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Abstract

An Application is for community of photographers as like social media, who can take photo, edit it and upload it for public view, by which they make it public to all. There is a functionality to edit images as they want with some effects. In Addition to, user can upload image with description and location, this can help others to search photos location at where it taken. An application has also backend which handles the users and pictures with their information.

CHAPTER 1: INTRODUCTION

Our Project is basically an application is specially used to make community of photographers. There is a key person called user who can upload his/her images taken by camera or from files, edit it and upload it etc.

Application mainly work on two parts. Registered user, Guest user and Backend. Registered user can able to take a photo, edit it and upload for global with location and description, also they can like and comment on other's pictures. Backend handles all users and their activities in application. While guest user can only see public images, they have no other access.

1.1 PROJECT SUMMARY

In this application there are many ways to make images better like make effective, make collage, image blending, also take image with great camera features, and save it. Also use can upload it on global platform for others to make them fame.

It is mainly focused on the person who are addicted to photography. By using this application, the user can get fame on their own photos in world also that it can see the location at where the picture taken or from where picture uploaded.

1.2 PURPOSE: GOALS

- By using this application user able to know that how many and how great phots can be clicked?
- The primary goal of this application is to make community of photographer and editor.
- Using this app, we know how well the editors or photographers do their profession? Via review in comments/likes of another user.
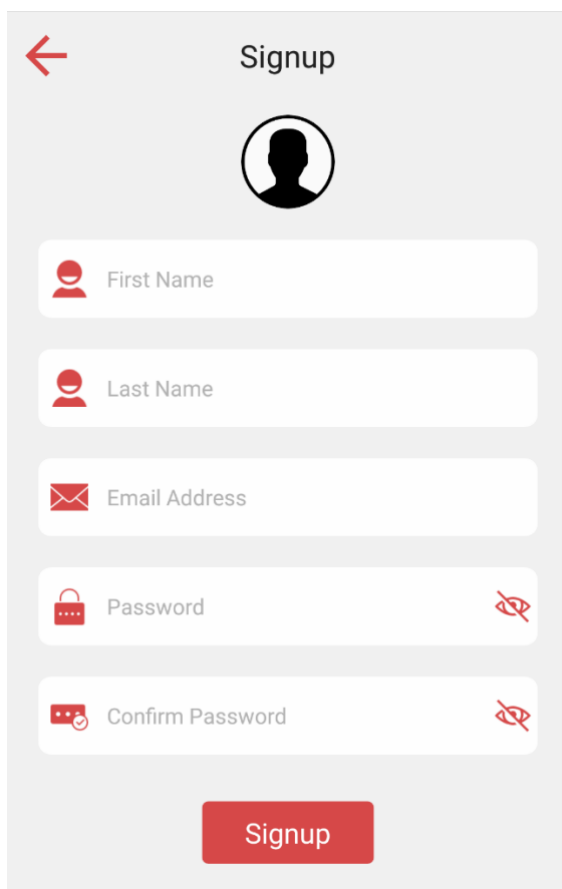
1.3 SCOPE OF SYSTEM

The Application is User-Driven. It is specially used to upload images what editors and photographers taken or made and make them fame.

CHAPTER 2: APPLICATION DESIGN

As this mentioned in introduction this application can edit image and upload on server with caption. It can view by others and they can like and comment also on that image. as on this this application have two parts one as editing part and second is live data application which are given below as designs:
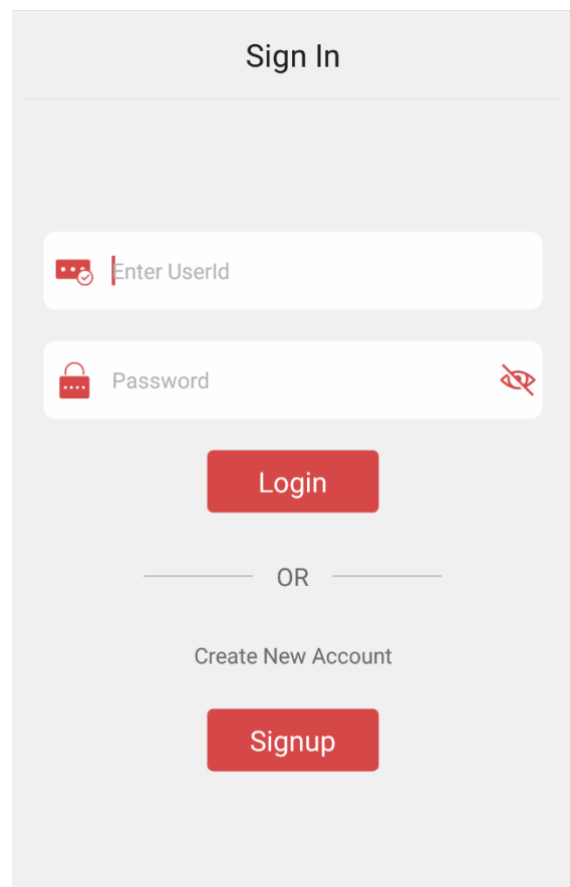
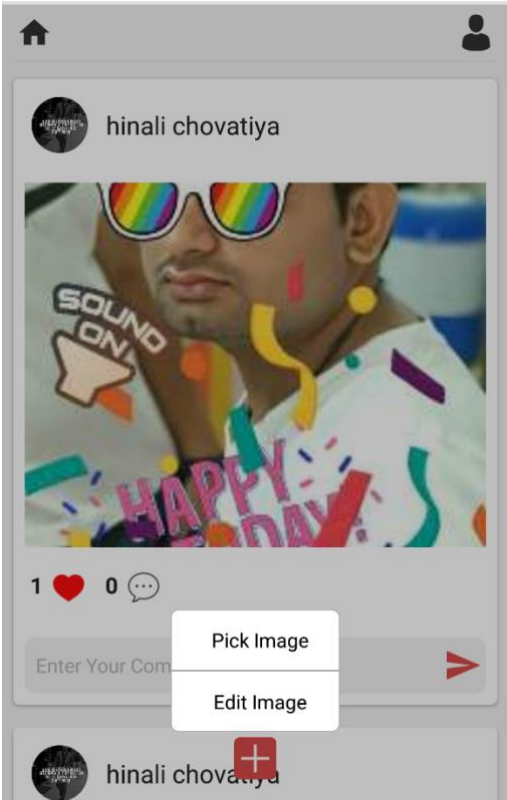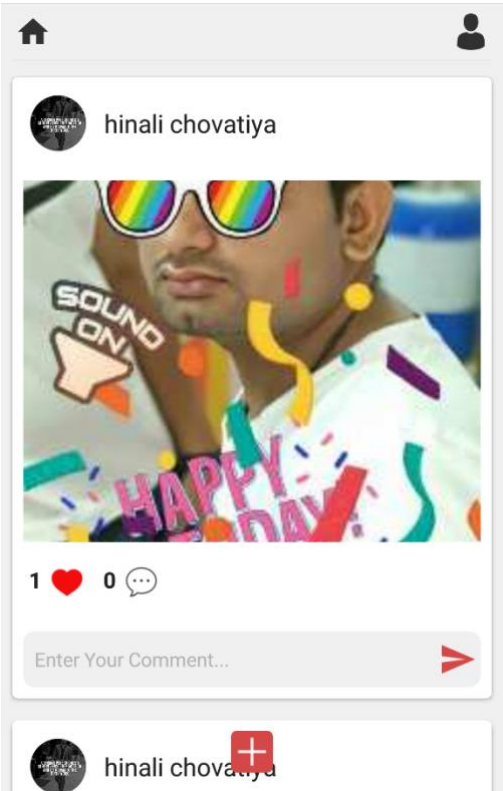## 2.1   As Live Data Application

2.1.1 Signup Page: 2.1.2 Login Page:

2.1.3 All Image List:

2.1.4 My Image List:
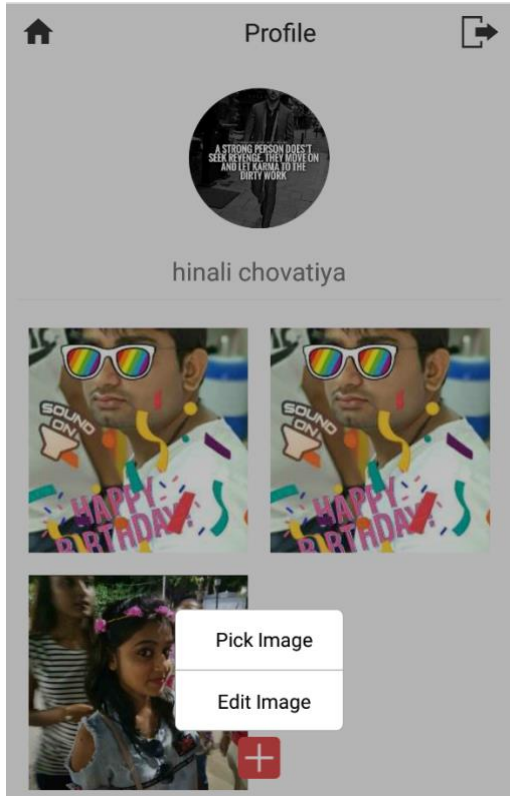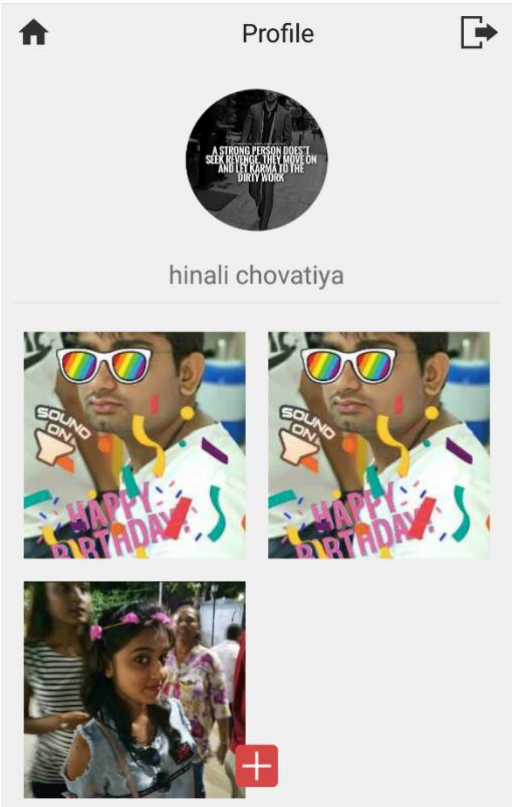
2.1.5 My Image List:

CHAPTER 3: IMPLEMANTATION

3.1 ANDROID
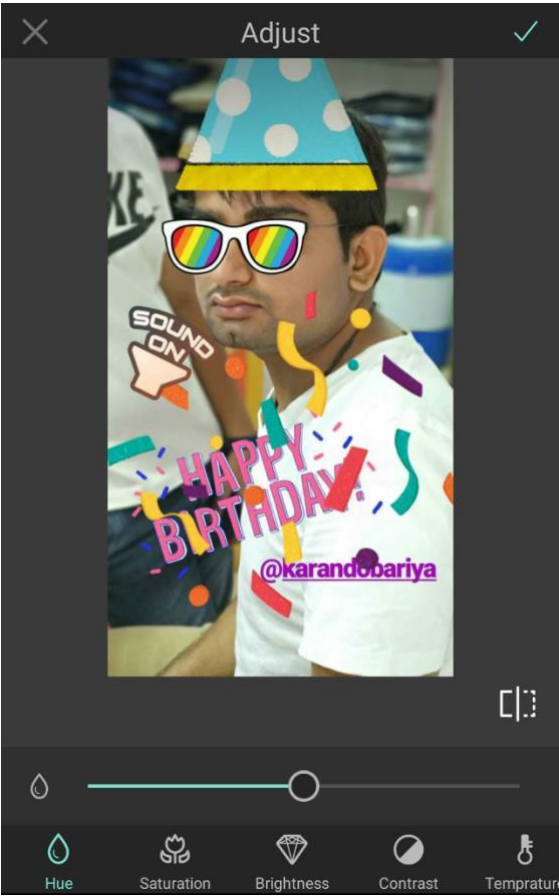
Android is a Linux-base operating system for mobile device such as smart phones and tablet computer. It is developed by the open Handset Alliance led by Google.

in this application there are two parts:

part 1: Live data Application

in this we get the data from server in json format using call webservice from android. For that we use volley library which is third party library to make connection with server from android it gives very user-friendly environment to use it.

As we get the response from server we use json reader library to read json string from response.

we use recycler view to display images in list.

Use CircleImageView to display image in circle view.

Part 2: Editing of image

In editing part of image there is many functions to edit image

Let's start with crop, we use third party library to do crop as it gives method to crop in specific aspect ratio. Then effects are applying on image as color filter on image view which is the method of imageview itself. Temperature, hue, saturation, etc. functions are working on image bitmap as in these functions we use color matrix to change bitmap color.

And we use sticker view to put text and stickers on image, the stickerview we use from github. Also in blur and pixelate etc., in these functions we use two layers one which having original image and another having the effected image. by brush we use paint class to remove image from where we touch on screen and backward image can show so at the result user can see the effect.

For save the image we use drawablecache of layout which is displayed. To get bitmap image.

3.2 SERVER (JSP JAVA)

In this J2EE, we make webservices for connection between database and android platform. This JSP services are work as the bridge between database and android application. All the performance on database are done by service, as data pass to the service from android application.

3.3 MY SQL (DATABASE)

Mysql use for storing the data globally to easily get data whenever required.

CHAPTER 4: References

1- https://github.com/google/volley

2- https://github.com/IsseiAoki/SimpleCropView

3- https://github.com/wasabeef/Blurry

CHAPTER 5:

It was really great experience to develop this application. We have found some challenges during that period but with the more concentration we got success to resolve it. It was difficult to resize images and editing module of image. As well as one big challenge was there that set color matrix for images. And finally solved.

We can improve performance of application. We can display username who write comment in comment box. And if we can spend more time then also user profile editing module can be added. But due to time limitation we are not able to implement that.