Junior Engineer Assignment

IMAGE EDITOR SHROUK RASHWAN

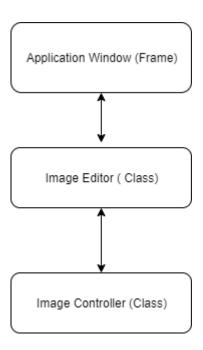
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1. Design of The Application

The Application consists of Two main Classes:

- Image Editor: which talk direct to our frame and handle Actions
- Image Controller: which deal with the image frame and apply actions on it.



2. Structure of The Code

- ImageController class
 - 1. Public Constructor contain action listener of the mouse.
 - 2. Initialize function to add the default values for each variable.
 - 3. Setters and getters for all the boolean variables.
 - 4. For each action there is a function to implement it.
 - 5. Some extra functions to help in the implementation of the actions like combiningImages() and changeActions().
 - 6. Overriding of paint() function to draw according to our condition
- EditImage Class
 - 1. Public constructor to design the window frame.
 - 2. Functions to get the path from user to upload Image and Save as.
 - 3. Action Listener to call the proper function from controller to apply action
 - 4. Main function which create an object to run the window
 - 5. Brightness Class to draw the slider and implement its action listener.

^{**}The total code structure in the document attached with the project in GitHub

3. User Guide

- User will first choose "Image File" Menu from toolbar, then press on "Upload Image".
- A pop-up window will appear the user will navigate to the image path then click open.
- After that the image will be on screen, and the user will choose the selection shape from "crop" Menu.
- After choosing the shape, click on the image and drag by mouse until selecting the needed area then release, a dashed border will appear around the selected Area.
- After that user can freely choose what filter to apply on the selected Area from "Edit" menu.
- From "Image Action" menu user can "undo" one action, and "redo" it if needed.
- After finishing editing user can choose between save the image on the same path "Save", or to a different path "Save as" from "Image File" menu.

4. Time Sheet

Task	Spent Time (in hours)
Searching and preparation	2
Form format and graphics	1
Upload Image Action	1
Select Rectangular Area Action	1.5
Add a dashed frame to selected area	0.5
Invert Action	1
Lighten and Darken Actions	1.5
Blur Action	0.5
Save & Save As Actions	0.5
Combining two images	3
Circular Selection Action	2
Undo & Redo Actions	1
Code Revising and Errors Correction	1.5
Total	16