class MapFileException : Exception
3  {
4      public MapFileException()
```

```

5      {
6      }
7
8      public MapFileException(string message) : base(message)
9      {
10     }
11
12     public MapFileException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected MapFileException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

MatrixException.cs

```

1  [Serializable]
2  public class MatrixException : Exception
3  {
4      public MatrixException()
5      {
6      }
7
8      public MatrixException(string message) : base(message)
9      {
10     }
11
12     public MatrixException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected MatrixException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

PreprocessingException.cs

```

1  [Serializable]
2  public class PreprocessingException : Exception
3  {
4      public PreprocessingException()
5      {
6      }
7
8      public PreprocessingException(string message) : base(message)
9      {
10     }
11
12     public PreprocessingException(string message, Exception innerException) : base(message, innerException)
13     {
14     }
15
16     protected PreprocessingException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18     }
19 }
```

SettingsException.cs

```

1  [Serializable]
2  public class SettingsException : Exception
3  {
4      public SettingsException()
5      {
6      }
7
8      public SettingsException(string message) : base(message)
9      {
10 }
11
12     public SettingsException(string message, Exception innerException) : base(message, innerException)
13     {
14 }
15
16     protected SettingsException(SerializationInfo info, StreamingContext context) : base(info, context)
17     {
18 }
19 }
```

5.2.1.4 Interfaces**IHandler.cs**

```

1  public interface IHandler
2  {
3      void Start();
4      double[,] Result();
5 }
```

5.2.1.5 Processing**CannyEdgeDetection.cs**

```

1  public class CannyEdgeDetection
2  {
3      public int KernelSize { get; set; } = 5;
4      public double RedRatio { get; set; } = 0.299;
5      public double GreenRatio { get; set; } = 0.587;
6      public double BlueRatio { get; set; } = 0.114;
7      public double Sigma { get; set; } = 1.4;
8      public double LowerThreshold { get; set; } = 0.1;
9      public double UpperThreshold { get; set; } = 0.3;
10
11     public CannyEdgeDetection() { }
12
13     public CannyEdgeDetection(int kernelSize, double redRatio, double greenRatio, double blueRatio, double sigma,
14     ↪ double lowerThreshold, double upperThreshold)
14     {
15         KernelSize = kernelSize;
16         RedRatio = redRatio;
17         GreenRatio = greenRatio;
18         BlueRatio = blueRatio;
19         Sigma = sigma;
20         LowerThreshold = lowerThreshold;
21         UpperThreshold = upperThreshold;
22     }
23
24     /// <summary>
```

```

25     /// Convert a given image in the form of a RGB double array will convert it to a single double array of black
26     → and white pixels.
27     /// </summary>
28     /// <param name="input">The image to be converted to black and white</param>
29     /// <returns>The processed double array</returns>
30     public double[,] BlackWhiteFilter(Structures.RGB[,] input)
31     {
32         double[,] output = new double[input.GetLength(0), input.GetLength(1)];
33
34         for (int y = 0; y < input.GetLength(0); y++)
35         {
36             for (int x = 0; x < input.GetLength(1); x++)
37             {
38                 output[y, x] = (input[y, x].R * RedRatio) + (input[y, x].G * GreenRatio) + (input[y, x].B *
39                 → BlueRatio);
40             }
41         }
42
43         return output;
44     }
45
46     public double[,] GaussianFilter(double[,] input)
47     {
48         double[,] output = new double[input.GetLength(0), input.GetLength(1)];
49
50         Matrix gaussianKernel = new Matrix(Kernel<double>.Gaussian(Sigma, KernelSize));
51         Kernel<double> masterKernel = new Kernel<double>(input);
52
53         for (int y = 0; y < input.GetLength(0); y++)
54         {
55             for (int x = 0; x < input.GetLength(1); x++)
56             {
57                 Matrix subKernel = new Matrix(masterKernel.Duplication(x, y, KernelSize));
58                 double sum = Matrix.Convolution(subKernel, gaussianKernel);
59                 output[y, x] = sum;
60             }
61         }
62
63         return output;
64     }
65
66     public Structures.Gradients CalculateGradients(double[,] input, Action updateMenu)
67     {
68         Task<double[,]>[] tasks =
69         {
70             new Task<double[,]>(() => CalculateGradientX(input, updateMenu)),
71             new Task<double[,]>(() => CalculateGradientY(input, updateMenu))
72         };
73
74         foreach (var task in tasks) task.Start();
75
76         Task.WaitAll(tasks);
77
78         return new Structures.Gradients
79         {
80             GradientX = tasks[0].Result,
81             GradientY = tasks[1].Result
82         };
83     }
84
85 }
```

```

83     private double[,] CalculateGradientX(double[,] input, Action updateMenu)
84     {
85         double[,] output = new double[input.GetLength(0), input.GetLength(1)];
86
87         Matrix sobelMatrixY = new Matrix(new double[,] { { 1, 0, -1 }, { 2, 0, -2 }, { 1, 0, -1 } });
88         Kernel<double> masterKernel = new Kernel<double>(input);
89
90         for (int y = 0; y < input.GetLength(0); y++)
91         {
92             for (int x = 0; x < input.GetLength(1); x++)
93             {
94                 Matrix imageKernel = new Matrix(masterKernel.Duplication(x, y, 3));
95                 output[y, x] = Matrix.Convolution(imageKernel, sobelMatrixY);
96             }
97         }
98
99         updateMenu();
100        return output;
101    }
102
103    private double[,] CalculateGradientY(double[,] input, Action updateMenu)
104    {
105        double[,] output = new double[input.GetLength(0), input.GetLength(1)];
106
107        Matrix sobelMatrixY = new Matrix(new double[,] { { 1, 2, 1 }, { 0, 0, 0 }, { -1, -2, -1 } });
108        Kernel<double> masterKernel = new Kernel<double>(input);
109
110        for (int y = 0; y < input.GetLength(0); y++)
111        {
112            for (int x = 0; x < input.GetLength(1); x++)
113            {
114                Matrix imageKernel = new Matrix(masterKernel.Duplication(x, y, 3));
115                output[y, x] = Matrix.Convolution(imageKernel, sobelMatrixY);
116            }
117        }
118
119        updateMenu();
120        return output;
121    }
122
123    public double[,] CombineGradients(Structures.Gradients grads)
124    {
125        if (grads.GradientX.GetLength(0) != grads.GradientY.GetLength(0) || grads.GradientX.GetLength(1) !=
126            grads.GradientY.GetLength(1))
127            throw new ArgumentException("Canny edge detection failed due to arrays not being of the same size.");
128
129        double[,] output = new double[grads.GradientX.GetLength(0), grads.GradientX.GetLength(1)];
130
131        for (int y = 0; y < grads.GradientX.GetLength(0); y++)
132        {
133            for (int x = 0; x < grads.GradientX.GetLength(1); x++)
134            {
135                output[y, x] = Math.Sqrt(Math.Pow(grads.GradientX[y, x], 2) + Math.Pow(grads.GradientY[y, x], 2));
136            }
137        }
138
139        return output;
140    }
141
142    public double[,] GradientAngle(Structures.Gradients grads)

```

```

142     {
143         if (grads.GradientX.GetLength(0) != grads.GradientY.GetLength(0) || grads.GradientX.GetLength(1) !=
144             → grads.GradientY.GetLength(1))
145             throw new ArgumentException("Canny edge detection failed due to arrays not being of the same size.");
146
147         double[,] output = new double[grads.GradientX.GetLength(0), grads.GradientX.GetLength(1)];
148
149         for (int y = 0; y < grads.GradientX.GetLength(0); y++)
150         {
151             for (int x = 0; x < grads.GradientX.GetLength(1); x++)
152             {
153                 output[y, x] = Math.Atan2(grads.GradientY[y, x], grads.GradientX[y, x]);
154             }
155         }
156
157         return output;
158     }
159
160     public double[,] MagnitudeThreshold(double[,] gradCombined, double[,] gradAngle)
161     {
162         if (gradCombined.GetLength(0) != gradAngle.GetLength(0) || gradCombined.GetLength(1) !=
163             → gradAngle.GetLength(1))
164             throw new ArgumentException("Canny edge detection failed due to arrays not being of the same size.");
165
166         double[,] output = gradCombined;
167         double[,] anglesInDegrees = new double[gradCombined.GetLength(0), gradCombined.GetLength(1)];
168
169         for (int y = 0; y < anglesInDegrees.GetLength(0); y++)
170         {
171             for (int x = 0; x < anglesInDegrees.GetLength(1); x++)
172             {
173                 anglesInDegrees[y, x] = Utility.RadianToDegree(gradAngle[y, x]);
174             }
175         }
176
177         Kernel<double> masterKernel = new Kernel<double>(gradCombined);
178
179         for (int y = 0; y < anglesInDegrees.GetLength(0); y++)
180         {
181             for (int x = 0; x < anglesInDegrees.GetLength(1); x++)
182             {
183                 double[,] magnitudeKernel = masterKernel.Duplication(x, y, 3);
184
185                 if (anglesInDegrees[y, x] < 22.5 || anglesInDegrees[y, x] >= 157.5)
186                 {
187                     if (gradCombined[y, x] < magnitudeKernel[1, 2] || gradCombined[y, x] < magnitudeKernel[1, 0])
188                         output[y, x] = 0;
189                 }
190                 else if (anglesInDegrees[y, x] >= 22.5 && anglesInDegrees[y, x] < 67.5)
191                 {
192                     if (gradCombined[y, x] < magnitudeKernel[0, 2] || gradCombined[y, x] < magnitudeKernel[2, 0])
193                         output[y, x] = 0;
194                 }
195                 else if (anglesInDegrees[y, x] >= 67.5 && anglesInDegrees[y, x] < 112.5)
196                 {
197                     if (gradCombined[y, x] < magnitudeKernel[0, 1] || gradCombined[y, x] < magnitudeKernel[2, 1])
198                         output[y, x] = 0;
199                 }
199             }
}

```

```

200         if (gradCombined[y, x] < magnitudeKernel[0, 0] || gradCombined[y, x] < magnitudeKernel[2, 2])
201             output[y, x] = 0;
202     }
203     else throw new Exception("Critical unknown error occurred, please try again.");
204 }
205 }
206
207     return output;
208 }
209
210 public Structures.ThresholdPixel[,] DoubleThreshold(double[,] input)
211 {
212     double min = LowerThreshold * 255;
213     double max = UpperThreshold * 255;
214
215     Structures.ThresholdPixel[,] output = new Structures.ThresholdPixel[input.GetLength(0),
216     ↪ input.GetLength(1)];
217
218     for (int y = 0; y < input.GetLength(0); y++)
219     {
220         for (int x = 0; x < input.GetLength(1); x++)
221         {
222             if (input[y, x] < min) output[y, x] = new Structures.ThresholdPixel { Strong = false, Value = 0 };
223             else if (input[y, x] > min && input[y, x] < max) output[y, x] = new Structures.ThresholdPixel {
224                 ↪ Strong = false, Value = input[y, x] };
225             else if (input[y, x] > max) output[y, x] = new Structures.ThresholdPixel { Strong = true, Value =
226                 ↪ input[y, x] };
227             else throw new Exception("Critical unknown error occurred, please try again.");
228         }
229     }
230
231     return output;
232 }
233
234 public double[,] EdgeTrackingHysteresis(Structures.ThresholdPixel[,] input)
235 {
236     double[,] output = new double[input.GetLength(0), input.GetLength(1)];
237
238     Kernel<Structures.ThresholdPixel> masterKernel = new Kernel<Structures.ThresholdPixel>(input);
239
240     for (int i = 0; i < input.GetLength(0); i++)
241     {
242         for (int j = 0; j < input.GetLength(1); j++)
243         {
244             if (input[i, j].Strong == false)
245             {
246                 Structures.ThresholdPixel[,] imageKernel = masterKernel.Duplication(j, i, 3);
247                 bool strong = false;
248                 for (int k = 0; k < 3 && !strong; k++)
249                 {
250                     for (int l = 0; l < 3 && !strong; l++)
251                     {
252                         if (imageKernel[k, l].Strong) strong = true;
253                     }
254                 }
255                 output[i, j] = strong ? 255 : 0;
256             }
257             else output[i, j] = 255;
258         }
259     }
260 }
```

```

257         return output;
258     }
259 }
260 }

Post.cs

1  public class Post
2  {
3      private double[,] _imageDoubles;
4
5      public Post(double[,] input)
6      {
7          _imageDoubles = input;
8      }
9
10     public void Start(int embossCount)
11     {
12         if (embossCount <= 0) _imageDoubles = FillPixelGaps(_imageDoubles);
13         else
14         {
15             for (int i = 0; i < embossCount; i++)
16             {
17                 _imageDoubles = FillPixelGaps(EmbossImage(_imageDoubles));
18             }
19         }
20     }
21
22     private double[,] EmbossImage(double[,] input)
23     {
24         double[,] result = new double[input.GetLength(0), input.GetLength(1)];
25
26         Matrix embossMatrix = new Matrix(new double[,] { { -2, -1, 0 }, { -1, 1, 1 }, { 0, 1, 2 } });
27         Kernel<double> masterKernel = new Kernel<double>(input);
28
29         for (int y = 0; y < input.GetLength(0); y++)
30         {
31             for (int x = 0; x < input.GetLength(1); x++)
32             {
33                 Matrix imageKernel = new Matrix(masterKernel.Duplication(x, y, 3));
34                 result[y, x] = Math.Abs(Matrix.Convolution(imageKernel, embossMatrix));
35             }
36         }
37
38         return result;
39     }
40
41     private double[,] FillPixelGaps(double[,] input)
42     {
43         double[,] output = new double[input.GetLength(0), input.GetLength(1)];
44         Kernel<double> masterKernel = new Kernel<double>(input);
45
46
47         for (int y = 0; y < input.GetLength(0); y++)
48         {
49             for (int x = 0; x < input.GetLength(1); x++)
50             {
51                 Matrix imageKernel = new Matrix(masterKernel.Duplication(x, y, 3));
52                 int count = imageKernel.Cast<double>().Count(value => value >= 255);
53                 if (count > 4) output[y, x] = 255;
54             }
55         }
56
57         return output;
58     }
59
60 }

```

```
54         }
55     }
56
57     return output;
58 }
59
60
61     public double[,] Result() => _imageDoubles;
62
63 }
```

Pre.cs

```
1 public class Pre
2 {
3     private readonly string _imagePath;
4     private Bitmap _imageBitmap;
5     private Structures.RGB[,] _imageRgb;
6
7     private const string FileExtensionRegex =
8         @"^([a-zA-Z]:\\|\|\\|[a-zA-Z]|\.\.(\\|\|/)|\.\.(\\|\|/))((\w|(\|\|/))+)\.(jpg|bmp|exif|png|tiff)$";
9
10    public Pre(string imagePath)
11    {
12        _imagePath = imagePath;
13    }
14
15    /// <exception cref="PreprocessingException"></exception>
16    /// <exception cref="Exception"></exception>
17    public void Start(Action updateProgressAction)
18    {
19        updateProgressAction();
20        ValidatePath();
21        updateProgressAction();
22        ReadImage();
23        updateProgressAction();
24        CheckDimensions();
25        updateProgressAction();
26    }
27
28    private void ValidatePath()
29    {
30        Regex fileRegex = new Regex(FileExtensionRegex, RegexOptions.IgnoreCase);
31
32        if (!File.Exists(_imagePath)) throw new PreprocessingException("The image that you entered does not exist,
33        → double check the path to the file and that exists.");
34        if (!fileRegex.IsMatch(_imagePath)) throw new PreprocessingException("The file which you entered does not
35        → appear to be an image file. It should end in .jpg, .bmp, .exif, .png or .tiff double check and try
36        → again.");
37    }
38
39    private void ReadImage()
40    {
41        _imageBitmap = new Bitmap(_imagePath, true);
42        _imageRgb = new Structures.RGB[_imageBitmap.Height, _imageBitmap.Width];
43
44        for (int y = 0; y < _imageBitmap.Height; y++)
45        {
46            for (int x = 0; x < _imageBitmap.Width; x++)
47            {
48                _imageRgb[y, x] = new Structures.RGB();
49            }
50        }
51    }
52
53    public void SetPixel(int x, int y, byte r, byte g, byte b)
54    {
55        if (x < 0 || x > _imageBitmap.Width || y < 0 || y > _imageBitmap.Height) return;
56
57        _imageBitmap.SetPixel(x, y, r, g, b);
58    }
59
60    public void SaveImage()
61    {
62        _imageBitmap.Save(_imagePath);
63    }
64}
```

```

44         {
45             Color tempPixel = _imageBitmap.GetPixel(x, y);
46             _imageRgb[y, x] = new Structures.RGB
47             {
48                 R = tempPixel.R,
49                 G = tempPixel.G,
50                 B = tempPixel.B
51             };
52         }
53     }
54 }
55
56 private void CheckDimensions()
57 {
58     if (_imageRgb.GetLength(0) < 200 || _imageRgb.GetLength(1) < 200)
59         throw new PreprocessingException("The image you supplied is too small to work properly it must be at
60             ↵ least 200x200. Try a larger image.");
61
62     if (_imageRgb.GetLength(0) % 2 != 0 || _imageRgb.GetLength(1) % 2 != 0)
63     {
64         Structures.RGB[,] resizedRgb =
65             new Structures.RGB[_imageRgb.GetLength(0) / 2 * 2, _imageRgb.GetLength(1) / 2 * 2];
66
67         for (int y = 0; y < _imageRgb.GetLength(0) / 2 * 2; y++)
68         {
69             for (int x = 0; x < _imageRgb.GetLength(1) / 2 * 2; x++)
70             {
71                 resizedRgb[y, x] = _imageRgb[y, x];
72             }
73         }
74
75         _imageRgb = resizedRgb;
76     }
77 }
78
79 public Structures.RawImage Result() => new Structures.RawImage
80 {
81     Original = _imageBitmap,
82     Pixels = _imageRgb,
83     Path = _imagePath,
84     Height = _imageBitmap.Height,
85     Width = _imageBitmap.Width
86 }

```

RoadDetection.cs

```

1  public class RoadDetection
2  {
3      private Bitmap _filledBitmap;
4      private Bitmap _pathBitmap;
5      private double[,] _pathDoubles;
6      private readonly double[,] _imageDoubles;
7      private readonly double _threshold;
8      private Random _gen = new Random();
9
10     public RoadDetection(double[,] imageDoubles, double threshold)
11     {
12         _imageDoubles = imageDoubles;
13         _threshold = threshold;

```



```

73             if (cord.Item2 < _filledBitmap.Width - 1) queue.Enqueue((cord.Item1, cord.Item2 + 1));
74
75             if (!usedColors.Contains(randCol)) usedColors.Add(randCol);
76
77             filled++;
78         }
79         else if (tempImage[cord.Item1, cord.Item2] == Color.FromArgb(255, 255, 255))
80         {
81             tempImage[cord.Item1, cord.Item2] = Color.FromArgb(1, 1, 1);
82             _filledBitmap.SetPixel(cord.Item2, cord.Item1, tempImage[cord.Item1, cord.Item2]);
83         }
84
85         if (cord.Item1 > maxY) maxY = cord.Item1;
86         if (cord.Item2 > maxX) maxX = cord.Item2;
87         if (cord.Item1 < minY) minY = cord.Item1;
88         if (cord.Item2 < minX) minX = cord.Item2;
89     }
90
91     double totalSquares = (maxX - minX) * (maxY - minY);
92     if (filled / totalSquares > _threshold || filled == 1) toReplaceColors.Add(randCol);
93 }
94
95
96     return toReplaceColors;
97 }
98
99 private void RemoveColor(List<Color> toRemove, Action updateAction)
100 {
101     _pathBitmap = new Bitmap(_filledBitmap);
102
103     for (int y = 0; y < _pathBitmap.Height; y++)
104     {
105         for (int x = 0; x < _pathBitmap.Width; x++)
106         {
107             if (((y + 1) * (x + 1)) / 100 % 100 == 0) updateAction();
108             if (toRemove.Contains(_pathBitmap.GetPixel(x, y)))
109             {
110                 _pathBitmap.SetPixel(x, y, Color.FromArgb(1, 1, 1));
111             }
112         }
113     }
114
115     for (int i = 0; i < _pathBitmap.Height; i++)
116     {
117         for (int j = 0; j < _pathBitmap.Width; j++)
118         {
119             if (((i + 1) * (j + 1)) / 100 % 100 == 0) updateAction();
120             if (_pathBitmap.GetPixel(j, i) == Color.FromArgb(1, 1, 1))
121                 _pathBitmap.SetPixel(j, i, Color.FromArgb(0, 0, 0));
122         }
123     }
124 }
125
126 public Structures.RoadResult Result() => new Structures.RoadResult
127 {
128     FilledBitmap = _filledBitmap,
129     PathBitmap = _pathBitmap,
130     PathDoubles = _pathDoubles
131 };
132 }
```

5.2.1.6 Root

Extensions.cs

```

1  public static class Extensions
2  {
3      public static Bitmap ToBitmap(this double[,] array)
4      {
5          Bitmap output = new Bitmap(array.GetLength(1), array.GetLength(0));
6
7          for (int y = 0; y < array.GetLength(0); y++)
8          {
9              for (int x = 0; x < array.GetLength(1); x++)
10             {
11                 int boundedPixel = (int)Utility.Bound(0, 255, array[y, x]);
12                 output.SetPixel(x, y, Color.FromArgb(boundedPixel, boundedPixel, boundedPixel));
13             }
14         }
15
16         return output;
17     }
18
19     public static double[,] ToDoubles(this Bitmap image, Func<Color, double> getPixelFunction)
20     {
21         double[,] result = new double[image.Height, image.Width];
22
23         for (int y = 0; y < image.Height; y++)
24         {
25             for (int x = 0; x < image.Width; x++)
26             {
27                 result[y, x] = getPixelFunction(image.GetPixel(x, y));
28             }
29         }
30
31         return result;
32     }
33
34     public static Bitmap ToBitmap(this Structures.RGB[,] array)
35     {
36         Bitmap output = new Bitmap(array.GetLength(1), array.GetLength(0));
37
38         for (int y = 0; y < array.GetLength(0); y++)
39         {
40             for (int x = 0; x < array.GetLength(1); x++)
41             {
42                 output.SetPixel(x, y, Color.FromArgb((int)array[y, x].R, (int)array[y, x].G, (int)array[y, x].B));
43             }
44         }
45
46         return output;
47     }
48
49     public static Graph<Structures.Coord> ToGraph(this double[,] doubles)
50     {
51         Graph<Structures.Coord> output = new Graph<Structures.Coord>();
52         Kernel<double> masterKernel = new Kernel<double>(doubles);
53
54         for (int y = 0; y < doubles.GetLength(0); y++)
55         {
56             for (int x = 0; x < doubles.GetLength(1); x++)
57             {

```

```

58     Structures.Coord tempCord = new Structures.Coord { X = x, Y = y };
59     output.AddNode(tempCord);
60
61     double[,] surroundingDoubles = masterKernel.Constant(x, y, 3, 0);
62
63     bool found = false;
64
65     if (doubles[y, x] == 255)
66     {
67         for (int i = 0; i < 9; i++)
68         {
69             if (surroundingDoubles[i / 3, i % 3] != 0 && i != 4)
70             {
71                 output.AddConnection(tempCord, new Structures.Coord { X = (x + (i % 3)) - 1, Y = (y +
72                     (i / 3)) - 1 });
73                 found = true;
74             }
75         }
76
77         if (!found) output.RemoveNode(tempCord);
78     }
79 }
80
81     return output;
82 }
83
84 // To ensure compatibility with BITMAP
85 public static void SetPixel(this Structures.RGB[,] pixels, int x, int y, Structures.RGB toSetPixel) =>
86     pixels[y, x] = toSetPixel;
87
88 public static Structures.RGB GetPixel(this Structures.RGB[,] pixels, int x, int y) => pixels[y, x];
89 }
```

Kernel.cs

```

1  public class Kernel<T>
2  {
3      private readonly T[,] _image;
4      private readonly int _width;
5      private readonly int _height;
6
7      public Kernel(T[,] image)
8      {
9          _image = image;
10         _height = image.GetLength(0);
11         _width = image.GetLength(1);
12     }
13
14     public T[,] Constant(int x, int y, int size, T constant = default)
15     {
16         if (size % 2 != 1) throw new KernelException("The image kernel supplied was of an odd size, check your
17             settings and try again.");
18         if (x >= _width || x < 0 || y >= _height || y < 0)
19             throw new KernelException("Your kernel must start within the image.");
20
21         T[,] kernel = new T[size, size];
22
23         int halfK = size / 2;
```

```

24     for (int i = 0; i < size; i++)
25         for (int j = 0; j < size; j++)
26             kernel[i, j] = constant;
27
28     int cntY = 0;
29     for (int j = y - halfK; j <= y + halfK; j++)
30     {
31         int cntX = 0;
32         for (int i = x - halfK; i <= x + halfK; i++)
33         {
34             if (j >= 0 && i >= 0 && j < _height && i < _image.GetLength(1))
35             {
36                 kernel[cntY, cntX] = _image[j, i];
37             }
38             cntX++;
39         }
39         cntY++;
40     }
42
43     return kernel;
44 }
45
46 public T[,] Duplication(int x, int y, int size)
47 {
48     if (size % 2 != 1) throw new KernelException("The image kernel supplied was of an odd size, check your
49     ↪ settings and try again.");
50     if (x >= _width || x < 0 || y >= _height || y < 0)
51         throw new KernelException("Your kernel must start within the image.");
52
53     T[,] kernel = new T[size, size];
54
55     int halfK = size / 2;
56
57     for (int i = 0; i < size; i++) for (int j = 0; j < size; j++) kernel[i, j] = _image[y, x];
58
59     int cntY = 0;
60     for (int j = y - halfK; j <= y + halfK; j++)
61     {
62         int cntX = 0;
63         for (int i = x - halfK; i <= x + halfK; i++)
64         {
65             if (j >= 0 && i >= 0 && j < _height && i < _image.GetLength(1))
66             {
67                 kernel[cntY, cntX] = _image[j, i];
68             }
69             cntX++;
70         }
71         cntY++;
72     }
73
74     return kernel;
75 }
76
77 public static double[,] Gaussian(double sigma, int size)
78 {
79     double[,] result = new double[size, size];
80     int halfK = size / 2;
81
82     double sum = 0;

```

```

83     int cntY = -halfK;
84     for (int i = 0; i < size; i++)
85     {
86         int cntX = -halfK;
87         for (int j = 0; j < size; j++)
88         {
89             result[halfK + cntY, halfK + cntX] = Utility.GaussianDistribution(cntX, cntY, sigma);
90             sum += result[halfK + cntY, halfK + cntX];
91             cntX++;
92         }
93         cntY++;
94     }
95
96     for (int i = 0; i < size; i++) for (int j = 0; j < size; j++) result[i, j] /= sum;
97     return result;
98 }
99
100 }
```

Logger.cs

```

1  public class Logger
2  {
3      private readonly bool _localApplication;
4      private static readonly object Lock = new object();
5      public Logger(bool local)
6      {
7          _localApplication = local;
8          CreateDirStructure();
9      }
10
11     private void CreateDirStructure()
12     {
13         Directory.CreateDirectory("./runs");
14         Directory.CreateDirectory("./logs");
15         Directory.CreateDirectory("./saves");
16
17         string mode = _localApplication ? "Local Application" : "Web Application";
18
19         lock (Lock)
20         {
21             using (StreamWriter sr = File.AppendText("./logs/master.txt"))
22             {
23                 sr.WriteLine("<===== New Instance =====>");
24                 sr.WriteLine($"Datetime: {DateTime.UtcNow:dd-MM-yyyy} {DateTime.UtcNow:HH:mm:ss}");
25                 sr.WriteLine($"Mode: {mode}");
26             }
27         }
28     }
29
30     public static Guid CreateRun()
31     {
32         Guid guidForRun = Uuid();
33
34         Directory.CreateDirectory($"./runs/{guidForRun.ToString("N")}.ToUpper()");
35
36         WriteLineToRunFile(guidForRun, "<===== Begin New Run =====>");
37         WriteLineToRunFile(guidForRun, $"Datetime: {DateTime.UtcNow:dd-MM-yyyy} {DateTime.UtcNow:HH:mm:ss}");
38         WriteLineToRunFile(guidForRun, $"Run Object Guid: {guidForRun.ToString().ToUpper()}");
39     }

```

```

40     WriteLineToMaster($"New Run Started with GUID {guidForRun.ToString().ToUpper()}");
41
42     return guidForRun;
43 }
44
45     public static void WriteLineToRunFile(Guid currentGuid, string message)
46 {
47     lock (Lock)
48     {
49         using (StreamWriter sr = File.AppendText("./logs/{currentGuid}.txt"))
50             sr.WriteLine($"{message}");
51     }
52 }
53
54     public static void WriteLineToMaster(string message)
55 {
56     lock (Lock)
57     {
58         using (StreamWriter sr = File.AppendText("./logs/master.txt"))
59             sr.WriteLine($"{DateTime.UtcNow:HH:mm:ss} || {message}");
60     }
61 }
62
63
64     public static void SaveBitmap(Guid currentGuid, double[,] image, string name)
65 {
66     Bitmap toSaveBitmap = image.ToBitmap();
67     if (!Directory.Exists("./runs/{currentGuid.ToString("N").ToUpper()}"))
68         throw new LoggerException("Run directory not found, logger not created correctly, please restart the
69             ↪ program.");
70
71     toSaveBitmap.Save($"./runs/{currentGuid.ToString("N").ToUpper()}/{name}.png");
72 }
73
74     public static void SaveBitmap(Guid currentGuid, Bitmap image, string name)
75 {
76     if (!Directory.Exists("./runs/{currentGuid.ToString("N").ToUpper()}"))
77         throw new LoggerException("Run directory not found, logger not created correctly, please restart the
78             ↪ program.");
79
80     image.Save($"./runs/{currentGuid.ToString("N").ToUpper()}/{name}.png");
81 }
82
83     public static Guid Uuid() => Guid.NewGuid();
84 }
```

Structures.cs

```

1  public class Structures
2 {
3     public struct ThresholdPixel
4     {
5         public bool Strong;
6         public double Value;
7     }
8
9     public struct RGB
10    {
11        public double R;
12        public double G;
```

```

13     public double B;
14 }
15
16     public struct Gradients
17 {
18     public double[,] GradientX;
19     public double[,] GradientY;
20 }
21
22     public struct RawImage
23 {
24     public Bitmap Original;
25     public string Path;
26     public RGB[,] Pixels;
27     public int Width;
28     public int Height;
29     public MapFile MapFile;
30 }
31
32     public struct RoadResult
33 {
34     public Bitmap FilledBitmap;
35     public Bitmap PathBitmap;
36     public double[,] PathDoubles;
37 }
38
39     public struct CannyResult
40 {
41     public Bitmap BitmapImage;
42     public double[,] DoubleImage;
43 }
44
45     public struct Coord
46 {
47     public int X;
48     public int Y;
49
50     public override string ToString() => $"({X}, {Y})";
51     public bool Equals(Coord other) => X == other.X && Y == other.Y;
52     public override bool Equals(object obj) => obj is Coord other && Equals(other);
53     public static bool operator ==(Coord lhs, Coord rhs) => lhs.X == rhs.X && lhs.Y == rhs.Y;
54     public static bool operator !=(Coord lhs, Coord rhs) => !(lhs == rhs);
55     public override int GetHashCode()
56     {
57         unchecked
58         {
59             return (X * 397) ^ Y;
60         }
61     }
62 }
63 }
64

```

Utility.cs

```

1  public static class Utility
2  {
3      public static double GaussianDistribution(int x, int y, double sigma) =>
4          1 / (2 * Math.PI * sigma * sigma) * Math.Exp(-((Math.Pow(x, 2) + Math.Pow(y, 2)) / (2 * sigma * sigma)));
5

```

```

6     public static double Bound(int l, int h, double v) => v > h ? h : v < l ? l : v;
7
8     public static bool TryBound(int l, int h, double v, out double value)
9     {
10        if (v < h && v > l) value = v;
11        else value = v > h ? h : l;
12        return v < h && v > l;
13    }
14
15    public static double RadianToDegree(double input) => 180 * input / Math.PI;
16
17    public static double DegreeToRadian(double input) => input * Math.PI / 180;
18
19    public static double MapRadiansToPixel(double input) => (int)(128 / (2 * Math.PI) * input + 128);
20
21    public static Bitmap CombineBitmap(Bitmap a, Bitmap b)
22    {
23        if (a.Width != b.Width || a.Height != b.Height)
24            throw new ArgumentException($"An error has occurred somewhere in the map images aren't of the same size
25                                         ↪ ({a.Width}x{a.Height} vs {b.Width}x{b.Height}) please try again.");
26
27        Bitmap result = new Bitmap(a);
28        for (int y = 0; y < a.Height; y++)
29        {
30            for (int x = 0; x < a.Width; x++)
31            {
32                Color pixel = b.GetPixel(x, y);
33                if (pixel != Color.FromArgb(0, 0, 0))
34                {
35                    result.SetPixel(x, y, pixel);
36                }
37            }
38        }
39        return result;
40    }
41
42    public static Structures.RGB[,] SplitImage(Structures.RGB[,] image)
43    {
44        Structures.RGB[,] one = new Structures.RGB[image.GetLength(0) / 2, image.GetLength(1) / 2];
45        Structures.RGB[,] beta = new Structures.RGB[image.GetLength(0) / 2, image.GetLength(1) / 2];
46        Structures.RGB[,] gamma = new Structures.RGB[image.GetLength(0) / 2, image.GetLength(1) / 2];
47        Structures.RGB[,] delta = new Structures.RGB[image.GetLength(0) / 2, image.GetLength(1) / 2];
48
49        for (int i = 0; i < image.GetLength(1) / 2; i++)
50        {
51            for (int j = 0; j < image.GetLength(0) / 2; j++)
52            {
53                one.SetPixel(i, j, image.GetPixel(i, j));
54            }
55        }
56
57        for (int i = image.GetLength(1) / 2; i < image.GetLength(1); i++)
58        {
59            for (int j = 0; j < image.GetLength(0) / 2; j++)
60            {
61                beta.SetPixel(i - (image.GetLength(1) / 2), j, image.GetPixel(i, j));
62            }
63        }
64    }

```

```

65     for (int i = 0; i < image.GetLength(1) / 2; i++)
66     {
67         for (int j = image.GetLength(0) / 2; j < image.GetLength(0); j++)
68         {
69             gamma.SetPixel(i, j - (image.GetLength(0) / 2), image.GetPixel(i, j));
70         }
71     }
72
73     for (int i = image.GetLength(1) / 2; i < image.GetLength(1); i++)
74     {
75         for (int j = image.GetLength(0) / 2; j < image.GetLength(0); j++)
76         {
77             delta.SetPixel(i - (image.GetLength(1) / 2), j - (image.GetLength(0) / 2), image.GetPixel(i, j));
78         }
79     }
80
81     return new[] { one, beta, gamma, delta };
82 }
83
84 public static double[,] CombineQuadrants(double[,] alpha, double[,] beta, double[,] gamma, double[,] delta)
85 {
86     double[,] partA = new double[alpha.GetLength(0), alpha.GetLength(1) * 2];
87     double[,] partB = new double[alpha.GetLength(0), alpha.GetLength(1) * 2];
88     for (int i = 0; i < alpha.GetLength(0); i++)
89     {
90         for (int j = 0; j < alpha.GetLength(1); j++)
91             partA[i, j] = alpha[i, j];
92
93         for (int y = 0; y < beta.GetLength(1); y++)
94             partA[i, y + alpha.GetLength(1)] = beta[i, y];
95     }
96
97     for (int i = 0; i < gamma.GetLength(0); i++)
98     {
99         for (int j = 0; j < gamma.GetLength(1); j++)
100            partB[i, j] = gamma[i, j];
101
102        for (int y = 0; y < delta.GetLength(1); y++)
103            partB[i, y + gamma.GetLength(1)] = delta[i, y];
104    }
105
106    double[,] final = new double[alpha.GetLength(0) * 2, alpha.GetLength(1) * 2];
107    for (int i = 0; i < alpha.GetLength(0) * 2; i++)
108    {
109        if (i < alpha.GetLength(0) * 2 / 2)
110        {
111            for (int j = 0; j < alpha.GetLength(1) * 2; j++)
112            {
113                final[i, j] = partA[i, j];
114            }
115        }
116        else
117        {
118            for (int j = 0; j < alpha.GetLength(1) * 2; j++)
119            {
120                final[i, j] = partB[i - alpha.GetLength(0) * 2 / 2, j];
121            }
122        }
123    }
124}

```

```

125         return final;
126     }
127
128     public static double[,] InverseImage(double[,] image)
129     {
130         for (int y = 0; y < image.GetLength(0); y++)
131         {
132             for (int x = 0; x < image.GetLength(1); x++)
133             {
134                 image[y, x] = image[y, x] == 255 ? 0 : 255;
135             }
136         }
137
138         return image;
139     }
140
141     public static T[] RebuildPath<T>(Dictionary<T, T> prev, T goal)
142     {
143         if (prev == null) return new T[1];
144         List<T> sequence = new List<T>();
145         T u = goal;
146
147         while (prev.ContainsKey(u))
148         {
149             sequence.Insert(0, u);
150             u = prev[u];
151         }
152
153         return sequence.ToArray();
154     }
155
156
157     public static bool IsYes(string input) => new Regex(@"^y(es)?$",
158         RegexOptions.IgnoreCase).IsMatch(input.Trim());
159     public static double GetRed(Color pixel) => pixel.R;
160     public static double GetGreen(Color pixel) => pixel.G;
161     public static double GetBlue(Color pixel) => pixel.B;
162     public static double GetAverage(Color pixel) => (pixel.R + pixel.G + pixel.B) / 3.0;
163     public static double GetIndustryAverage(Color pixel) => (pixel.R * 0.299) + (pixel.G * 0.586) + (pixel.B *
164         0.114);
165     public static double GetIfExists(Color pixel) => GetAverage(pixel) > 0 ? 255 : 0;
166
167     public static double GetDistanceBetweenNodes(Structures.Coord a, Structures.Coord b) =>
168         Math.Sqrt(Math.Pow(a.X - b.X, 2) + Math.Pow(a.Y - b.Y, 2));
169 }

```

5.2.2 LocalApp

5.2.2.1 Actions

NewImage.cs

```

1 internal class NewImage
2 {
3     private readonly Guid _runGuid;
4     private readonly Menu _menuInstance;
5     private readonly Log _logInstance;
6
7     public NewImage(Menu menu, Log logger, Guid runGuid)
8     {
9         _runGuid = runGuid;

```

```

11     _menuInstance = menu;
12     _logInstance = logger;
13 }
14
15 public Structures.RawImage Read()
16 {
17     Input inputHandle = new Input(_menuInstance);
18
19     string path =
20         inputHandle.GetInput(
21             "Please enter the path of the image you wish to process into a map (you can click and drag an image
22             ↪ from your file explorer here too):");
23     _logInstance.Event(_runGuid, $"Looking for image at {path}");
24
25     Pre preProcess = new Pre(path);
26
27     ProgressBar progressBar = new ProgressBar("Pre-processing your image", 4, _menuInstance);
28     progressBar.DisplayProgress();
29
30     try
31     {
32         preProcess.Start(progressBar.GetIncrementAction());
33         _logInstance.Event(_runGuid, "Completed pre processing of image.");
34     }
35     catch (PreprocessingException ex)
36     {
37         _logInstance.Error(_runGuid, ex.Message);
38         throw new Exception("An expected occurred while pre processing your image.", ex);
39     }
40     catch (Exception ex)
41     {
42         _logInstance.Error(ex.Message);
43         throw new Exception("An unexpected occurred while pre processing your image.", ex);
44     }
45
46     _menuInstance.ClearUserSection();
47
48     bool saveAsBinary =
49     Utility.YesNo(
50         inputHandle.TryGetInput(
51             "Would you like to save this map afterwards in a file to be reused later (y/n)?"));
52     MapFile mapSave = saveAsBinary ? new MapFile() : null;
53
54     if (saveAsBinary)
55     {
56         mapSave.Type = inputHandle.GetOption("What type of image are you supplying:",
57             new[] { "Screenshot", "Hand Drawn", "Photograph", "Other" });
58
59         mapSave.Name = inputHandle.TryGetInput("Enter a name for image, or leave blank for 'None':");
60         _menuInstance.WriteLine();
61
62         mapSave.Description = inputHandle.TryGetInput("Enter a brief description about this image, or leave
63             ↪ blank for 'None':");
64     }
65
66     Structures.RawImage result = preProcess.Result();
67     if (saveAsBinary) result.MapFile = mapSave;
68     else result.MapFile = null;
69     if (saveAsBinary) mapSave.OriginalImage = result.Pixels.ToBitmap();

```

```

68         return result;
69     }
70 }

```

SaveFile.cs

```

1  public class SaveFile
2  {
3      private readonly Guid _runGuid;
4      private readonly Menu _menuInstance;
5      private readonly Log _logInstance;
6
7      public SaveFile(Menu menu, Log logger, Guid runGuid)
8      {
9          _runGuid = runGuid;
10         _menuInstance = menu;
11         _logInstance = logger;
12     }
13
14     public MapFile Read()
15     {
16         Input inputHandle = new Input(_menuInstance);
17
18         string path = inputHandle.GetInput("Please enter the path of the map which you wish to recall:");
19         _logInstance.Event(_runGuid, $"Looking for map file at {path}");
20
21         ProgressBar progressBar = new ProgressBar("Recalling Saved Map File", 10, _menuInstance);
22         progressBar.DisplayProgress();
23
24         MapFile result = new MapFile(path);
25
26         try
27         {
28             result.Initialize(progressBar.GetIncrementAction());
29             _logInstance.Event(_runGuid, "Completed recollection.");
30         }
31         catch (MapFileNotFoundException ex)
32         {
33             _logInstance.Error(_runGuid, ex.Message);
34             throw new Exception("An expected occurred while recalling your save file.", ex);
35         }
36         catch (Exception ex)
37         {
38             _logInstance.Error(ex.Message);
39             throw new Exception("An unexpected occurred while recalling your save file.", ex);
40         }
41
42
43         return result;
44     }
45
46 }

```

SettingsControl.cs

```

1  public class SettingsControl
2  {
3      private readonly Settings _settings;
4      private readonly Menu _menuInstance;
5      private readonly Log _logInstance;

```

```

6     private readonly Input _inputHandel;
7
8     private readonly Dictionary<string, (string, Type)> _oldSettings;
9
10    public SettingsControl(Settings settings, Menu menuInstance, Log logInstance)
11    {
12        _settings = settings;
13        _menuInstance = menuInstance;
14        _logInstance = logInstance;
15        _oldSettings = new Dictionary<string, (string, Type)>(Settings.UserSettings);
16        _inputHandel = new Input(_menuInstance);
17    }
18
19    public void Start()
20    {
21        bool running = true;
22
23        while (running)
24        {
25            _menuInstance.SetPage("Settings Home Page");
26            int opt = _inputHandel.GetOption("Whcih settings would you like to change?",
27                new[]
28                {
29                    "General",
30                    "Pathfinding",
31                    "Save",
32                    "Algorithm",
33                    "Exit"
34                });
35
36            switch (opt)
37            {
38                case 0:
39                    _menuInstance.SetPage("Settings -> General Settings");
40                    General();
41                    break;
42                case 1:
43                    _menuInstance.SetPage("Settings -> Pathfinding Settings");
44                    Pathfinding();
45                    break;
46                case 2:
47                    _menuInstance.SetPage("Settings -> Save Settings");
48                    Save();
49                    break;
50                case 3:
51                    _menuInstance.SetPage("Settings -> Pathfinding Algorithm");
52
53                    int algorithmOption = _inputHandel.GetOption("Select which pathfinding algorithm you wish to
54                    → use:", new string[] {
55                        "Dijkstra",
56                        "AStar"
57                    });
58
59                    string newValue = algorithmOption == 0 ? "Dijkstra" : "AStar";
60
61                    _settings.Change("pathfindingAlgorithm", newValue);
62                    break;
63                default:
64                    running = false;

```

```

65
66         _settings.Update(_oldSettings, Settings.UserSettings);
67
68         break;
69
70     }
71 }
72 }
73
74 private void General()
75 {
76     (string, bool)[] settings = new (string, bool)[]
77     {
78         ("detailedLogging", bool.Parse(Settings.UserSettings["detailedLogging"].Item1)),
79         ("forceFormsFront", bool.Parse(Settings.UserSettings["forceFormsFront"].Item1)),
80     };
81
82     IEnumerable<(string, bool)> result = _inputHandle.OptionSelector("General Settings:", settings);
83     foreach (var item in result) _settings.Change(item.Item1, item.Item2);
84 }
85
86 private void Pathfinding()
87 {
88     (string, bool)[] settings = new (string, bool)[]
89     {
90         ("convertToMST", bool.Parse(Settings.UserSettings["convertToMST"].Item1)),
91         ("snapToGrid", bool.Parse(Settings.UserSettings["snapToGrid"].Item1)),
92         ("endOnFind", bool.Parse(Settings.UserSettings["endOnFind"].Item1)),
93     };
94
95     IEnumerable<(string, bool)> result = _inputHandle.OptionSelector("Save File Settings:", settings);
96     foreach (var item in result) _settings.Change(item.Item1, item.Item2);
97 }
98
99 private void Save()
100 {
101     (string, bool)[] settings = new (string, bool)[]
102     {
103         ("shortNames", bool.Parse(Settings.UserSettings["shortNames"].Item1)),
104         ("zipOnComplete", bool.Parse(Settings.UserSettings["zipOnComplete"].Item1)),
105     };
106
107     IEnumerable<(string, bool)> result = _inputHandle.OptionSelector("Save File Settings:", settings);
108     foreach (var item in result) _settings.Change(item.Item1, item.Item2);
109 }
110 }
```

5.2.2.2 CLI

Input.cs

```

1 public class Input
2 {
3     private readonly Menu _menuInstance;
4
5     public Input(Menu menuInstance)
6     {
7         _menuInstance = menuInstance;
8     }
9
10    /// <summary>
11    /// A function to easily display a menu and get an option from a supplied list.
12 }
```

```

12     /// </summary>
13     /// <param name="title">Title of the menu to be displayed</param>
14     /// <param name="options">Options to be displayed</param>
15     /// <param name="clear">Clear the screen on function call</param>
16     /// <returns>0 based index for the option which was selected</returns>
17     public int GetOption(string title, IEnumerable<string> options, bool clear = true)
18     {
19         while (Console.KeyAvailable) Console.ReadKey(true);
20         _menuInstance.ClearUserSection();
21         _menuInstance.WriteLine(title);
22
23         int j = 3;
24
25         lock (_menuInstance.ScreenLock)
26         {
27             foreach (var option in options)
28             {
29                 Console.SetCursorPosition(1, j++);
30                 Console.WriteLine($" {option}");
31             }
32         }
33
34         bool selected = false;
35         int currentTop;
36
37         lock (_menuInstance.ScreenLock)
38         {
39             Console.SetCursorPosition(1, 3);
40             Console.Write('>');
41
42             currentTop = Console.CursorTop;
43         }
44
45         while (!selected)
46         {
47             Console.CursorVisible = false;
48
49             ConsoleKeyInfo key = Console.ReadKey(true);
50             if (key.Key == ConsoleKey.DownArrow && currentTop < options.Count() + 2)
51             {
52                 lock (_menuInstance.ScreenLock)
53                 {
54                     Console.CursorLeft = 1;
55                     Console.CursorTop = currentTop;
56                     Console.Write(' ');
57                     Console.CursorTop = ++currentTop;
58                     Console.CursorLeft = 1;
59                     Console.Write('>');
60                 }
61             }
62             else if (key.Key == ConsoleKey.UpArrow && currentTop > 3)
63             {
64                 lock (_menuInstance.ScreenLock)
65                 {
66                     Console.CursorLeft = 1;
67                     Console.CursorTop = currentTop;
68                     Console.Write(' ');
69                     Console.CursorTop = --currentTop;
70                     Console.CursorLeft = 1;
71                     Console.Write('>');
72             }
73         }
74     }
75 }
```

```

72         }
73     }
74     else if (key.Key == ConsoleKey.Enter)
75     {
76         if (clear) _menuInstance.ClearUserSection();
77         Console.CursorVisible = false;
78
79         selected = true;
80     }
81 }
82
83 return currentTop - 3;
84 }
85
86 public void WaitInput(string prompt)
87 {
88     while (Console.KeyAvailable) Console.ReadKey(true);
89     _menuInstance.WriteLine(prompt);
90     bool complete = false;
91
92     while (!complete)
93     {
94         if (!Console.KeyAvailable) continue;
95         ConsoleKeyInfo key = Console.ReadKey(true);
96         if (key.Key == ConsoleKey.Enter) complete = true;
97     }
98 }
99
100 public IEnumerable<(string, bool)> OptionSelector(string title, IEnumerable<(string, bool)> options, bool clear
101 → = true)
102 {
103     List<(string, bool)> result = new List<(string, bool)>(options);
104     result.Add(("EXIT", false));
105
106     while (Console.KeyAvailable) Console.ReadKey(true);
107     _menuInstance.ClearUserSection();
108     _menuInstance.WriteLine(title);
109
110     int j = 3;
111
112     lock (_menuInstance.ScreenLock)
113     {
114         foreach (var option in result)
115         {
116             Console.SetCursorPosition(1, j++);
117             if (option.Item2) Console.WriteLine($" {option.Item1} [{Log.Green}x{Log.Blue}]");
118             else Console.WriteLine($" {option.Item1} [ ]");
119         }
120     }
121
122     bool selected = false;
123     int currentTop;
124
125     lock (_menuInstance.ScreenLock)
126     {
127         Console.SetCursorPosition(1, 3);
128         Console.Write('>');
129
130         currentTop = Console.CursorTop;
131     }

```

```

131
132     while (!selected)
133     {
134         Console.CursorVisible = false;
135
136         ConsoleKeyInfo key = Console.ReadKey(true);
137         if (key.Key == ConsoleKey.DownArrow && currentTop < result.Count() + 2)
138         {
139             lock (_menuInstance.ScreenLock)
140             {
141                 Console.CursorLeft = 1;
142                 Console.CursorTop = currentTop;
143                 Console.Write(' ');
144                 Console.CursorTop = ++currentTop;
145                 Console.CursorLeft = 1;
146                 Console.Write('>');
147             }
148         }
149         else if (key.Key == ConsoleKey.UpArrow && currentTop > 3)
150         {
151             lock (_menuInstance.ScreenLock)
152             {
153                 Console.CursorLeft = 1;
154                 Console.CursorTop = currentTop;
155                 Console.Write(' ');
156                 Console.CursorTop = --currentTop;
157                 Console.CursorLeft = 1;
158                 Console.Write('<');
159             }
160         }
161         else if (key.Key == ConsoleKey.Enter || key.Key == ConsoleKey.Spacebar)
162         {
163             if (result.Count + 2 == currentTop)
164             {
165                 if (clear) _menuInstance.ClearUserSection();
166                 Console.CursorVisible = false;
167
168                 selected = true;
169             }
170             else
171             {
172                 result[currentTop - 3] = (result[currentTop - 3].Item1, !result[currentTop - 3].Item2);
173                 Console.SetCursorPosition(1, currentTop);
174                 if (result[currentTop - 3].Item2) Console.WriteLine($"> {result[currentTop - 3].Item1}
175 → [{Log.Green}x{Log.Blue}]");
176                 else Console.WriteLine($"> {result[currentTop - 3].Item1} [ ]");
177             }
178         }
179     }
180
181     return result;
182 }
183
184     public string GetInput(string prompt)
185     {
186         while (Console.KeyAvailable) Console.ReadKey(true);
187         _menuInstance.WriteLine(prompt);
188
189         bool complete = false;

```

```

190     StringBuilder input = new StringBuilder();
191     int line = _menuInstance.CurrentLine;
192
193     while (!complete)
194     {
195         if (Console.KeyAvailable)
196         {
197             ConsoleKeyInfo key = Console.ReadKey(true);
198             switch (key.Key)
199             {
200                 case ConsoleKey.Enter:
201                     complete = true;
202                     break;
203                 case ConsoleKey.Backspace:
204                 case ConsoleKey.Delete:
205                     {
206                         if (input.Length > 0)
207                         {
208                             lock (_menuInstance.ScreenLock)
209                             {
210                                 Console.SetCursorPosition((input.Length % (Console.WindowWidth * 3 / 4 - 1)),
211                                     → line);
212                                 Console.Write(' ');
213                             }
214
215                             input.Remove(input.Length - 1, 1);
216                         }
217
218                         break;
219                     }
220                     default:
221                         {
222                             if (input.Length / (line - 1) > Console.WindowWidth * 3 / 4 - 2) line++;
223
224                             lock (_menuInstance.ScreenLock)
225                             {
226                                 Console.SetCursorPosition((input.Length % (Console.WindowWidth * 3 / 4 - 1)) + 1,
227                                     → line);
228                                 Console.Write(key.KeyChar);
229                             }
230
231                             input.Append(key.KeyChar);
232                             break;
233                         }
234                     }
235
236         _menuInstance.WriteLine();
237
238         return input.ToString();
239     }
240
241     public string TryGetInput(string prompt)
242     {
243         string res = GetInput(prompt);
244         return res.Length == 0 ? "None" : res;
245     }
246
247     public double GetDouble(string prompt) => double.Parse(GetInput(prompt));

```

```

248
249     public bool TryGetDouble(string prompt, out double result) => double.TryParse(GetInput(prompt), out result);
250
251     public int GetInt(string prompt) => int.Parse(GetInput(prompt));
252
253     public bool TryGetInt(string prompt, out int result) => int.TryParse(GetInput(prompt), out result);
254 }

```

Log.cs

```

1  public class Log
2  {
3      private int _logLineCount = 6;
4      private readonly Menu _menuInstance;
5
6      public const string Red = "\x1b[38;5;196m";
7      public const string Orange = "\x1b[38;5;184m";
8      public const string Purple = "\x1b[38;5;129m";
9      public const string Green = "\x1b[38;5;2m";
10     public const string Blue = "\x1b[38;5;27m";
11     public const string Pink = "\x1b[38;5;200m";
12     public const string Grey = "\x1b[38;5;243m";
13     public const string Blank = "\x1b[0m";
14
15     public void Error(string message) => Logger.WriteLineToMaster($"ERROR {message}");
16     public void Warn(string message) => Logger.WriteLineToMaster($"WARNING {message}");
17     public void Event(string message) => Logger.WriteLineToMaster($"EVENT {message}");
18     public void End(string message) => Logger.WriteLineToMaster($"END {message}");
19
20     public void Error(Guid runGuid, string message, bool detailed = false) => LogParent(runGuid, message, 0,
21         → detailed);
21     public void Warn(Guid runGuid, string message, bool detailed = false) => LogParent(runGuid, message, 1,
22         → detailed);
22     public void Event(Guid runGuid, string message, bool detailed = false) => LogParent(runGuid, message, 2,
23         → detailed);
23     public void End(Guid runGuid, string message, bool detailed = false) => LogParent(runGuid, message, 3,
24         → detailed);
24
25     public void EndError(Guid runGuid, Exception ex)
26     {
27         Error($"Run ({runGuid}) terminated due to an error.");
28         Error($"Exception: {ex.Message}");
29         if (ex.InnerException != null) Error($"Inner Exception: {ex.InnerException.Message}");
30         Error(runGuid, ex.Message);
31         End(runGuid, $"Run ({runGuid}) terminated.", true);
32     }
33
34     public void EndSuccessRun(Guid runGuid)
35     {
36         End(runGuid, "Successfully completed processing and pathfinding of new image!", true);
37         Warn(runGuid, $"Run Guid {runGuid} Deleted. See {Environment.CurrentDirectory}\\saves\\ for output(s) and
38             → {Environment.CurrentDirectory}\\runs\\{runGuid.ToString("N").ToUpper()} for temp images.", true);
39         End($"Completed run {runGuid} successfully.");
40     }
41
42     public void EndSuccessSave(Guid runGuid)
43     {
44         End(runGuid, "Successfully completed recall and pathfinding of save file!", true);
45         Warn(runGuid, $"Run Guid {runGuid} Deleted. See {Environment.CurrentDirectory}\\saves\\ for output(s). Or
46             → just go to where the save file was located.", true);

```

```

45         End($"Completed run {runGuid} successfully.");
46     }
47
48     public Log(Menu menuInstance)
49     {
50         _menuInstance = menuInstance;
51         _ = new Logger(true);
52     }
53
54     /// <summary>
55     ///
56     /// </summary>
57     /// <param name="message"></param>
58     /// <param name="type">0 - Error, 1 - Warning, 2 - Event, 3 - End</param>
59     private void LogParent(Guid runGuid, string message, int type, bool detailed)
60     {
61         if (!bool.Parse(Settings.UserSettings["detailedLogging"].Item1) && !detailed) return;
62
63         Console.CursorVisible = false;
64         string[] prefix = { $"{Red}ERROR{Log.Blank}", $"{Orange}WARN{Log.Blank}", $"{Green}EVENT{Log.Blank}",
65             $"{Purple}END{Log.Blank}" };
66         string[] filePrefix = { "[ERROR] ", "[WARN] ", "[EVENT] ", "[END] " };
67
68         lock (_menuInstance.ScreenLock)
69         {
70             CheckLogLineCount();
71
72             if (message.Length > Console.WindowWidth / 4 - 7)
73             {
74                 Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 2, _logLineCount++);
75                 int i = 10;
76
77                 Console.Write($"{prefix[type]}: ");
78
79                 foreach (char letter in message)
80                 {
81                     Console.Write(letter);
82                     i++;
83                     if (i > Console.WindowWidth / 4)
84                     {
85                         if (CheckLogLineCount()) return;
86                         Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 9, _logLineCount++);
87                         i = 10;
88                     }
89                 }
90             }
91         }
92
93         else
94         {
95             Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 2, _logLineCount++);
96             Console.Write($"{prefix[type]}: {message}");
97         }
98     }
99
100    Logger.WriteLineToRunFile(runGuid, $"{filePrefix[type]}{message}");
101
102    // Make sure that the total log lines does not exceed the space given
103    private bool CheckLogLineCount()
104    {
105        if (_logLineCount >= Console.WindowHeight)

```

```

104         {
105             _logLineCount = 6;
106             _menuInstance.ClearLogSection();
107
108             return true;
109         }
110
111     return false;
112 }
113 }
```

Menu.cs

```

1  public class Menu
2  {
3      public object ScreenLock { get; } = new object();
4      public int CurrentLine { get; private set; } = 1;
5
6      [DllImport("kernel32.dll", SetLastError = true)]
7      private static extern bool SetConsoleMode(IntPtr hConsoleHandle, int mode);
8      [DllImport("kernel32.dll", SetLastError = true)]
9      private static extern bool GetConsoleMode(IntPtr handle, out int mode);
10     [DllImport("kernel32.dll", SetLastError = true)]
11     private static extern IntPtr GetStdHandle(int handle);
12
13     public bool IsWindowMax() => Console.WindowHeight >= Console.LargestWindowHeight && Console.WindowWidth >=
14         Console.LargestWindowWidth - 3;
15
16     private readonly string _permLineA;
17     private readonly string _permLineB;
18
19     public const char VerticalChar = '|';
20     public const char HorizontalChar = '-';
21
22     public Menu(string permLineA, string permLineB)
23     {
24         IntPtr handle = GetStdHandle(-11);
25         GetConsoleMode(handle, out var mode);
26         SetConsoleMode(handle, mode | 0x4);
27
28         int width = Console.WindowWidth / 2;
29         int height = Console.WindowHeight / 4;
30         Console.SetWindowSize(width, height);
31         Console.SetBufferSize(width, height);
32
33         _permLineA = permLineA;
34         _permLineB = permLineB;
35
36         Console.Clear();
37         Console.CursorVisible = false;
38     }
39
40     public void Setup()
41     {
42         while (!IsWindowMax())
43         {
44             Console.SetCursorPosition(0, 0);
45             Console.WriteLine($"{Log.Red}Maximize Window To Continue{Log.Blue}{Log.White}");
46             System.Threading.Thread.Sleep(250);
47             Console.SetCursorPosition(0, 0);
48     }
```

```
47     Console.WriteLine($"\"\\x1b[48;5;196mMaximize Window To Continue{Log.Blank}\"");
48     System.Threading.Thread.Sleep(250);
49
50 }
51
52     Console.Clear();
53
54     DisplayInfoBox();
55     DisplayLogBox();
56
57     Console.SetCursorPosition(0, 0);
58     Console.CursorVisible = false;
59
60     new Task(() => BeginInfoLoop(Stopwatch.StartNew())).Start();
61 }
62
63 private void DisplayInfoBox()
64 {
65     for (int i = 0; i < Console.WindowWidth * 3 / 4; i++)
66     {
67         Console.SetCursorPosition(i, Console.WindowHeight * 5 / 6);
68         Console.Write(HorizontalChar);
69     }
70
71     Console.SetCursorPosition(1, Console.WindowHeight * 5 / 6 + 2);
72     Console.WriteLine("Current Page: ????? ?? ????");
73     Console.SetCursorPosition(1, Console.WindowHeight * 5 / 6 + 3);
74     Console.WriteLine("Runtime:      ???:???:??");
75
76     Console.SetCursorPosition(1, Console.WindowHeight * 5 / 6 + 8);
77     Console.WriteLine(_permLineA);
78     Console.SetCursorPosition(1, Console.WindowHeight * 5 / 6 + 9);
79     Console.WriteLine(_permLineB);
80 }
81
82 private void DisplayLogBox()
83 {
84     for (int i = 0; i < Console.WindowHeight; i++)
85     {
86         if (i > 5)
87         {
88             for (int j = Console.WindowWidth * 3 / 4; j < Console.WindowWidth; j++)
89             {
90                 Console.SetCursorPosition(j, i);
91                 Console.Write(' ');
92             }
93         }
94
95         Console.SetCursorPosition(Console.WindowWidth * 3 / 4, i);
96         Console.Write(VerticalChar);
97     }
98
99     for (int i = Console.WindowWidth * 3 / 4 + 1; i < Console.WindowWidth; i++)
100    {
101        Console.SetCursorPosition(i, 5);
102        Console.Write(HorizontalChar);
103    }
104
105    Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 5, 1);
106    Console.WriteLine("Program Logs:");
```

```

107     Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 5, 3);
108     Console.WriteLine($"\"\\x1b[48;5;196m {Log.Blank} ERROR           \\x1b[48;5;2m {Log.Blank} EVENT
109     ← PROCESSED\"");
110     Console.SetCursorPosition(Console.WindowWidth * 3 / 4 + 5, 4);
111     Console.WriteLine($"\"\\x1b[48;5;184m {Log.Blank} WARNING          \\x1b[48;5;129m {Log.Blank} END OF
112     ← SEQUENCE\"");
113 }
114
115     private void BeginInfoLoop(Stopwatch sw)
116     {
117         while (true)
118         {
119             lock (ScreenLock)
120             {
121                 Console.SetCursorPosition(15, Console.WindowHeight * 5 / 6 + 3);
122                 Console.Write($"{sw.Elapsed.Hours}:{sw.Elapsed.Minutes}:{sw.Elapsed.Seconds}".PadRight(10, ' '));
123                 Console.CursorVisible = false;
124             }
125             System.Threading.Thread.Sleep(1000);
126         }
127     }
128
129     public void ClearLogSection()
130     {
131         for (int i = 6; i < Console.WindowHeight; i++)
132         {
133             for (int j = Console.WindowWidth * 3 / 4 + 1; j < Console.WindowWidth; j++)
134             {
135                 Console.SetCursorPosition(j, i);
136                 Console.Write(' ');
137             }
138         }
139     }
140
141     public void ClearUserSection()
142     {
143         CurrentLine = 1;
144         StringBuilder sb = new StringBuilder();
145         for (int i = 0; i < Console.WindowWidth * 3 / 4; i++) sb.Append(' ');
146
147         string line = sb.ToString();
148
149         lock (ScreenLock)
150         {
151             for (int i = 0; i < Console.WindowHeight * 5 / 6; i++)
152             {
153                 Console.SetCursorPosition(0, i);
154                 Console.Write(line);
155             }
156         }
157         Console.SetCursorPosition(0, 0);
158     }
159
160     public void SetPage(string message)
161     {
162         lock (ScreenLock)
163         {
164             Console.CursorVisible = false;
165             Console.SetCursorPosition(15, Console.WindowHeight * 5 / 6 + 2);

```

```

165         Console.WriteLine(message.PadRight(Console.WindowWidth * 3 / 4 - 15));
166     }
167
168     Console.Title = $"Comp Sci NEA | Rubens Pirie | {message}";
169 }
170
171 public void WriteLine()
172 {
173     if (CurrentLine > Console.WindowHeight * 5 / 6) ClearUserSection();
174     CurrentLine++;
175 }
176
177 public void Error(string message)
178 {
179     int widthStart = ((Console.WindowWidth * 3 / 4) / 3) / 2;
180     int heightStart = (Console.WindowHeight * 5 / 6) / 3;
181     for (int i = 0; i < widthStart * 4; i++)
182     {
183         lock (ScreenLock)
184         {
185             string toPrint = i == 0 || i == widthStart * 4 - 1 ? "+" : HorizontalChar.ToString();
186             Console.SetCursorPosition(widthStart + i, heightStart);
187             Console.Write($"{toPrint}");
188             Console.SetCursorPosition(widthStart + i, heightStart * 2);
189             Console.Write($"{toPrint}");
190         }
191     }
192
193     for (int i = heightStart + 1; i < heightStart * 2; i++)
194     {
195         lock (ScreenLock)
196         {
197             Console.SetCursorPosition(widthStart, i);
198             Console.Write($"{VerticalChar}");
199             Console.SetCursorPosition(widthStart + widthStart * 4 - 1, i);
200             Console.Write($"{VerticalChar}");
201         }
202     }
203
204     List<List<char>> messages = new List<List<char>>();
205     messages.Add(new List<char>());
206     List<char> messageChars = message.ToArray().ToList();
207     messageChars.Reverse();
208
209     int e = 0;
210     while (messageChars.Count > 0)
211     {
212         if (messages[e].Count < widthStart * 3)
213         {
214             messages[e].Add(messageChars[messageChars.Count - 1]);
215             messageChars.RemoveAt(messageChars.Count - 1);
216         }
217         else
218         {
219             e++;
220             messages.Add(new List<char>());
221         };
222     }
223
224     lock (ScreenLock)

```

```

225    {
226        Console.SetCursorPosition((widthStart * 3) - 26, heightStart + 2);
227        Console.Write($"[{Log.Red}]Something went wrong, to see what take a look below.{Log.Blue}]");
228        Console.SetCursorPosition((widthStart * 3) - 8, (int)(heightStart * 1.5) - 3);
229        Console.WriteLine("Reason for Error");
230        for (int i = 0; i < messages.Count; i++)
231        {
232            Console.SetCursorPosition((widthStart * 3) - messages[i].Count / 2, (int)(heightStart * 1.5) - (2 -
233                i));
234            Console.WriteLine($"[{Log.Blue}]{string.Join("", messages[i])}{Log.Blue}]");
235        }
236        Console.SetCursorPosition((widthStart * 3) - 18, heightStart * 2 - 2);
237        Console.WriteLine($"[{Log.Grey}]Press Enter to Return to Main Menu{Log.Blue}]");
238    }
239
240}
241
242 public void WriteLine(string message)
243 {
244     Console.CursorVisible = false;
245
246     if (message.Length > Console.WindowWidth * 3 / 4)
247     {
248         int maxLength = Console.WindowWidth * 3 / 4;
249
250         List<string> words = message.Split(' ').ToList();
251         StringBuilder sb = new StringBuilder();
252
253         foreach (string word in words)
254         {
255             if ($"[sb] {word}[".Length > maxLength)
256             {
257                 WriteLine(sb.ToString());
258                 sb.Remove(0, sb.Length);
259             }
260             else
261             {
262                 sb.Append($"{word} ");
263             }
264         }
265
266         WriteLine(sb.ToString());
267     }
268     else
269     {
270         lock (ScreenLock)
271         {
272             if (CurrentLine > Console.WindowHeight * 5 / 6) ClearUserSection();
273
274             Console.SetCursorPosition(1, CurrentLine++);
275             Console.Write(message);
276         }
277     }
278 }
279
280}

```

ProgressBar.cs

```

1  public class ProgressBar
2  {
3      private readonly string _progressTitle;
4      private double _progressAmount;
5      private readonly double _progressInterval;
6      private readonly string _progressOutline;
7      private string _progressLine;
8
9      private readonly Menu _menuInstance;
10
11     public ProgressBar(string title, int totalSegments, Menu menuInstance)
12     {
13         _progressInterval = (double)1 / totalSegments;
14         _progressAmount = 0;
15
16         StringBuilder bar = new StringBuilder();
17         bar.Append('+');
18         for (int i = 0; i < (Console.WindowWidth * 3 / 4) - 4; i++) bar.Append(Menu.HorizontalChar);
19         bar.Append('+');
20
21         _progressOutline = bar.ToString();
22         _progressLine = "";
23         _progressTitle = title;
24         _menuInstance = menuInstance;
25     }
26
27     public void DisplayProgress()
28     {
29         int middle = Console.WindowHeight * 5 / 12;
30
31         lock (_menuInstance.ScreenLock)
32         {
33             Console.SetCursorPosition((Console.WindowWidth * 3 / 8) - (_progressTitle.Length / 2), middle - 3);
34             Console.Write(_progressTitle);
35
36             Console.SetCursorPosition(1, middle - 1);
37             Console.Write(_progressOutline);
38             Console.SetCursorPosition(1, middle);
39             Console.Write(Menu.VerticalChar);
40             Console.SetCursorPosition(Console.WindowWidth * 3 / 4 - 2, middle);
41             Console.Write(Menu.VerticalChar);
42             Console.SetCursorPosition(1, middle + 1);
43             Console.Write(_progressOutline);
44         }
45     }
46
47     public Action GetIncrementAction() => new Action(IncrementProgress);
48
49     private void IncrementProgress()
50     {
51         lock (_menuInstance.ScreenLock)
52         {
53             _progressAmount = _progressAmount + _progressInterval > 1 ? 1 : _progressAmount + _progressInterval;
54
55             int middle = Console.WindowHeight * 5 / 12;
56             double possibleLength = (Console.WindowWidth * 3 / 4) - 4;
57             possibleLength *= _progressAmount;
58
59             if (_progressLine.Length != (int)possibleLength)
60             {

```

```

61         StringBuider sb = new StringBuider();
62         for (int i = 0; i < possibleLength; i++) sb.Append(Menu.VerticalChar);
63         _progressLine = sb.ToString();
64
65         Console.SetCursorPosition(2, middle);
66         Console.Write(${Log.Blue}{_progressLine}${Log.Blanck}");
67     }
68 }
69 }
70 }

```

Settings.cs

```

1  public class Settings
2  {
3      private readonly Menu _menuInstance;
4      private readonly Log _loggerInstance;
5
6      private List<string> rawLines;
7      public static Dictionary<string, (string, Type)> UserSettings { get; private set; }
8
9      private readonly string[] defaultSettings =
10        "# Manually Edit At Own Risk",
11        "# General Settings",
12        "detailedLogging=false",
13        "forceFormsFront=true",
14        "",
15        "# Pathfinding Settings",
16        "convertToMST=false",
17        "pathfindingAlgorithm=AStar",
18        "snapToGrid=true",
19        "endOnFind=false",
20        "",
21        "# Save Settings",
22        "shortNames=false",
23        "zipOnComplete=false",
24    };
25
26    public Settings(Menu menu, Log log)
27    {
28        _menuInstance = menu;
29        _loggerInstance = log;
30    }
31
32    public void CheckIfExistsOrCreate()
33    {
34        if (!File.Exists("settings.conf"))
35        {
36            _loggerInstance.Event("Settings file did not exist. Creating...");
37            using (TextWriter tw = File.CreateText("settings.conf"))
38            {
39                foreach (string line in defaultSettings)
40                {
41                    tw.WriteLine(line);
42                }
43            }
44        }
45    }
46
47    public List<string> ParseSettingsFile()

```

```

48
49     {
50         List<string> lines = new List<string>();
51         using (StreamReader sr = File.OpenText("settings.conf"))
52         {
53             while (!sr.EndOfStream)
54             {
55                 lines.Add(sr.ReadLine());
56             }
57         }
58
59         rawLines = lines;
60
61         List<string> validLines = new List<string>();
62         for (int i = 0; i < lines.Count; i++)
63         {
64             if (lines[i].Trim() != "" && !lines[i].Trim().StartsWith("#")) validLines.Add(lines[i]);
65         }
66
67         return validLines;
68     }
69
70     private Dictionary<string, (string, Type)> ConvertSettingsToPairs(List<string> parsedLines)
71     {
72         Dictionary<string, (string, Type)> pairs = new Dictionary<string, (string, Type)>();
73         foreach (string item in parsedLines)
74         {
75             string name = item.Split('=')[0].Trim();
76             string value = item.Split('=')[1].Trim();
77             if (bool.TryParse(value, out bool _)) pairs.Add(name, (value, typeof(bool)));
78             else if (int.TryParse(value, out int _)) pairs.Add(name, (value, typeof(int)));
79             else if (double.TryParse(value, out double _)) pairs.Add(name, (value, typeof(double)));
80             else pairs.Add(name, (value, typeof(string)));
81         }
82
83         return pairs;
84     }
85
86     public bool Change(string setting, bool value)
87     {
88         if (!UserSettings.ContainsKey(setting)) return false;
89         UserSettings[setting] = (value.ToString().ToLower(), typeof(bool));
90
91         return true;
92     }
93
94     public bool Change(string setting, int value)
95     {
96         if (!UserSettings.ContainsKey(setting)) return false;
97         UserSettings[setting] = (value.ToString(), typeof(int));
98
99         return true;
100    }
101
102    public bool Change(string setting, double value)
103    {
104        if (!UserSettings.ContainsKey(setting)) return false;
105        UserSettings[setting] = (value.ToString(), typeof(double));
106
107        return true;
108    }

```

```

108
109     public bool Change(string setting, string value)
110     {
111         if (!UserSettings.ContainsKey(setting)) return false;
112         UserSettings[setting] = (value.ToString(), typeof(string));
113
114         return true;
115     }
116
117     public void Read()
118     {
119         CheckIfExistsOrCreate();
120         List<string> parsedLines = ParseSettingsFile();
121         Dictionary<string, (string, Type)> settingValuePairs = ConvertSettingsToPairs(parsedLines);
122         UserSettings = settingValuePairs;
123     }
124
125     public void Update(Dictionary<string, (string, Type)> oldSettings, Dictionary<string, (string, Type)>
126     → newSettings)
127     {
128         if (oldSettings.Count != newSettings.Count) throw new SettingsException("Cannot set settings when the
129         → amount of settings has changed, if this problem persists delete settings.conf and restart the
130         → program.");
131
132         foreach (KeyValuePair<string, (string, Type)> pair in newSettings)
133         {
134             int location = rawLines.FindIndex(toCheck => toCheck.Contains(pair.Key));
135             if (location == -1) throw new SettingsException($"You have an unknown setting {pair.Key}, if this
136             → problem persists delete settings.conf and restart the program.");
137             else
138             {
139                 if (!oldSettings.ContainsKey(pair.Key)) throw new SettingsException($"Setting {pair.Key} does not
140                 → exist, if this problem persists delete settings.conf and restart the program.");
141                 if (!oldSettings[pair.Key].Equals(pair.Value)) rawLines[location] = $"{pair.Key}=
142                 → {pair.Value.Item1}";
143             }
144         }
145
146         Write();
147     }
148
149     private void Write()
150     {
151         using (TextWriter tw = File.CreateText("settings.conf"))
152         {
153             foreach (string line in rawLines)
154             {
155                 tw.WriteLine(line);
156             }
157         }
158     }

```

TextWall.cs

```

1  public static class TextWall
2  {
3      public static void SaveWelcome(Menu menuInstance)
4      {

```

```

5     menuInstance.WriteLine("You have chosen to re-call a map file which has been previously used. At the next
6     ↪ prompt you will be asked to enter the file / the path to it. After that you will have several options
7     ↪ open to you:");
8     menuInstance.WriteLine();
9     menuInstance.WriteLine("1. You can choose to modify the file parameters, i.e. Name, Description or Type");
10    menuInstance.WriteLine("2. Delete the file");
11    menuInstance.WriteLine("3. Clone the file");
12    menuInstance.WriteLine("4. Rename the file");
13    menuInstance.WriteLine("5. View current file stats");
14    menuInstance.WriteLine("6. Run pathfinding on the image");
15 }
16
17 public static void ImageWelcome(Menu menuInstance)
18 {
19     menuInstance.WriteLine("You have selected to read a new image and turn it into a route-able map, during
20     ↪ this the following steps will occur:");
21     menuInstance.WriteLine();
22     menuInstance.WriteLine("1. You will be asked to supply an image to process.");
23     menuInstance.WriteLine("2. The image will be checked to make sure it is valid, if it is not you will have
24     ↪ to pick another and start again.");
25     menuInstance.WriteLine("3. You will be shown the image to check if it is the right one, as well as some
26     ↪ file details about it. You can chose to end here if you wish.");
27     menuInstance.WriteLine("4. You will have some options as to how to pick out the roads. There are some
28     ↪ presets as well as a step by step version.");
29     menuInstance.WriteLine("5. After the roads have been picked out you will be able to click on different
30     ↪ points and find the most efficient root through them.");
31     menuInstance.WriteLine("6. You can chose to save that map or not.");
32 }
33
34 }
35 }
36

```

5.2.2.3 Processes

AsyncEdgeDetection.cs

```

1  public class AsyncEdgeDetection : IHandler
2  {
3      private readonly Menu _menuInstance;
4      private readonly Log _logInstance;
5      private readonly Guid _runGuid;
6      private readonly Structures.RawImage _image;
7      private double[,] _resultArray;
8
9      public AsyncEdgeDetection(Menu menu, Log log, Structures.RawImage image, Guid currentGuid)
10     {
11         _menuInstance = menu;
12         _logInstance = log;
13         _image = image;

```



```

67         detector = GetDetector(_menuInstance, inputHandel, _logInstance);
68
69         string opt = inputHandel.GetInput("Are you happy with those edge detection variables (y/n): ");
70         if (opt.ToLower() == "y") confirmOptions = true;
71         else _menuInstance.ClearUserSection();
72     } while (!confirmOptions);
73
74
75     Structures.RGB[,] quads = Utility.SplitImage(_image.Pixels);
76     Task<double[,]>[] threads = new Task<double[,]>[quads.Length];
77
78     int continueOption = inputHandel.GetOption("Continue to Canny Edge Detection:", new[] { "Yes - Continue",
79     ↪ "No - Return to main menu" });
80     if (continueOption != 0) throw new Exception("You asked for the processing of your map to stop.");
81
82     bool saveTempOption = inputHandel.GetOption("Would you like to save images at each step of the edge
83     ↪ detection?", new[] { "Yes", "No" }) == 0;
84
85     ProgressBar pb = new ProgressBar("Canny Edge Detection", 36, _menuInstance);
86     pb.DisplayProgress();
87
88     for (int i = 0; i < quads.Length; i++)
89     {
90         // Overcome Capture Condition
91         int copyI = i;
92         Task<double[,]> task = new Task<double[,]>(() => RunDetectionOnQuadrant(detector, quads[copyI], copyI,
93         ↪ pb.GetIncrementAction(), saveTempOption));
94         task.Start();
95         threads[i] = task;
96     }
97
98     Task.WaitAll(threads);
99     double[,] cannyImage = Utility.CombineQuadrants(threads[0].Result, threads[1].Result, threads[2].Result,
100    ↪ threads[3].Result);
101
102     PostProcessImage(cannyImage, inputHandel);
103 }
104
105 private void PostProcessImage(double[,] image, Input inputHandel)
106 {
107     int timeApproximation = 5;
108     Post postProcessor = new Post(image);
109
110     _menuInstance.ClearUserSection();
111     if (inputHandel.TryGetInt("How many times would you like to emboss the image (can be 0): ", out int
112     ↪ loopCount) &&
113     loopCount > 0)
114     {
115         _menuInstance.WriteLine();
116         _menuInstance.WriteLine($"Running image embossing this will take approximately
117         ↪ {Log.Red}{timeApproximation * loopCount}{Log.Blank} seconds!");
118         postProcessor.Start(loopCount);
119     }
120     else
121     {
122         _menuInstance.WriteLine();
123         _menuInstance.WriteLine($"Running image embossing this will take approximately
124         ↪ {Log.Red}{timeApproximation}{Log.Blank} seconds!");
125         postProcessor.Start(0);
126     }

```

```

121
122     _resultArray = postProcessor.Result();
123 }
124
125 private double[,] RunDetectionOnQuadrant(CannyEdgeDetection detector, Structures.RGB[,] image, int id, Action
126 → increment, bool saveTemp)
127 {
128     char letter = (char)('A' + id);
129     double[,] workingArray;
130     _logInstance.Event(_runGuid, $"Starting processing of quadrant {letter} ({id % 2}, {id / 2})");
131
132     workingArray = detector.BlackWhiteFilter(image);
133     if (saveTemp) Logger.SaveBitmap(_runGuid, workingArray, $"BlackWhiteFilterQuad{letter}");
134     increment();
135     _logInstance.Event(_runGuid, $"Completed Black and White Filter on Quadrant {letter}");
136
137     workingArray = detector.GaussianFilter(workingArray);
138     if (saveTemp) Logger.SaveBitmap(_runGuid, workingArray, $"GaussianFilterQuad{letter}");
139     increment();
140     _logInstance.Event(_runGuid, $"Applied Gaussian Filter on Quadrant {letter}");
141
142     Structures.Gradients grads = detector.CalculateGradients(workingArray, increment);
143     if (saveTemp)
144     {
145         Logger.SaveBitmap(_runGuid, grads.GradientX, $"GradientXQuad{letter}");
146         Logger.SaveBitmap(_runGuid, grads.GradientY, $"GradientYQuad{letter}");
147     }
148     _logInstance.Event(_runGuid, $"Calculated Gradients for Quadrant {letter}");
149
150     double[,] combinedGrads = detector.CombineGradients(grads);
151     if (saveTemp) Logger.SaveBitmap(_runGuid, combinedGrads, $"CombinedGradientsQuad{letter}");
152     increment();
153     _logInstance.Event(_runGuid, $"Calculated Combined Gradients for Quadrant {letter}");
154
155     double[,] angleGrads = detector.GradientAngle(grads);
156     increment();
157
158     if (saveTemp)
159     {
160         for (int y = 0; y < angleGrads.GetLength(0); y++)
161             for (int x = 0; x < angleGrads.GetLength(1); x++)
162                 workingArray[y, x] = Utility.MapRadiansToPixel(angleGrads[y, x]);
163
164         Logger.SaveBitmap(_runGuid, workingArray, $"AngleGradientsQuad{letter}");
165     }
166     _logInstance.Event(_runGuid, $"Calculated Gradient Angles for Quadrant {letter}");
167
168     workingArray = detector.MagnitudeThreshold(combinedGrads, angleGrads);
169     if (saveTemp) Logger.SaveBitmap(_runGuid, workingArray, $"MagnitudeThresholdQuad{letter}");
170     increment();
171     _logInstance.Event(_runGuid, $"Applied Magnitude Threshold on Quadrant {letter}");
172
173     Structures.ThresholdPixel[,] thresholdArray = detector.DoubleThreshold(workingArray);
174     increment();
175     if (saveTemp)
176     {
177         Bitmap toSave = new Bitmap(thresholdArray.GetLength(1), thresholdArray.GetLength(0));
178         for (int y = 0; y < thresholdArray.GetLength(0); y++)
179             {
180                 for (int x = 0; x < thresholdArray.GetLength(1); x++)
181                     toSave.SetPixel(x, y, Color.White);
182             }
183         Logger.SaveBitmap(_runGuid, toSave, $"DoubleThresholdQuad{letter}");
184     }
185 
```

```

180         {
181             if (thresholdArray[y, x].Strong) toSave.SetPixel(x, y, Color.Green);
182             else if (!thresholdArray[y, x].Strong && thresholdArray[y, x].Value != 0) toSave.SetPixel(x, y,
183                 → Color.Red);
184             else toSave.SetPixel(x, y, Color.Black);
185         }
186         Logger.SaveBitmap(_runGuid, toSave, $"ThresholdPixelsQuad{letter}");
187     };
188
189     _logInstance.Event(_runGuid, $"Calculated Threshold Pixels for Quadrant {letter}");
190
191     workingArray = detector.EdgeTrackingHysteresis(thresholdArray);
192     if (saveTemp) Logger.SaveBitmap(_runGuid, workingArray, $"EdgeTrackingHysteresisQuad{letter}");
193     increment();
194     _logInstance.Event(_runGuid, $"Applied Edge Tracking by Hysteresis on Quadrant {letter}");
195
196     return workingArray;
197 }
198
199 private CannyEdgeDetection GetDetector(Menu m, Input i, Log l)
200 {
201     CannyEdgeDetection cannyDetection = new CannyEdgeDetection();
202
203     if (i.TryGetDouble(
204         $"Enter a value for the ratio value for red for the Black and White filter (Default:
205         → {cannyDetection.RedRatio}, Range: 0 <= x <= 1)",
206         out double newRedRatio) && newRedRatio <= 1 && newRedRatio >= 0 && newRedRatio !=
207         → cannyDetection.RedRatio)
208     {
209         l.Warn(_runGuid, $"Changed red ratio {cannyDetection.RedRatio} → {newRedRatio}");
210         m.WriteLine($"'{Log.Green}Changed: {cannyDetection.RedRatio} → {newRedRatio}{Log.Blank}'");
211         cannyDetection.RedRatio = newRedRatio;
212     }
213     else m.WriteLine($"'{Log.Orange}Kept Default: {cannyDetection.RedRatio}{Log.Blank}'");
214     m.WriteLine();
215
216     if (i.TryGetDouble(
217         $"Enter a value for the ratio value for green for the Black and White filter (Default:
218         → {cannyDetection.GreenRatio}, Range: 0 <= x <= 1)",
219         out double newGreenRatio) && newGreenRatio <= 1 && newGreenRatio >= 0 &&
220         newGreenRatio != cannyDetection.GreenRatio)
221     {
222         l.Warn(_runGuid, $"Changed green ratio {cannyDetection.GreenRatio} → {newGreenRatio}");
223         m.WriteLine($"'{Log.Green}Changed: {cannyDetection.GreenRatio} → {newGreenRatio}{Log.Blank}'");
224         cannyDetection.GreenRatio = newGreenRatio;
225     }
226     else m.WriteLine($"'{Log.Orange}Kept Default: {cannyDetection.GreenRatio}{Log.Blank}'");
227     m.WriteLine();
228
229     if (i.TryGetDouble(
230         $"Enter a value for the ratio value for blue for the Black and White filter (Default:
231         → {cannyDetection.BlueRatio}, Range: 0 <= x <= 1)",
232         out double newBlueRatio) && newBlueRatio <= 1 && newBlueRatio >= 0 && newBlueRatio !=
233         → cannyDetection.BlueRatio)
234     {
235         l.Warn(_runGuid, $"Changed blue ratio {cannyDetection.BlueRatio} → {newBlueRatio}");
236         m.WriteLine($"'{Log.Green}Changed: {cannyDetection.BlueRatio} → {newBlueRatio}{Log.Blank}'");
237         cannyDetection.BlueRatio = newBlueRatio;
238     }

```

```

234     else m.WriteLine("${Log.Orange}Kept Default: {cannyDetection.BlueRatio}{Log.Blank}");
235     m.WriteLine();
236
237     if (i.TryGetDouble(
238         $"Enter a value for sigma for the Gaussian Filter stage (Default: {cannyDetection.Sigma},"
239         "→ Range: 0 < x <= 10)",
240         out double newSigma) && newSigma <= 10 && newSigma > 0 && newSigma != cannyDetection.Sigma)
241     {
242         l.Warn(_runGuid, $"Changed sigma value {cannyDetection.Sigma} → {newSigma}");
243         m.WriteLine($"${Log.Green}Changed: {cannyDetection.Sigma} → {newSigma}{Log.Blank}");
244         cannyDetection.Sigma = newSigma;
245     }
246     else m.WriteLine("${Log.Orange}Kept Default: {cannyDetection.Sigma}{Log.Blank}");
247     m.WriteLine();
248
249     if (i.TryGetInt(
250         $"Enter a value for kernel size for the Gaussian Filter stage, large values will take exponentially"
251         "→ longer (Default: {cannyDetection.KernelSize}, Range: x >= 3, x not a multiple of 2 and a whole"
252         "→ number)",
253         out int newKernel) && newKernel >= 3 && newKernel % 2 == 1 && newKernel % 1 == 0 && newKernel !=
254         "→ cannyDetection.KernelSize)
255     {
256         l.Warn(_runGuid, $"Changed kernel size {cannyDetection.KernelSize} → {newKernel}");
257         m.WriteLine($"${Log.Green}Changed: {cannyDetection.KernelSize} → {newKernel}{Log.Blank}");
258         cannyDetection.KernelSize = newKernel;
259     }
260     else m.WriteLine("${Log.Orange}Kept Default: {cannyDetection.KernelSize}{Log.Blank}");
261     m.WriteLine();
262
263     if (i.TryGetDouble(
264         $"Enter a value for the lower threshold for the Min Max stage (Default:"
265         "→ {cannyDetection.LowerThreshold}, Range: 0 <= x < 1)",
266         out double newLowerThreshold) && newLowerThreshold > 0 && newLowerThreshold < 1 &&
267         "→ newLowerThreshold != cannyDetection.LowerThreshold)
268     {
269         l.Warn(_runGuid, $"Changed lower threshold {cannyDetection.LowerThreshold} → {newLowerThreshold}");
270         m.WriteLine($"${Log.Green}Changed: {cannyDetection.LowerThreshold} → {newLowerThreshold}{Log.Blank}");
271         cannyDetection.LowerThreshold = newLowerThreshold;
272     }
273     else m.WriteLine("${Log.Orange}Kept Default: {cannyDetection.LowerThreshold}{Log.Blank}");
274     m.WriteLine();
275
276     if (i.TryGetDouble(
277         $"Enter a value for the lower threshold for the Min Max stage (Default:"
278         "→ {cannyDetection.UpperThreshold}, Range: {cannyDetection.LowerThreshold} < x <= 1)",
279         out double newHigherThreshold) && newHigherThreshold > cannyDetection.LowerThreshold &&
280         "→ newHigherThreshold <= 1 && newHigherThreshold != cannyDetection.UpperThreshold)
281     {
282         l.Warn(_runGuid, $"Changed upper threshold {cannyDetection.UpperThreshold} → {newHigherThreshold}");
283         m.WriteLine($"${Log.Green}Changed: {cannyDetection.UpperThreshold} → {newHigherThreshold}{Log.Blank}");
284         cannyDetection.UpperThreshold = newHigherThreshold;
285     }
286     else m.WriteLine("${Log.Orange}Kept Default: {cannyDetection.UpperThreshold}{Log.Blank}");
287     m.WriteLine();
288
289     i.WaitInput($"{Log.Grey}(Enter to continue){Log.Blank}");
290     m.ClearUserSection();
291
292     m.WriteLine("For reference the variables which will be used are:");
293     m.WriteLine($"    Red Ratio: {Log.Green}{cannyDetection.RedRatio}{Log.Blank}");

```

```

286     m.WriteLine($"    Green Ratio: {Log.Green}{cannyDetection.GreenRatio}{Log.Blank}");  

287     m.WriteLine($"    Blue Ratio: {Log.Green}{cannyDetection.BlueRatio}{Log.Blank}");  

288     m.WriteLine($"    Gaussian Sigma Value: {Log.Green}{cannyDetection.Sigma}{Log.Blank}");  

289     m.WriteLine($"    Gaussian Kernel Size: {Log.Green}{cannyDetection.KernelSize}{Log.Blank}");  

290     m.WriteLine($"    Double Threshold Lower: {Log.Green}{cannyDetection.LowerThreshold}{Log.Blank}");  

291     m.WriteLine($"    Double Threshold Upper: {Log.Green}{cannyDetection.UpperThreshold}{Log.Blank}");  

292     m.WriteLine();  

293  

294     return cannyDetection;  

295 }  

296  

297     public double[,] Result() => _resultArray;  

298 }

```

Pathfinder.cs

```

1  public class Pathfinder
2  {
3      private readonly double[,] _input;
4      private readonly Bitmap _originalBitmap;
5
6      private Graph<Structures.Coord> _graph;
7      private Traversal<Structures.Coord> _traversal;
8
9      public Pathfinder(Bitmap originalImage, double[,] input)
10     {
11         _originalBitmap = originalImage;
12         _input = input;
13     }
14
15     public void Start()
16     {
17         InstanceClasses();
18
19         PathfindImageForm pathfindForm = new PathfindImageForm(_originalBitmap, _traversal, _graph);
20         pathfindForm.ShowDialog();
21     }
22
23     private void InstanceClasses()
24     {
25         _graph = _input.ToGraph();
26         _traversal = new Traversal<Structures.Coord>(_graph);
27     }
28 }

```

RoadSquence.cs

```

1  internal class RoadSequence
2  {
3      private readonly Menu _menuInstance;
4      private readonly Log _logInstance;
5      private readonly Guid _runGuid;
6      private double[,] _cannyEdgeDetectionResult;
7      private readonly MapFile _saveFile;
8      private Structures.RoadResult _roadResult;
9
10     public RoadSequence(Menu menuInstance, Log logInstance, Guid currentGuid, double[,] cannyResult, MapFile
11         &gt; saveFile)
12     {
13         _menuInstance = menuInstance;

```

```

13     _logInstance = logInstance;
14     _runGuid = currentGuid;
15     _cannyEdgeDetectionResult = cannyResult;
16     _saveFile = saveFile;
17     _roadResult = new Structures.RoadResult();
18 }
19
20     public Structures.RoadResult Result() => _roadResult;
21
22     public void Start()
23     {
24         Input inputHandle = new Input(_menuInstance);
25
26         InvertImage(inputHandle);
27
28         DetectRoads(inputHandle);
29
30         if (_saveFile != null)
31         {
32             _saveFile.PathImage = new Bitmap(_roadResult.PathBitmap);
33             _saveFile.CombinedImage = Utility.CombineBitmap(_saveFile.OriginalImage, _roadResult.PathBitmap);
34             string path = _saveFile.Save(_runGuid);
35
36             string saveName = _runGuid.ToString();
37
38             if (bool.Parse(Settings.UserSettings["shortNames"]
39                             .Item1))
39             {
40
41                 saveName = _saveFile.Name.Replace(' ', '_');
42                 File.Move(path,
43                             path.Replace(Path.GetFileName(path)
44                                 .Split('.')[0],
45                                 saveName));
46             }
47
48             if (bool.Parse(Settings.UserSettings["zipOnComplete"]
49                             .Item1))
49             {
50                 Directory.CreateDirectory("temp");
51                 Directory.CreateDirectory("temp/images");
52
53                 string[] files = Directory.GetFiles("./runs/{_runGuid.ToString("N").ToUpper()}", "*.*",
54                     SearchOption.AllDirectories);
55                 foreach (string newPath in files)
56                 {
57                     File.Copy(newPath, newPath.Replace("./runs/{_runGuid.ToString("N").ToUpper()}",
58                         "temp/images"));
59                 }
60
61                 File.Copy("./logs/{_runGuid}.txt", "temp/log.txt");
62                 File.Copy("./saves/{saveName}.vmap", "temp/map.vmap");
63                 ZipFile.CreateFromDirectory("temp", $"run-{_runGuid}.zip");
64                 Directory.Delete("temp", true);
65             }
66         }
67     }
68
69     private void InvertImage(Input inputHandle)
70     {

```

```

71     bool invert = Utility.YesNo(inputHandle.GetInput("Invert image (y/n)?"));
72     if (invert)
73     {
74         _cannyEdgeDetectionResult = Utility.InverseImage(_cannyEdgeDetectionResult);
75         ViewImageForm invertImageForm = new ViewImageForm(_cannyEdgeDetectionResult.ToBitmap());
76         invertImageForm.ShowDialog();
77         if (_saveFile != null) _saveFile.IsInverted = true;
78     }
79     if (_saveFile != null) _saveFile.IsInverted = false;
80
81     _menuInstance.WriteLine();
82 }
83
84 private void DetectRoads(Input inputHandle)
85 {
86     bool happy = true;
87
88     double threshold = 0.3;
89
90     while (happy)
91     {
92         if (inputHandle.TryGetDouble(
93             $"Value for Threshold (Default: {threshold}, Range: 0 <= x < 1)",
94             out double newThreshold) && newThreshold > 0 && newThreshold < 1 && newThreshold != threshold)
95         {
96             _logInstance.Warn(_runGuid, $"Changed threshold {threshold} -> {newThreshold}");
97             _menuInstance.WriteLine($"{Log.Green}Changed: {threshold} -> {newThreshold}{Log.Blue}");
98             threshold = newThreshold;
99         }
100        else _menuInstance.WriteLine($"{Log.Orange}Kept Default: {threshold}{Log.Blue}");
101        _menuInstance.WriteLine();
102
103        RoadDetection roadDetector = new RoadDetection(_cannyEdgeDetectionResult, threshold);
104        ProgressBar pb = new ProgressBar("Road Detection", _cannyEdgeDetectionResult.Length / 100 * 3,
105                                         _menuInstance);
106
107        pb.DisplayProgress();
108        roadDetector.Start(pb.GetIncrementAction());
109
110        _roadResult = roadDetector.Result();
111        ViewImageForm roadForm = new ViewImageForm(_roadResult.PathBitmap);
112        roadForm.ShowDialog();
113
114        _menuInstance.ClearUserSection();
115
116        if (Utility.YesNo(inputHandle.GetInput("Are you happy with this lower threshold you should see your
117                                     roads, if you don't try decreasing the threshold if you see too much then increase the threshold.
118                                     (y/n)?"))) happy = false;
119    }
120 }
121 }
```

SyncEdgeDetection.cs

```

1 internal class SyncEdgeDetection : IHandler
2 {
3     private readonly Menu _menuInstance;
4     private readonly Log _logInstance;
5     private Input _classInputHandle;
6     private readonly Structures.RawImage _image;
```

```

7   private readonly Guid _runGuid;
8   private double[,] _workingArray;
9   private double[,] _resultArray;
10  private CannyEdgeDetection _detector;
11
12  public SyncEdgeDetection(Menu menu, Log logger, Structures.RawImage image, Guid currentGuid)
13  {
14      _menuInstance = menu;
15      _logInstance = logger;
16      _image = image;
17      _runGuid = currentGuid;
18  }
19
20  public void Start()
21  {
22      _classInputHandel = new Input(_menuInstance);
23      _detector = new CannyEdgeDetection();
24
25      ShowDialog();
26      BlackWhiteStep();
27      GaussianStep();
28
29      _menuInstance.WriteLine("The next 5 steps don't require any parameters, you will still see the result of");
30      ← each step however, in the order of:");
31      _menuInstance.WriteLine("    1. Gradient in X");
32      _menuInstance.WriteLine("    2. Gradient in Y");
33      _menuInstance.WriteLine("    3. Combined Gradients");
34      _menuInstance.WriteLine("    4. Gradient Directions");
35      _menuInstance.WriteLine("    5. Magnitude Threshold");
36      _menuInstance.WriteLine();
37      _classInputHandel.WaitForInput($"{Log.Grey}(Enter to Continue){Log.Blank}");
38      _menuInstance.WriteLine("This may take some time to process each step.");
39
40      Structures.Gradients grads = _detector.CalculateGradients(_workingArray, () => { });
41      ViewImageForm gradXForm = new ViewImageForm(grads.GradientX.ToBitmap());
42      gradXForm.ShowDialog();
43
44      ViewImageForm gradYForm = new ViewImageForm(grads.GradientY.ToBitmap());
45      gradYForm.ShowDialog();
46
47      _workingArray = _detector.CombineGradients(grads);
48      ViewImageForm combinedGradientForm = new ViewImageForm(_workingArray.ToBitmap());
49      combinedGradientForm.ShowDialog();
50
51      double[,] gradientDirections = _detector.GradientAngle(grads);
52      double[,] gradCopy = gradientDirections;
53      for (int y = 0; y < gradientDirections.GetLength(0); y++)
54          for (int x = 0; x < gradientDirections.GetLength(1); x++)
55              gradCopy[y, x] = Utility.MapRadiansToPixel(gradientDirections[y, x]);
56      ViewImageForm gradientDirectionForm = new ViewImageForm(gradCopy.ToBitmap());
57      gradientDirectionForm.ShowDialog();
58
59      _workingArray = _detector.MagnitudeThreshold(_workingArray, gradientDirections);
60      ViewImageForm magnitudeForm = new ViewImageForm(_workingArray.ToBitmap());
61      magnitudeForm.ShowDialog();
62
63      _menuInstance.ClearUserSection();
64
65      Structures.ThresholdPixel[,] _thresholdPixels = DoubleThresholdStep();

```

```

66     _menuInstance.WriteLine("From here on out stages are automated, however as before you will see each step
67     ↪ after it occurs.");
68     _menuInstance.WriteLine();
69     _classInputHandle.WaitInput($"${Log.Green}({Enter to Continue}){Log.Blue}");
70
71     _workingArray = _detector.EdgeTrackingHysteresis(_thresholdPixels);
72     ViewImageForm edgeTrackingForm = new ViewImageForm(_workingArray.ToBitmap());
73     edgeTrackingForm.ShowDialog();
74
75     PostProcessImage(_workingArray);
76 }
77
78 private void PostProcessImage(double[,] image)
79 {
80     Post postProcessor = new Post(image);
81
82     _menuInstance.ClearUserSection();
83     if (_classInputHandle.TryGetInt("How many times would you like to emboss the image (can be 0): ", out int
84     ↪ loopCount) &&
85     ↪ loopCount > 0)
86     {
87         _menuInstance.WriteLine();
88         _menuInstance.WriteLine($"Running image embossing this will take approximately {Log.Red}{10 * 
89         ↪ loopCount}{Log.Blue} seconds!");
90         postProcessor.Start(loopCount);
91     }
92     else
93     {
94         _menuInstance.WriteLine();
95         _menuInstance.WriteLine($"Running image embossing this will take approximately {Log.Red}10{Log.Blue}
96         ↪ seconds!");
97         postProcessor.Start(0);
98     }
99
100    _resultArray = postProcessor.Result();
101 }
102
103 private Structures.ThresholdPixel[,] DoubleThresholdStep()
104 {
105     bool happy = false;
106     Structures.ThresholdPixel[,] _workingThresholdPixels = new Structures.ThresholdPixel[0, 0];
107
108     _menuInstance.WriteLine($"The 8th stage of Canny Edge Detection is applying a double threshold. It is made
109     ↪ up of two parameters a lower and upper threshold.");
110
111     while (!happy)
112     {
113         if (_classInputHandle.TryGetDouble(
114             $"Value for Lower Threshold (Default: {_detector.LowerThreshold}, Range: 0 <= x < 1)",
115             out double newLowerThreshold) && newLowerThreshold > 0 && newLowerThreshold < 1 &&
116             ↪ newLowerThreshold != _detector.LowerThreshold)
117         {
118             _logInstance.Warn(_runGuid, $"Changed lower threshold {_detector.LowerThreshold} ->
119             ↪ {newLowerThreshold}");
120             _menuInstance.WriteLine($"${Log.Green}Changed: {_detector.LowerThreshold} ->
121             ↪ {newLowerThreshold}{Log.Blue}");
122             _detector.LowerThreshold = newLowerThreshold;
123         }
124         else _menuInstance.WriteLine($"${Log.Orange}Kept Default: {_detector.LowerThreshold}{Log.Blue}");
125         _menuInstance.WriteLine();
126     }
127 }

```

```

118
119     if (_classInputHandel.TryGetDouble(
120         $"Value for Upper Threshold (Default: {_detector.UpperThreshold}, Range:
121         ↪ {_detector.LowerThreshold} < x <= 1}",
122         out double newHigherThreshold) && newHigherThreshold > _detector.LowerThreshold &&
123         ↪ newHigherThreshold <= 1 && newHigherThreshold != _detector.UpperThreshold)
124     {
125         _logInstance.Warn(_runGuid, $"Changed upper threshold {_detector.UpperThreshold} ->
126         ↪ {newHigherThreshold}");
127         _menuInstance.WriteLine($"{{Log.Green}}Changed: {_detector.UpperThreshold} ->
128         ↪ {newHigherThreshold}{{Log.Blank}}");
129         _detector.UpperThreshold = newHigherThreshold;
130     }
131
132     else _menuInstance.WriteLine($"{{Log.Orange}}Kept Default: {_detector.UpperThreshold}{{Log.Blank}}");
133     _menuInstance.WriteLine();
134     _menuInstance.WriteLine();
135     _menuInstance.WriteLine("Applying Double Threshold. This may take some time...");

136     _workingThresholdPixels = _detector.DoubleThreshold(_workingArray);
137     Bitmap toView = new Bitmap(_workingThresholdPixels.GetLength(1), _workingThresholdPixels.GetLength(0));
138     for (int y = 0; y < _workingThresholdPixels.GetLength(0); y++)
139     {
140         for (int x = 0; x < _workingThresholdPixels.GetLength(1); x++)
141         {
142             if (_workingThresholdPixels[y, x].Strong) toView.SetPixel(x, y, Color.Green);
143             else if (!_workingThresholdPixels[y, x].Strong && _workingThresholdPixels[y, x].Value != 0)
144                 ↪ toView.SetPixel(x, y, Color.Red);
145             else toView.SetPixel(x, y, Color.Black);
146         }
147     }
148     ViewImageForm gaussianForm = new ViewImageForm(toView);
149     _menuInstance.ClearUserSection();
150     gaussianForm.ShowDialog();

151
152     _menuInstance.WriteLine("Current values for thresholds");
153     _menuInstance.WriteLine($"Lower: {_detector.LowerThreshold}");
154     _menuInstance.WriteLine($"Upper: {_detector.UpperThreshold}");
155     _menuInstance.WriteLine();

156     string opt = _classInputHandel.GetInput("Are you happy with these values for the upper and lower
157     ↪ threshold (y/n)?");

158     if (opt.ToLower().StartsWith("y")) happy = true;
159     else
160     {
161         _menuInstance.ClearUserSection();
162         _menuInstance.WriteLine($"{{Log.Pink}}Please re-enter your values.{{Log.Blank}}");
163     }
164 }

165     _menuInstance.ClearUserSection();
166     return _workingThresholdPixels;
167 }

168     private void GaussianStep()
169     {
170         bool happy = false;

171         _menuInstance.WriteLine($"The second stage of Canny Edge Detection is applying a Gaussian filter. It is
172         ↪ made up of two parameters sigma and kernel size.");

```

```

171
172     while (!happy)
173     {
174         if (_classInputHandel.TryGetDouble(
175             $"Value for Sigma (Default: {_detector.Sigma}, Range: 0 < x <= 10)",
176             out double newSigma) && newSigma <= 10 && newSigma > 0 && newSigma != _detector.Sigma)
177         {
178             _logInstance.Warn(_runGuid, $"Changed Sigma value {_detector.Sigma} -> {newSigma}");
179             _menuInstance.WriteLine($"{{Log.Green}}Changed: {_detector.Sigma} -> {newSigma}{{Log.Blue}}");
180             _detector.Sigma = newSigma;
181         }
182         else _menuInstance.WriteLine($"{{Log.Orange}}Kept Default: {_detector.Sigma}{{Log.Blue}}");
183         _menuInstance.WriteLine();
184
185         if (_classInputHandel.TryGetInt(
186             $"Value for Kernel Size (Default: {_detector.KernelSize}, Range: x >= 3, x not a multiple of 2
187             → and a whole number)",
188             out int newKernel) && newKernel >= 3 && newKernel % 2 == 1 && newKernel % 1 == 0 && newKernel
189             → != _detector.KernelSize)
190         {
191             _logInstance.Warn(_runGuid, $"Changed Kernel Size {_detector.KernelSize} -> {newKernel}");
192             _menuInstance.WriteLine($"{{Log.Green}}Changed: {_detector.KernelSize} -> {newKernel}{{Log.Blue}}");
193             _detector.KernelSize = newKernel;
194         }
195         else _menuInstance.WriteLine($"{{Log.Orange}}Kept Default: {_detector.KernelSize}{{Log.Blue}}");
196         _menuInstance.WriteLine();
197         _menuInstance.WriteLine("Applying Gaussian Filter. This may take some time...");
```

198 _workingArray = _detector.GaussianFilter(_workingArray);
199 ViewImageForm gaussianForm = new ViewImageForm(_workingArray.ToBitmap());
200 _menuInstance.ClearUserSection();
201 gaussianForm.ShowDialog();

202 _menuInstance.WriteLine("Current values");
203 _menuInstance.WriteLine(\$"Sigma: {_detector.Sigma}");
204 _menuInstance.WriteLine(\$"Kernel Size: {_detector.KernelSize}");
205 _menuInstance.WriteLine();

206 string opt = _classInputHandel.GetInput("Are you happy with this value of sigma and the result
207 → (y/n)?");

208 if (opt.ToLower().StartsWith("y")) happy = true;
209 else
210 {
211 _menuInstance.ClearUserSection();
212 _menuInstance.WriteLine(\$"{{Log.Pink}}Please re-enter your values.{{Log.Blue}}");
213 }
214 }

215 _menuInstance.ClearUserSection();

216 }

217 private void BlackWhiteStep()
218 {
219 bool happy = false;

220 _menuInstance.WriteLine(\$"The first stage of Canny Edge Detection is the Black and White filter. It is made
221 → up of 3 parameters {{Log.Red}}Red{{Log.Blue}}, {{Log.Green}}Green{{Log.Blue}}, {{Log.Blue}}Blue{{Log.Blue}}
222 → Ratios.");

```

226     while (!happy)
227     {
228         if (_classInputHandel.TryGetDouble(
229             $"Value for {Log.Red}Red{Log.Blank} (Old: {_detector.RedRatio}, Range: 0 <= x <= 1)",
230             out double newRedRatio) && newRedRatio <= 1 && newRedRatio >= 0 && newRedRatio != 
231             _detector.RedRatio)
232         {
233             _logInstance.Warn(_runGuid, $"Changed {Log.Red}Red{Log.Blank} ratio {_detector.RedRatio} ->
234             {newRedRatio}");
235             _menuInstance.WriteLine($"'{Log.Green}Changed: {_detector.RedRatio} -> {newRedRatio}{Log.Blank}'");
236             _detector.RedRatio = newRedRatio;
237         }
238         else _menuInstance.WriteLine($"'{Log.Orange}Kept Default: {_detector.RedRatio}{Log.Blank}'");
239         _menuInstance.WriteLine();
240
241         if (_classInputHandel.TryGetDouble(
242             $"Value for {Log.Green}Green{Log.Blank} (Old: {_detector.GreenRatio}, Range: 0 <= x <= 1)",
243             out double newGreenRatio) && newGreenRatio <= 1 && newGreenRatio >= 0 &&
244             newGreenRatio != _detector.GreenRatio)
245         {
246             _logInstance.Warn(_runGuid, $"Changed {Log.Green}Green{Log.Blank} ratio {_detector.GreenRatio} ->
247             {newGreenRatio}");
248             _menuInstance.WriteLine($"'{Log.Green}Changed: {_detector.GreenRatio} -> {newGreenRatio}{Log.Blank}'");
249             _detector.GreenRatio = newGreenRatio;
250         }
251         else _menuInstance.WriteLine($"'{Log.Orange}Kept Default: {_detector.GreenRatio}{Log.Blank}'");
252         _menuInstance.WriteLine();
253
254         if (_classInputHandel.TryGetDouble(
255             $"Value for {Log.Blue}Blue{Log.Blank} (Old: {_detector.BlueRatio}, Range: 0 <= x <= 1)",
256             out double newBlueRatio) && newBlueRatio <= 1 && newBlueRatio >= 0 && newBlueRatio != 
257             _detector.BlueRatio)
258         {
259             _logInstance.Warn(_runGuid, $"Changed {Log.Blue}Blue{Log.Blank} ratio {_detector.BlueRatio} ->
260             {newBlueRatio}");
261             _menuInstance.WriteLine($"'{Log.Green}Changed: {_detector.BlueRatio} -> {newBlueRatio}{Log.Blank}'");
262             _detector.BlueRatio = newBlueRatio;
263         }
264         else _menuInstance.WriteLine($"'{Log.Orange}Kept Default: {_detector.BlueRatio}{Log.Blank}'");
265         _menuInstance.WriteLine();
266         _menuInstance.WriteLine("Converting to black and white. This may take some time..."); 
267
268         _workingArray = _detector.BlackWhiteFilter(_image.Pixels);
269         ViewImageForm blackWhiteForm = new ViewImageForm(_workingArray.ToBitmap());
270         _menuInstance.ClearUserSection();
271         blackWhiteForm.ShowDialog();
272
273         _menuInstance.WriteLine("Current values for ratios");
274         _menuInstance.WriteLine($"Red: {Log.Red}{_detector.RedRatio}{Log.Blank}");
275         _menuInstance.WriteLine($"Green: {Log.Green}{_detector.GreenRatio}{Log.Blank}");
276         _menuInstance.WriteLine($"Blue: {Log.Blue}{_detector.BlueRatio}{Log.Blank}");
277         _menuInstance.WriteLine();
278
279         string opt = _classInputHandel.GetInput("Are you happy with these values and the result (y/n)?");
280
281         if (opt.ToLower().StartsWith("y")) happy = true;
282         else
283         {
284             _menuInstance.ClearUserSection();

```

```

280             _menuInstance.WriteLine($"{{Log.Pink}}Please re-enter your values.{Log.Blank}");
281         }
282     }
283     _menuInstance.ClearUserSection();
284 }
285
286     private void ShowDialog()
287     {
288         _menuInstance.ClearUserSection();
289         _menuInstance.WriteLine("You have selected to run edge detection steps one after another, this means that
290             ↳ at the end of every step you will be shown your image and then have the option to continue to the next
291             ↳ step or change variables.");
292         _classInputHandle.WaitInput($"{{Log.Grey}}(Enter to Continue){Log.Blank}");
293         _menuInstance.WriteLine();
294     }
295
296     public double[,] Result() => _resultArray;
297 }
```

5.2.2.4 WindowsForms

PathfindImageForm.cs (Partial)

```

1  public partial class PathfindImageForm : Form
2  {
3      private static readonly Structures.Coord invalidCoord = new Structures.Coord { X = -1, Y = -1 };
4
5      private Bitmap _image;
6      private readonly Bitmap _originalImage;
7      private int _width;
8      private int _height;
9
10     private readonly Graph<Structures.Coord> _graph;
11
12     private readonly Traversal<Structures.Coord> _traversalObject;
13
14     private Structures.Coord prevStartNode;
15     private Structures.Coord startNode = invalidCoord;
16     private Structures.Coord endNode = invalidCoord;
17
18     private Dictionary<Structures.Coord, Structures.Coord> _preCalculatedTree;
19
20     public PathfindImageForm(Bitmap image, Traversal<Structures.Coord> traversal, Graph<Structures.Coord> graph)
21     {
22         _image = image;
23         _originalImage = image;
24         _traversalObject = traversal;
25         _graph = graph;
26
27         InitializeComponent();
28     }
29
30     private void ViewImageForm_Load(object sender, EventArgs e)
31     {
32         // Define size
33         _width = Console.WindowWidth * 3 / 4 * 8;
34         _height = Console.WindowHeight * 5 / 6 * 16;
35
36         // Styling
37     }

```

```

38     ControlBox = false;
39     FormBorderStyle = FormBorderStyle.None;
40     Text = "Pathfinding Window";
41
42     // set window to size of user area
43     MinimumSize = new Size(_width, _height);
44     MaximumSize = new Size(_width, _height);
45
46     // account for window bar
47     Location = new Point(0, 25);
48
49     // Always on top
50     if (bool.Parse(Settings.UserSettings["forceFormsFront"].Item1)) TopMost = true;
51
52     // set picture frame
53     pictureBox.Width = _width * 2 / 3 - 12;
54     pictureBox.Height = _height - 24;
55     pictureBox.SizeMode = PictureBoxSizeMode.StretchImage;
56     pictureBox.Image = _image;
57
58     // Set Pathfind Button
59     goButton.Width = _width / 3 - 24;
60     goButton.Height = (_height / 4 - 24) / 2;
61     goButton.Left = _width * 2 / 3 + 12;
62     goButton.Top = _height * 3 / 4;
63
64     // Set Exit Button
65     exitButton.Width = _width / 3 - 24;
66     exitButton.Height = (_height / 4 - 24) / 2;
67     exitButton.Left = _width * 2 / 3 + 12;
68     exitButton.Top = (_height * 3 / 4 + ((_height / 4 - 24) / 2)) + 12;
69     //exitButton.Top = _height * 9 / 10 - 12;
70
71     // Set instruction box
72     textBox.Width = _width / 3 - 24;
73     textBox.Height = _height * 3 / 4 - 24;
74     textBox.Left = _width * 2 / 3 + 12;
75
76     // Set running box
77     runningBox.Width = _width / 3 - 24;
78     runningBox.Height = _height * 2 / 4 - 24;
79     runningBox.Left = _width * 2 / 3 + 12;
80     runningBox.Visible = false;
81     SetRunningBox();
82
83     // Set working button
84     workingButton.Width = _width / 3 - 24;
85     workingButton.Height = _height / 2 - 12;
86     workingButton.Left = _width * 2 / 3 + 12;
87     workingButton.Top = _height / 2;
88     workingButton.Visible = false;
89
90     // Set Node Progress
91     nodeBox.Width = _width / 3 - 24;
92     nodeBox.Height = _height / 12;
93     nodeBox.Left = _width * 2 / 3 + 12;
94     nodeBox.Top = _height / 2 - 84;
95     nodeBox.Visible = false;
96 }
97

```

```

98     private Structures.Coord ConvertImageBoxToBitmapCoord(Point location)
99     {
100         int x = (int)((double)_image.Width / pictureBox.Width) * location.X;
101         int y = (int)((double)_image.Height / pictureBox.Height) * location.Y;
102
103         return new Structures.Coord { X = x, Y = y };
104     }
105
106     private void RedrawImage()
107     {
108         _image = new Bitmap(_originalImage);
109         if (startNode != invalidCord)
110         {
111             if (!_graph.ContainsNode(startNode) && bool.Parse(Settings.UserSettings["snapToGrid"].Item1))
112             {
113                 double value = double.MaxValue;
114                 Structures.Coord smallest = new Structures.Coord { X = int.MaxValue, Y = int.MaxValue };
115                 foreach (Structures.Coord node in _graph.GetAllNodes())
116                 {
117                     double compare = Math.Sqrt(Math.Pow(startNode.X - node.X, 2) + Math.Pow(startNode.Y - node.Y,
118                         2));
119                     if (compare < value && _graph.GetNode(node).Count != 0)
120                     {
121                         smallest = node;
122                         value = compare;
123                     }
124                 }
125                 startNode = smallest;
126             }
127
128             DrawCross(startNode, Color.Green);
129         }
130
131         if (endNode != invalidCord)
132         {
133             if (!_graph.ContainsNode(endNode) && bool.Parse(Settings.UserSettings["snapToGrid"].Item1))
134             {
135                 double value = double.MaxValue;
136                 Structures.Coord smallest = new Structures.Coord { X = int.MaxValue, Y = int.MaxValue };
137                 foreach (Structures.Coord node in _graph.GetAllNodes())
138                 {
139                     double compare = Math.Sqrt(Math.Pow(endNode.X - node.X, 2) + Math.Pow(endNode.Y - node.Y, 2));
140                     if (compare < value && _graph.GetNode(node).Count != 0)
141                     {
142                         smallest = node;
143                         value = compare;
144                     }
145                 }
146
147                 endNode = smallest;
148             }
149             DrawCross(endNode, Color.Red);
150         }
151
152         pictureBox.Image = _image;
153     }
154
155     private void DrawCross(Structures.Coord center, Color colour)
156     {

```

```

157     double xRatio = (double)_image.Width / pictureBox.Width;
158     double yRatio = (double)_image.Height / pictureBox.Height;
159
160     for (int x = center.X - (int)(2 * xRatio); x <= center.X + (int)(2 * xRatio); x++)
161     {
162         for (int y = center.Y - (int)(10 * yRatio); y <= center.Y + (int)(10 * yRatio); y++)
163         {
164             if (y >= 0 && y < _image.Height && x >= 0 && x < _image.Width)
165             {
166                 _image.SetPixel(x, y, colour);
167             }
168         }
169     }
170
171     for (int y = center.Y - (int)(2 * yRatio); y <= center.Y + (int)(2 * yRatio); y++)
172     {
173         for (int x = center.X - (int)(10 * xRatio); x <= center.X + (int)(10 * xRatio); x++)
174         {
175             if (x >= 0 && x < _image.Width && y >= 0 && y < _image.Height)
176             {
177                 _image.SetPixel(x, y, colour);
178             }
179         }
180     }
181 }
182
183 private void pictureBox_Click(object sender, EventArgs e)
184 {
185     MouseEventArgs mouseEvent = (MouseEventArgs)e;
186     Structures.Coord clickCord = ConvertPictureBoxToBitmapCoord(mouseEvent.Location);
187
188     if (mouseEvent.Button == MouseButtons.Left) if (startNode != clickCord) startNode = clickCord;
189     if (mouseEvent.Button == MouseButtons.Right) if (endNode != clickCord) endNode = clickCord;
190
191     RedrawImage();
192 }
193
194 private void exitButton_Click(object sender, EventArgs e) => Close();
195
196 private void SetRunningBox()
197 {
198     string snapWarning = string.Empty;
199     if (!bool.Parse(Settings.UserSettings["snapToGrid"].Item1))
200         snapWarning = "(Warning can cause broken routes. To change goto settings -> pathfinding ->\n    ↪ snapToGrid)\n";
201
202     string mstWarning = string.Empty;
203     if (bool.Parse(Settings.UserSettings["convertToMST"].Item1))
204         mstWarning = "(Warning can cause non-optimal routes. To change goto settings -> pathfinding ->\n    ↪ convertToMST)\n";
205
206     string endWarning = string.Empty;
207     if (bool.Parse(Settings.UserSettings["endOnFind"].Item1))
208         endWarning = "(Warning causes longer times from different start nodes. To change goto settings ->\n    ↪ pathfinding -> endOnFind)\n";
209
210
211     runningBox.Text = "Current Pathfinding Settings\n\n" +
212                     $"`\nAlgorithm: {Settings.UserSettings["pathfindingAlgorithm"].Item1}`\n"

```

```

213         $"\\n\\nUsing Minimum Spanning Tree: {({Settings.UserSettings["convertToMST"]}.Item1 ==
214             "true" ? "Yes" : "No")}" +
215             $"\\n{mstWarning}" +
216             $"\\nSnapping to grid: {({Settings.UserSettings["snapToGrid"]}.Item1 == "true" ? "Yes" :
217                 "No")}" +
218             $"\\n{snapWarning}" +
219             $"\\nEnd pathfinding on Finding End (Dijkstra Only):
220                 {({Settings.UserSettings["endOnFind"]}.Item1 == "true" ? "Yes" : "No")}" +
221             $"\\n{endWarning}";
222     }
223
224     private int GetDistanceBetweenNodes(Structures.Coord start, Structures.Coord goal) =>
225         (int)Utility.GetDistanceBetweenNodes(start, goal);
226
227     private int nodes;
228
229     private void UpdateNodes()
230     {
231         nodes++;
232         nodeBox.Text = $"Progress {(nodes / (double)_graph.GetAllNodes().Length * 100):f2}% complete\\nNode {nodes}
233             out of {_graph.GetAllNodes().Length}";
234         if (nodes % 2 == 0) Update();
235     }
236
237     private void goButton_Click(object sender, EventArgs e)
238     {
239         nodes = 0;
240
241         workingButton.Visible = true;
242         textBox.Visible = false;
243         runningBox.Visible = true;
244         if (Settings.UserSettings["pathfindingAlgorithm"].Item1.ToLower() == "dijkstra") nodeBox.Visible = true;
245
246         Update();
247
248         try { if (startNode != invalidCord && endNode != invalidCord)
249             {
250                 if (Settings.UserSettings["pathfindingAlgorithm"].Item1.ToLower() == "dijkstra")
251                 {
252                     if (prevStartNode != startNode && startNode != endNode ||
253                         bool.Parse(Settings.UserSettings["endOnFind"].Item1) == true)
254                     {
255
256                         Dictionary<Structures.Coord, Structures.Coord> tree = _traversalObject.Dijkstra(startNode,
257                             endNode, bool.Parse(Settings.UserSettings["endOnFind"].Item1), UpdateNodes);
258                         Structures.Coord[] path = Utility.RebuildPath(tree, endNode);
259                         foreach (Structures.Coord node in path)
260                         {
261                             _image.SetPixel(node.X, node.Y, Color.BlueViolet);
262                             imageBox.Image = _image;
263                         }
264
265                         _preCalculatedTree = tree;
266                     }
267                     else if (prevStartNode == startNode && startNode != endNode)
268                     {
269                         Structures.Coord[] path = Utility.RebuildPath(_preCalculatedTree, endNode);
270                         foreach (Structures.Coord node in path)
271                         {
272                             _image.SetPixel(node.X, node.Y, Color.BlueViolet);
273                         }
274                     }
275                 }
276             }
277         }
278     }

```

```

268         imageBox.Image = _image;
269
270     }
271 }
272 }
273 else if (Settings.UserSettings["pathfindingAlgorithm"].Item1.ToLower() == "astar")
274 {
275     Dictionary<Structures.Coord, Structures.Coord> tree =
276         _traversalObject.AStar(startNode, endNode, GetDistanceBetweenNodes);
277     Structures.Coord[] path = Utility.RebuildPath(tree, endNode);
278     foreach (Structures.Coord node in path)
279     {
280         _image.SetPixel(node.X, node.Y, Color.BlueViolet);
281         imageBox.Image = _image;
282     }
283
284     _preCalculatedTree = tree;
285
286 }
287
288 prevStartNode = startNode;
289 }
290
291 workingButton.Visible = false;
292 textBox.Visible = true;
293 runningBox.Visible = false;
294 nodeBox.Visible = false;
295 } catch (Exception _)
296 {
297     workingButton.Visible = false;
298     textBox.Visible = true;
299     runningBox.Visible = false;
300     nodeBox.Visible = false;
301 }
302 }
303 }
```

ViewImageForm.cs (Partial)

```

1 public partial class ViewImageForm : Form
2 {
3     private readonly Bitmap _image;
4     private int _width;
5     private int _height;
6     public ViewImageForm(Bitmap image)
7     {
8         this._image = image;
9         InitializeComponent();
10    }
11
12    private void ViewImageForm_Load(object sender, System.EventArgs e)
13    {
14        // Define size
15        _width = Console.WindowWidth * 3 / 4 * 8;
16        _height = Console.WindowHeight * 5 / 6 * 16;
17
18        // Styling
19        ControlBox = false;
20        FormBorderStyle = FormBorderStyle.None;
21        Text = "Preview Window";
```

```

22
23     // set window to size of user area
24     MinimumSize = new Size(_width, _height);
25     MaximumSize = new Size(_width, _height);
26
27     // account for window bar
28     Location = new Point(0, 25);
29
30     // Always on top
31     if (bool.Parse(Settings.UserSettings["forceFormsFront"].Item1)) TopMost = true;
32
33     // set picture frame
34     pictureBox.Width = _width * 2 / 3 - 12;
35     pictureBox.Height = _height - 24;
36     pictureBox.SizeMode = PictureBoxSizeMode.StretchImage;
37     pictureBox.Image = _image;
38
39     nextButton.Width = _width / 3 - 24;
40     nextButton.Height = _height - 24;
41     nextButton.Left = _width * 2 / 3 + 12;
42 }
43
44     private void nextButton_Click(object sender, System.EventArgs e)
45     {
46         Close();
47     }
48 }
```

5.2.2.5 Root

Program.cs

```

1  public class Program
2  {
3      private static void Main()
4      {
5          Menu menu = new Menu("Author: Rubens Pirie", $"{Log.Grey}Production Mode{Log.Blue}");
6          Log logger = new Log(menu);
7
8          Settings settings = new Settings(menu, logger);
9          settings.Read();
10
11         menu.Setup();
12         logger.Event("Program has started and menu has been created successfully.");
13
14         Run(menu, logger, settings);
15     }
16
17     private static void Run(Menu menuInstance, Log CLILoggingInstance, Settings settingsInstance)
18     {
19         Input inputHandle = new Input(menuInstance);
20
21         bool running = true;
22
23         while (running)
24         {
25             menuInstance.SetPage("Welcome Menu");
26             int opt = inputHandle.GetOption("Please select an option to continue:",
27                 new[]
28                 {
```

```

29         "Process New Image Into Map Data File", "Recall Map From Data File", "Settings", "Exit Program"
30     );
31
32     switch (opt)
33     {
34         // New
35         case 0:
36             menuInstance.SetPage("Process New Image");
37             TextWall.ImageWelcome(menuInstance);
38             inputHandel.WaitInput(${Log.Grey}(Enter to continue){Log.Blank});
39             menuInstance.WriteLine();
40
41             RunNewImage(menuInstance, CLILoggingInstance);
42             break;
43         // Recall
44         case 1:
45             menuInstance.SetPage("Recall Old Image");
46             TextWall.SaveWelcome(menuInstance);
47             inputHandel.WaitInput(${Log.Grey}(Enter to continue){Log.Blank});
48             menuInstance.WriteLine();
49
50             RunSaveFile(menuInstance, CLILoggingInstance);
51             break;
52         // Settings
53         case 2:
54             try
55             {
56                 SettingsControl settingsControl = new SettingsControl(settingsInstance, menuInstance,
57                             CLILoggingInstance);
58                 settingsControl.Start();
59             }
60             catch (Exception ex)
61             {
62                 menuInstance.ClearUserSection();
63                 menuInstance.Error("Your settings file is corrupt, please delete the 'settings.conf' file
64                             and restart. The program will now exit.");
65                 new Input(menuInstance).WaitInput("");
66                 Environment.Exit(0);
67             }
68
69             menuInstance.ClearUserSection();
70             break;
71         // Exit
72         case 3:
73             menuInstance.SetPage("Exit");
74             running = false;
75             break;
76     }
77
78     private static void RunSaveFile(Menu menu, Log logger)
79     {
80         Input inputHandel = new Input(menu);
81         Guid runGuid = Logger.CreateRun();
82
83         menu.ClearUserSection();
84         logger.Event(runGuid, $"Beginning recall of map file (Run Id: {runGuid})");
85
86         SaveFile saveFile = new SaveFile(menu, logger, runGuid);

```

```

87
88     try
89     {
90         MapFile recalledMap = saveFile.Read();
91
92         bool running = true;
93
94         while (running)
95         {
96             menu.SetPage("Recalled Options");
97
98             int opt = inputHandel.GetOption("What would you like to do with your recalled map?",  

99             new[]
100             {
101                 "View File / Map Information",
102                 "Change File Information",
103                 "Clone File",
104                 "Rename File",
105                 "Delete File",
106                 "Pathfind Through Image",
107                 "Exit"
108             });
109
110             switch (opt)
111             {
112                 case 0:
113                     menu.SetPage("Image Details");
114                     string[] items = { "Screenshot", "Hand Drawn", "Photograph", "Other" };
115                     menu.ClearUserSection();
116                     menu.WriteLine("Your current save file information:");
117                     menu.WriteLine($"Name: {recalledMap.Name}");
118                     menu.WriteLine($"Description: {recalledMap.Description}");
119                     menu.WriteLine();
120                     menu.WriteLine($"Type of image: {Log.Orange}{items[recalledMap.Type]}{Log.Blank}");
121                     menu.WriteLine($"Was it inverted: {Log.Purple}{{recalledMap.IsInverted ? "Yes" :  

122                         "No"} }{Log.Blank}");
123                     menu.WriteLine($"Time Created: {Log.Green}{recalledMap.TimeCreated}{Log.Grey}");
124                     inputHandel.WaitInput($"{Log.Grey}(Enter to Continue){Log.Blank}");
125                     break;
126
127                 case 1:
128                     menu.SetPage("Change Image Details");
129                     int option = inputHandel.GetOption("What part of the tile information do you wish to  

130                         change:",  

131                         new[] { "1. Name", "2. Description", "3. Type of image" });
132                     logger.Event(runGuid, $"Changing file settings, see current run save folder for the save  

133                         file.");
134                     switch (option)
135                     {
136                         case 0:
137                             string newName =
138                                 inputHandel.GetInput("What do you want to change the title of the save to?");
139                             recalledMap.Name = newName;
140                             break;
141                         case 1:
142                             string newDescription =
143                                 inputHandel.GetInput("What do you want to change the title of the save to?");
144                             recalledMap.Description = newDescription;
145                             break;
146                         case 2:
147                             recalledMap.Type = inputHandel.GetOption("What type of image is this save?",  


```

```

144                     new[] { "Screenshot", "Hand Drawn", "Photograph", "Other" });
145                     break;
146                 }
147
148             string path = recalledMap.Save(runGuid);
149             if (bool.Parse(Settings.UserSettings["shortNames"])
150                 .Item1))
151                 File.Move(path,
152                     path.Replace(Path.GetFileName(path)
153                         .Split('.')[0],
154                         recalledMap.Name));
155             break;
156         case 2:
157             menu.SetPage("Clone Image");
158             File.Copy(recalledMap._filePath,
159                 ← recalledMap._filePath.Replace(Path.GetFileName(recalledMap._filePath).Split('.')[0],
160                 ← Path.GetFileName(recalledMap._filePath).Split('.')[0] + "-CLONE"));
161             logger.Event($"Cloned {recalledMap._filePath}.");
162             break;
163         case 3:
164             menu.SetPage("Rename Image");
165             string name = inputHandel.GetInput("What would you like to rename the file too?");
166             logger.Event(runGuid, $"Renamed {Path.GetFileName(recalledMap._filePath).Split('.')[0]} to
167                 ← {name}.");
168             File.Move(recalledMap._filePath,
169                 ← recalledMap._filePath.Replace(Path.GetFileName(recalledMap._filePath).Split('.')[0],
170                 ← name));
171             break;
172         case 4:
173             menu.SetPage($"{Log.Red}DANGER: Delete Image{Log.Blue}");
174             if (inputHandel.GetOption("Are you sure you want to delete the save?",
175                 new[] { $"{Log.Red}No{Log.Blue}", $"{Log.Red}Yes{Log.Blue}",
176                 ← $"{Log.Green}Yes{Log.Blue}", $"{Log.Red}No{Log.Blue}",
177                 ← $"{Log.Red}No{Log.Blue}" }) == 2)
178             {
179                 logger.Warn(runGuid, $"Save file at path {recalledMap._filePath} deleted.");
180                 File.Delete(recalledMap._filePath);
181                 running = false;
182             }
183             break;
184         case 5:
185             menu.SetPage("Pathfinding Window");
186             logger.Event(runGuid, $"Starting pathfinding of recalled image.");
187             double[,] doubles = recalledMap.PathImage.ToDoubles(Utility.GetIfExists);
188             new Pathfinder(recalledMap.OriginalImage, doubles).Start();
189             break;
190         default:
191             running = false;
192             break;
193     }
194 }
195 catch (Exception ex)
196 {
197     menu.ClearUserSection();
198     menu.Error(ex.InnerException != null ? ex.InnerException.Message : ex.Message);
199     new Input(menu).WaitInput("");
200     logger.EndError(runGuid, ex);

```

```

197         }
198     }
199
200     private static void RunNewImage(Menu menu, Log logger)
201     {
202         Input i = new Input(menu);
203
204         Guid runGuid = Logger.CreateRun();
205         menu.ClearUserSection();
206
207         logger.Event(runGuid, $"Begin processing of new image (Run Id: {runGuid}).");
208
209         NewImage newImage = new NewImage(menu, logger, runGuid);
210
211         try
212         {
213             Structures.RawImage rawImage = newImage.Read();
214
215             menu.WriteLine();
216             menu.WriteLine("Successfully managed to read in your image, please look carefully at the next popup and");
217             menu.WriteLine("make sure it is your image.");
218             i.WaitInput($"{Log.Grey}(Enter to continue){Log.Blank}");
219             menu.WriteLine();
220
221             logger.Event(runGuid, $"Confirming is correct file.");
222             ViewImageForm beforeForm = new ViewImageForm(rawImage.Pixels.ToBitmap());
223             beforeForm.ShowDialog();
224             menu.ClearUserSection();
225
226             TextWall.FileDetails(menu, rawImage);
227             menu.WriteLine();
228
229             bool correctImage = Utility.IsYes(i.GetInput("Is this the correct image (y/n)?"));
230             if (!correctImage) throw new Exception("You asked for the processing of your map to stop.");
231
232             int opt = i.GetOption("Select a version of edge detection to run:", new[] {
233                 "Preset - Hand Drawn Map",
234                 "Preset - Screenshot",
235                 "Preset - Photograph",
236                 "Multi-threaded - Fast, all options decided at the start which allows for faster processing.",
237                 "Synchronous - Slow, options can be changed after each step and steps can be repeated." });
238
239             menu.SetPage("Edge Detection");
240             double[,] resultOfEdgeDetection = null;
241
242             IHandler handler = opt <= 3
243                 ? new AsyncEdgeDetection(menu,
244                     logger,
245                     rawImage,
246                     runGuid)
247                 : (IHandler)new SyncEdgeDetection(menu,
248                     logger,
249                     rawImage,
250                     runGuid);
251
252             switch (opt)
253             {
254                 case 0:
255                     AsyncEdgeDetection handPreset = new AsyncEdgeDetection(menu,
256                         logger,

```

```

256             rawImage,
257             runGuid);
258         handPreset.Preset(5, 0.299, 0.587, 0.114, 2, 0.07, 0.25, 2);
259         handler = handPreset;
260
261         break;
262     case 1:
263         AsyncEdgeDetection screenPreset = new AsyncEdgeDetection(menu,
264             logger,
265             rawImage,
266             runGuid);
267         screenPreset.Preset(5, 0.299, 0.587, 0.114, 1.4, 0.05, 0.15, 0);
268         handler = screenPreset;
269         break;
270     case 2:
271         AsyncEdgeDetection photoPreset = new AsyncEdgeDetection(menu,
272             logger,
273             rawImage,
274             runGuid);
275         photoPreset.Preset(7, 0.299, 0.587, 0.114, 2, 0.1, 0.3, 1);
276         handler = photoPreset;
277         break;
278     default:
279         handler.Start();
280         break;
281     }
282
283     resultOfEdgeDetection = handler.Result();
284
285     menu.ClearUserSection();
286     menu.WriteLine("In order for the road detection to function properly there must be a outline
287     ↪ encapsulating the road. It should look like an outline of the road, if there isn't one, and there
288     ↪ is just a big white blob then select invert at the next prompt.");
289     menu.WriteLine();
290     i.WaitInput($"{Log.Grey}(Enter to continue){Log.Blank}");
291     menu.WriteLine();
292
293     ViewImageForm edgeImageForm = new ViewImageForm(resultOfEdgeDetection.ToBitmap());
294     edgeImageForm.ShowDialog();
295
296     MapFile saveMapFile = rawImage.MapFile;
297
298     menu.SetPage("Road Detection");
299     RoadSequence roadDetector = new RoadSequence(menu, logger, runGuid, resultOfEdgeDetection,
300     ↪ saveMapFile);
301     roadDetector.Start();
302
303     menu.SetPage("Pathfinding Window");
304     new Pathfinder(rawImage.Original, roadDetector.Result().PathDoubles).Start();
305
306     logger.EndSuccessRun(runGuid);
307 }
308 catch (Exception ex)
309 {
310     menu.ClearUserSection();
311     menu.Error(ex.InnerException != null ? ex.InnerException.Message : ex.Message);
312     new Input(menu).WaitInput("");
313     logger.EndError(runGuid, ex);
314 }
315 }
```

