MEMEZEE

A

Mini Project Report

Submitted in partial fulfilment of the

Requirements for the award of the Degree of

BACHELOR OF ENGINEERING

IN

INFORMATION TECHNOLOGY

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DECLARATION BY THE CANDIDATE

We, **D.AKSHITHA, K.SAI SHRUTHI, C.SAMIKSHA,** bearing hall ticket number, **1602-20-737-003, 1602-20-737-036, 1602-20-737-037** , hereby declare that the project report entitled **"MEMEZEE"** Department of Information Technology, Vasavi College of Engineering, Hyderabad, is submitted in partial fulfilment of the requirement for the award of the degree of **Bachelor of Engineering** in **Information Technology**

This is a record of bonafide work carried out by me and the results embodied in this project report have not been submitted to any other university or institute for the award of any other degree or diploma.

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ABSTRACT

The aim of our project is to generate a meme for the user, where the user needs to choose the specifications like image or meme template. After choosing the user is provided with options for text editing and adding at specified location, drawing on the meme and then the user can save the meme created. Our project is build by using built-in-methods . We used the tkinter module to implement graphical user interface.

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1.INTRODUCTON

1.1 OVERVIEW OF THE PROJECT

The project's objective is to develop an application for generating a Meme according to the specifications entered by the user.

1.2 FEATURES

1. Encoding the given specification into a Meme
2. Storing the generated Meme

1.3 SCOPE

MemeZee is a toolkit used to create basic memes. Here the user can create memes with one or two picture grid. The user will be getting different options like to add text, draw, some photo editing can also be done. For meme with two pictures the images are resized inside the layout automatically. After creating a meme you get an option to save the image.

In this project, we present a methodology and generate Memes according to the users preference.

2.TECHNOLOGY

2.1 SOFTWARE REQUIREMENTS

1.Windows 8 or latest

2.Processor speed minimum x64 Processor : 1.4GHz

3.Runtime Environment : PyCharm

2.2 HARDWARE REQUIREMENTS

None

3.PROPOSED WORK

3.1 DESIGN

USE CASES

1. **Generate a meme**
2. **Generate horizontal meme**
3. **Generate vertical meme**

USE CASE 1

Name : Choose a single image

Actors : User

Description : Allowing the user to give specifications for the meme

Precondition : None

Postcondition : Meme is generated for the given specifications

User	System
-Chooses the image and make changes according to his/her preference	-Meme is generated according to the given specifications

USE CASE 2

Name :

Actors : User

Description : Allowing the user to give specifications for the meme

Precondition : None

Postcondition : Meme is generated for the given specifications

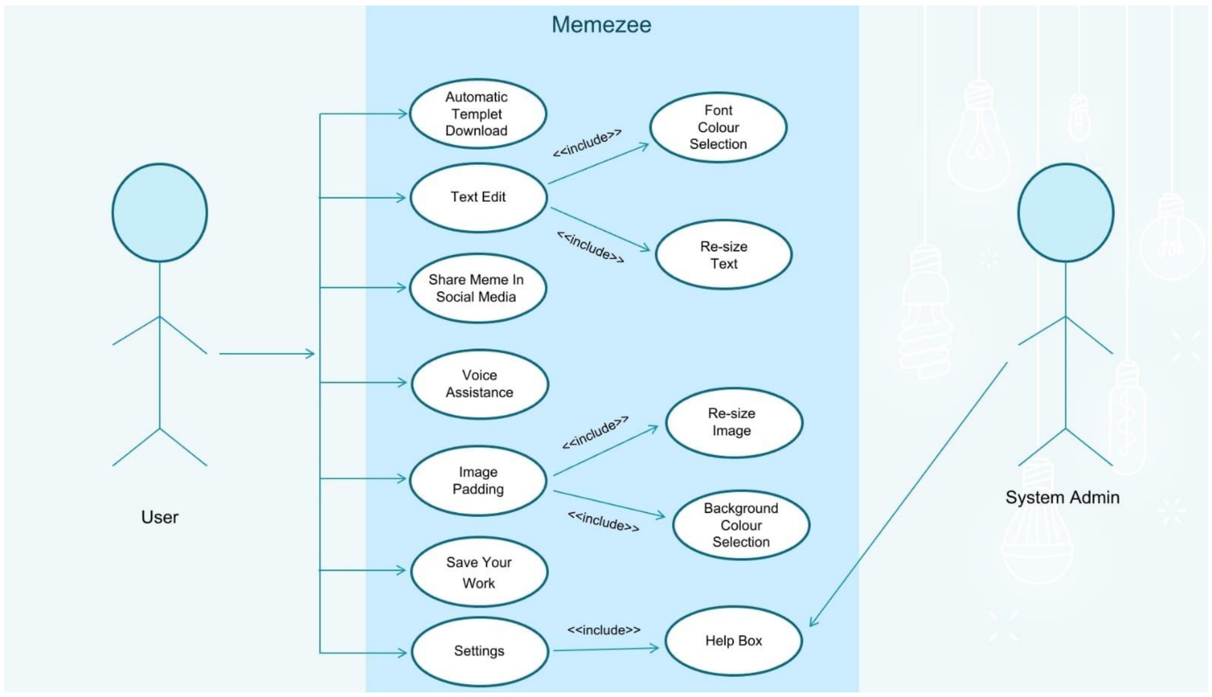
User	System
-Chooses two image and make changes according to his/her preference	-Both the images are merged side by sideas one and a meme is generated according to the given specifications

USE CASE 3

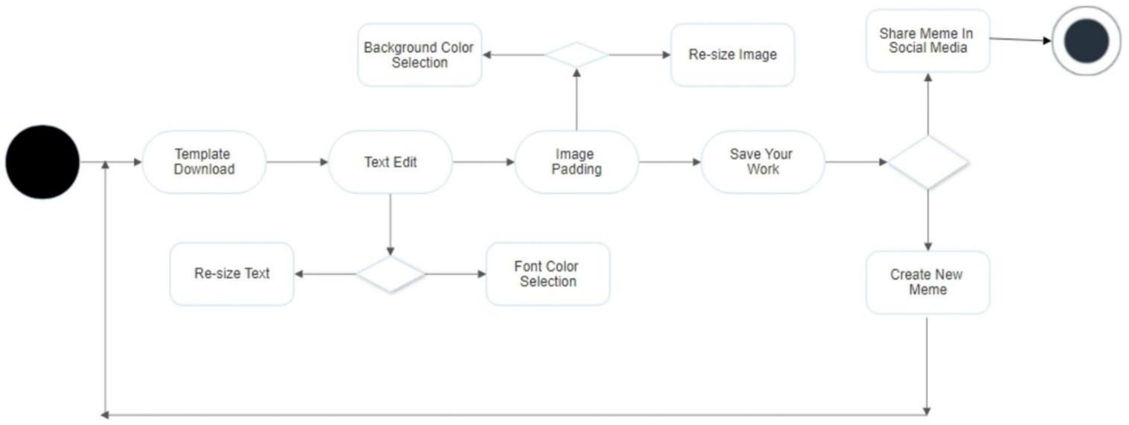
Name :
Actors : User
Description : Allowing the user to give specifications for the meme
Precondition : None
Postcondition : Meme is generated for the given specifications

User	System
-Chooses two image and make changes according to his/her preference	-Both the images are merged one below the other and a meme is generated according to the given specifications

USE CASE DIAGRAM



ACTIVITY DIAGRAM



3.2 IMPLEMENTATION

-CODE

```
# Importing required modules

from tkinter import *

from tkinter import filedialog, ttk

from PIL import Image, ImageTk, ImageEnhance, ImageOps, ImageDraw,
ImageFont

import os

from tkinter.filedialog import askopenfilename, asksaveasfilename


# Creating main window

root = Tk()

root.title('MemeZee')

root.geometry('1600x700')


# FIRST FRAME


# Adding background to main frame

load = Image.open('images\\logO.jpg')

bg_temp = ImageTk.PhotoImage(load)

bg = Label(root, image=bg_temp)

bg.place(x=0, y=0)


# Adding text to main frame

img1 = PhotoImage(file='images\\t1.png')

t1 = Label(root, image=img1, bg='#00015F')

t1.place(x=300, y=190)
```

```
def helpbox():
    global Img, img, img_path
    newWindow3 = Toplevel(root)
    newWindow3.title("About")
    newWindow3.geometry("1200x700")
    bg1 = Label(newWindow3, image=bg_temp)
    bg1.place(x=0, y=0)
    message = '''
    Dear User

        Thank you for using Memezee.
        Memezee is an application that helps us to create memes easily.
        Memezee provides you features like:
        -image editing
        -text editing
        -saving
        It is a very easy and minimal.
         '''

    text_box = Text(
        newWindow3,
        height=12,
        width=100,
        bg='lightblue'
    )
    text_box.pack(expand=True)
    text_box.insert('end', message)
    text_box.config(state='disabled')



# Second Window
def Window(nw, img_path):
    # Creating horizontal bar in NewWindow
    # DoubleVar holds a float
    # Scale - used to select from a range of values, provides a sliding bar
    v1 = DoubleVar()
    s1 = Scale(nw, variable=v1, from_=0, to=550, orient=HORIZONTAL,
length=550, width=20, sliderlength=10,
               tickinterval=100)
    s1.place(x=100, y=550)

    # Creating vertical bar in NewWindow
    v2 = DoubleVar()
    s2 = Scale(nw, variable=v2, from_=0, to=400, orient=VERTICAL, length=400,
width=20, sliderlength=10,
               tickinterval=100)
    s2.place(x=30, y=150)

    # Creating canvas in Choose Image Window
    global canvas1
    canvas1 = Canvas(nw, width=550, height=400, bg='#00015F')
    canvas1.place(x=100, y=150)

    # removes the garbage value
    Img = None
    img6 = None
```

```
img8 = None
img10 = None
img12 = None

# Function for adjusting brightneses of an image
def brightness(event):
    global img_path, img5, img6, imgg
    img = Image.open(img_path)
    img.thumbnail((550, 400))
    # ImageEnhance.Brightness method is used to controll brightness of an image
    # Creating an object of brightness class
    imgg = ImageEnhance.Brightness(img)
    # Showing the resultant image
    img5 = imgg.enhance((float(bright_combo.get())))
    img6 = ImageTk.PhotoImage(img5)
    canvas1.create_image(275, 200, image=img6)
    canvas1.image = img
    img5.save(img_path)

    # Brightness label
bright = Label(nw, text="Brightness:", font=("ariel 15 bold"))
bright.place(x=670, y=250)
values1 = [1, 1.5, 2.0, 2.2, 2.4, 2.6]
bright_combo = ttk.Combobox(nw, values=values1, font=('ariel 10 bold'))
bright_combo.place(x=790, y=257)
bright_combo.bind("<<ComboboxSelected>>", brightness)

    # Function to rotate the image
    def rotate_image(event):
        global img_path, img7, img8, img5
        img = Image.open(img_path)
        img.thumbnail((550, 400))
        # .rotate - rotates the image by the specified value
        img7 = img.rotate(int(rotate_combo.get()))
        img8 = ImageTk.PhotoImage(img7)
        canvas1.create_image(275, 200, image=img8)
        canvas1.image = img8
        img7.save(img_path)

    # Rotate label
    rotate = Label(nw, text="Rotate:", font=("ariel 15 bold"))
    rotate.place(x=1000, y=250)
    values = [0, 90, 180, 270, 360]
    rotate_combo = ttk.Combobox(nw, values=values, font=('ariel 10 bold'))
    rotate_combo.place(x=1080, y=257)
    rotate_combo.bind("<<ComboboxSelected>>", rotate_image)

    def image_border(event):
        global img_path, img9, img10, img5
        img = Image.open(img_path)
        img.thumbnail((550, 400))
        # ImageOps.expand() - adds a border to the image according to the specified
values
        img9 = ImageOps.expand(img, border=int(border_combo.get()),
fill=(borderr_combo.get()))
        img10 = ImageTk.PhotoImage(img9)
        canvas1.create_image(275, 200, image=img10)
    canvas1.image = img10
    img9.save(img_path)

# Border label
border = Label(nw, text="Add border:", font=("ariel 15 bold"))
border.place(x=855, y=370)
values2 = [i for i in range(10, 45, 5)]
border_combo = ttk.Combobox(nw, values=values2, font=("ariel 10 bold"))
border_combo.place(x=980, y=375)
border_combo.bind("<<ComboboxSelected>>", image_border)

# Border Colour label
borderr = Label(nw, text="BorderColour:", font=("ariel 14 bold"))
borderr.place(x=830, y=320)
values_borderr = ['red', 'green', 'black', 'yellow', 'pink', 'white']
borderr_combo = ttk.Combobox(nw, values=values_borderr, font=('ariel 10 bold'))
borderr_combo.place(x=980, y=325)

# Functions to paint
def get_x_and_y(event):
    global lasx, lasy
    # Returns the current position of the mouse pointer
    lasx, lasy = event.x, event.y

def paint(event):
    global lasx, lasy, img11, img_path, img12, img
    img = Image.open(img_path)
    img.thumbnail((550, 400))
    # Creates a line at the mouse pointer
```

```
        img11 = canvas1.create_line((lasx, lasy, event.x, event.y),
fill=(draw1_combo.get()), width=2)
        lasx, lasy = event.x, event.y
        img12 = ImageTk.PhotoImage(img11)
        canvas1.create_image(275, 200, image=img12)
        canvas1.image = img12

    # Function to draw
    def draw():
        # Binds the canvas to the functions
        canvas1.bind("<Button-1>", get_x_and_y)
        canvas1.bind("<B1-Motion>", paint)

    # Button to Draw
    # Button to Draw
    global img08
    img08 = PhotoImage(file='images\\b8.png')
    b8 = Button(nw, image=img08, command=draw, bg='#00015F')
    b8.place(x=780, y=470)
    draw1 = Label(nw, text="Draw Colour:", font=("ariel 14 bold"))
    draw1.place(x=910, y=475)
    values_draw1 = ['red', 'green', 'black', 'yellow', 'pink', 'white']
    draw1_combo = ttk.Combobox(nw, values=values_draw1, font=('ariel 10 bold'))
    draw1_combo.place(x=1050, y=477)

    def delete():
        # Cleares the canvas
        canvas1.delete("all")
```

```
global img010
img010 = PhotoImage(file='images\\b10.png')
b10 = Button(nw, image=img010, bg='#00015F', command=delete)
b10.place(x=1100, y=570)

# Third Window
def next2():
    def Window2(nw, img_path):
        global Img, img, img_path2, imgg, im1
        im1 = Image.open(img_path)
        im1.thumbnail((550, 400))
        img_path2 = 'images\\MemeEdit2.jpg'
        # Creates a new window for text edit
        newWindowT = Toplevel(nw)
        newWindowT.title("Text Edit")
        newWindowT.geometry("1600x700")
        bg1 = Label(newWindowT, image=bg_temp)
        bg1.place(x=0, y=0)
        imgg = Image.open(img_path)
        imgg.save(img_path2)

        # Creating horizontal bar in NewWindow
        v11 = DoubleVar()
        s11 = Scale(newWindowT, variable=v1, from_=0, to=550,
orient=HORIZONTAL, length=550, width=20,
                  sliderlength=10,
                  tickinterval=100)
        s11.place(x=100, y=550)
        # Creating vertical bar in NewWindow
        v22 = DoubleVar()
        s22 = Scale(newWindowT, variable=v2, from_=0, to=400,
orient=VERTICAL, length=400, width=20,
                sliderlength=10,
                tickinterval=100)
        s22.place(x=30, y=150)
        # s2.place(x=90,y=100)

        # Creating canvas in Choose Image Window
        global canvas2
        canvas2 = Canvas(newWindowT, width=550, height=400, bg='#00015F')
        canvas2.place(x=100, y=150)
        Img = ImageTk.PhotoImage(imgg)
        canvas2.create_image(275, 200, image=Img)
        canvas2.image = Img
        imgg.save(img_path2)

        # removes the garbage value
        Img = None
        img3 = None

        def Addtext():
            global img_path2, img2, img3, img4, img5
            clear1()
            img4 = Image.open(img_path2)
            # Image.convert() - Returns a converted copy of this image
            img4 = img4.convert('RGB')
            img4.thumbnail((550, 400))
            text_to_add = Text_entry.get()
            font = font_combo.get()
            myFont = ImageFont.truetype(font + '.ttf', int(fontc_combo.get()))
            img2 = ImageDraw.Draw(img4)
            img2.text((int(xaxis_combo.get()), int(yaxis_combo.get())), text_to_add,
(colors_combo.get()),
                    font=myFont)
            # Wait a couple seconds and then show image
            textadd.after(2, show_pic())
            img3 = ImageTk.PhotoImage(img4)
            canvas2.create_image(275, 200, image=img3)
            canvas2.image = img3
            img4.save(img_path2)

        def show_pic():
            # Show New Image
            global img, img_path2
            img = PhotoImage(img_path2)
            textadd.config(image=img)
            # Clear the entry box
            Text_entry.delete(0, END)

        global img09
        img09 = PhotoImage(file='images\\b9.png')
        b9 = Button(newWindowT, image=img09, bg='#00015F',
command=Addtext)
        b9.grid(row=730, column=460, padx=670, pady=500)
        b9.place(x=875, y=515)
```

```
    # Text Entry label
    textadd = Label(newWindowT, image=img3)
    textadd.grid(row=700, column=460, padx=855, pady=470)
    # Entry box
    Text_entry = Entry(newWindowT, font=('ariel 15 bold'))
    Text_entry.grid(row=700, column=460, padx=855, pady=470)

    # ttk.Combobox - creates a combobox, used for drop down selectioin of
values
    # .place - places the button/label in the window at specified position

    # X axis label
    xaxis = Label(newWindowT, text="Xaxis:", font=("ariel 15 bold"))
    xaxis.place(x=1000, y=230)
    values_xaxis = [10, 50, 100, 150, 200, 250, 300, 350, 400]
    xaxis_combo = ttk.Combobox(newWindowT, values=values_xaxis,
font=('ariel 10 bold'))
    xaxis_combo.place(x=1070, y=235)

    # Y axis label
    yaxis = Label(newWindowT, text="Yaxis:", font=("ariel 15 bold"))
    yaxis.place(x=1000, y=330)
    values_yaxis = [10, 50, 100, 150, 200, 250, 300, 350, 400]
    yaxis_combo = ttk.Combobox(newWindowT, values=values_yaxis,
font=('ariel 10 bold'))
    yaxis_combo.place(x=1070, y=335)

    # TextColour label
    colors = Label(newWindowT, text="TextColour:", font=("ariel 15 bold"))
    colors.place(x=680, y=180)
```

```
        values_colors = ['red', 'green', 'black', 'yellow', 'pink', 'white']
        colors_combo = ttk.Combobox(newWindowT, values=values_colors,
font=('ariel 10 bold'))
        colors_combo.place(x=805, y=185)

        # Font type label
        font = Label(newWindowT, text="Text Font:", font=("ariel 15 bold"))
        font.place(x=680, y=380)
        values_font = ['arial', 'Courier', 'Helvetica', 'Segoe Script', 'Times', 'normal',
'roman', 'italic']
        font_combo = ttk.Combobox(newWindowT, values=values_font, font=('ariel
10 bold'))
        font_combo.place(x=805, y=385)

        # Font Size label
        fontc = Label(newWindowT, text="Text Size:", font=("ariel 15 bold"))
        fontc.place(x=680, y=280)
        values_fontc = [10, 14, 18, 22, 26, 30, 34, 38, 42, 46, 50, 54, 58]
        fontc_combo = ttk.Combobox(newWindowT, values=values_fontc,
font=('ariel 10 bold'))
        fontc_combo.place(x=805, y=285)

        def clear1():
            global img
            img = Image.open(img_path)
            img.save(img_path)
            Img = ImageTk.PhotoImage(img)
            canvas2.create_image(275, 200, image=Img)
            canvas2.image = Img
            img.save(img_path2)
```

```
def text():
    global img1
    img1 = Image.open(img_path2)
    img1.save(img_path)
    Img = ImageTk.PhotoImage(img1)
    canvas2.create_image(275, 200, image=Img)
    canvas2.image = Img

global img014
img014 = PhotoImage(file='images\\b14.png')
b14 = Button(newWindowT, image=img014, bg='#00015F',
command=clear1)
b14.place(x=1100, y=570)

global img013
img013 = PhotoImage(file='images\\b13.png')
b13 = Button(newWindowT, image=img013, bg='#00015F', command=text)
b13.place(x=690, y=560)

def save():
    global img_path2, Img, img2, img3, img4, img5, img6, img7, img8, img9,
img10, img11, img12, img
    img_path2 = 'images\\MemeEdit2.jpg'
    img = Image.open(img_path2)
    # Returns the last item in image path
    ext = img_path.split(".")[-1]
    file = asksaveasfilename(defaultextension=f".{ext}",
                             filetypes=[("PNG file", ".png"), ("jpg file", ".jpg")])
```

```
                img.save(file)

            global img011
            img011 = PhotoImage(file='images\\b11.png')
            b11 = Button(newWindowT, image=img011, bg='#00015F', command=save)
            b11.place(x=900, y=570)


        # Call for Window2
        Window2(nw, img_path)

    global img012
    img012 = PhotoImage(file='images\\b12.png')
    b12 = Button(nw, image=img012, bg='#00015F', command=next2)
    b12.place(x=900, y=570)


# Grid for a single image
def gridfor1():
    global Img, img, img_path1, img_path
    img_path1 = r'C:MemeZee'
    img_path = 'images\\MemeEdit.jpg'
    # Creating a new window
    newWindow = Toplevel(root)
    newWindow.title("Grid for 1")
    newWindow.geometry("1600x700")
    bg1 = Label(newWindow, image=bg_temp)
    bg1.place(x=0, y=0)
    def choose_image1():
        global Img, img, img_path1, img_path
        # filedialog.askopenfilename - function create an Open dialog and return the
selected filename(s) that correspond to existing file(s)
        img_path1 = filedialog.askopenfilename(initialdir=os.getcwd())
        # Opens image at the specified path
        img = Image.open(img_path1)
        # .thumbnail - method modifies the image to contain a thumbnail version of
itself, no larger than the given size
        img.thumbnail((550, 400))
        Img = ImageTk.PhotoImage(img)
        # Displays the selected image on canvas
        canvas1.create_image(275, 200, image=Img)
        canvas1.image = Img
        # Saves the image at specified path
        img.save(img_path)

    # Button for Choose image
    global img06
    img06 = PhotoImage(file='images\\b6.png')
    b6 = Button(newWindow, image=img06, command=choose_image1,
bg='#00015F')
    b6.place(x=890, y=150)

    Window(newWindow, img_path)



def gridfor2_horizontal():
    global canvas1, IMG_H, image1_1, image1_2, img_path1_1, img_path1_2,
img_path
```

```
    img_path = 'images\\MemeEdit.jpg'
    newWindow1 = Toplevel(root)
    newWindow1.title("Grid for 2")
    newWindow1.geometry("1600x700")
    bg2 = Label(newWindow1, image=bg_temp)
    bg2.place(x=0, y=0)

    # Function to choose image
    def choose_image2_1():
        global image1_1, image_path1_1, image1_2, image_path1_2, Img, img_path
        img_path1_1 = filedialog.askopenfilename(initialdir=os.getcwd())
        image1_1 = Image.open(img_path1_1)
        img_path1_2 = filedialog.askopenfilename(initialdir=os.getcwd())
        image1_2 = Image.open(img_path1_2)

        # Function to concat images horizontally
        def get_concat_h_resize(image1_1, image1_2, resize_big_image=True):
            global _image1_1, _image1_2, dst

            if image1_1.height == image1_2.height:
                _image1_1 = image1_1
                _image1_2 = image1_2
            elif (((image1_1.height > image1_2.height) and resize_big_image) or
                  ((image1_1.height < image1_2.height) and not resize_big_image)):
                _image1_1 = image1_1.resize((int(image1_1.width * image1_2.height /
image1_1.height), image1_2.height),
                                            Image.BICUBIC)
                _image1_2 = image1_2
            else:
```

```
            _image1_1 = image1_1
            _image1_2 = image1_2.resize((int(image1_2.width * image1_1.height /
image1_2.height), image1_1.height),
                                        Image.BICUBIC)
        dst = Image.new('RGB', (_image1_1.width + _image1_2.width,
_image1_1.height))
        dst.paste(_image1_1, (0, 0))
        dst.paste(_image1_2, (_image1_1.width, 0))
        return dst

    # Concating 2 images and Adding it to canvas which is created here itslef
    get_concat_h_resize(image1_1, image1_2,
resize_big_image=True).save('images\\MemeEdit.jpg')
    IMG_H = Image.open('images\\MemeEdit.jpg')
    IMG_H.thumbnail((550, 400))
    Img = ImageTk.PhotoImage(IMG_H)
    canvas1.create_image(275, 200, image=Img)
    canvas1.image = Img
    IMG_H.save(img_path)

  # Button for Choose 2 images
  global img07
  img07 = PhotoImage(file='images\\b7.png')
  b7 = Button(newWindow1, image=img07, command=choose_image2_1,
bg='#00015F')
  b7.place(x=890, y=120)

  Window(newWindow1, img_path)
```

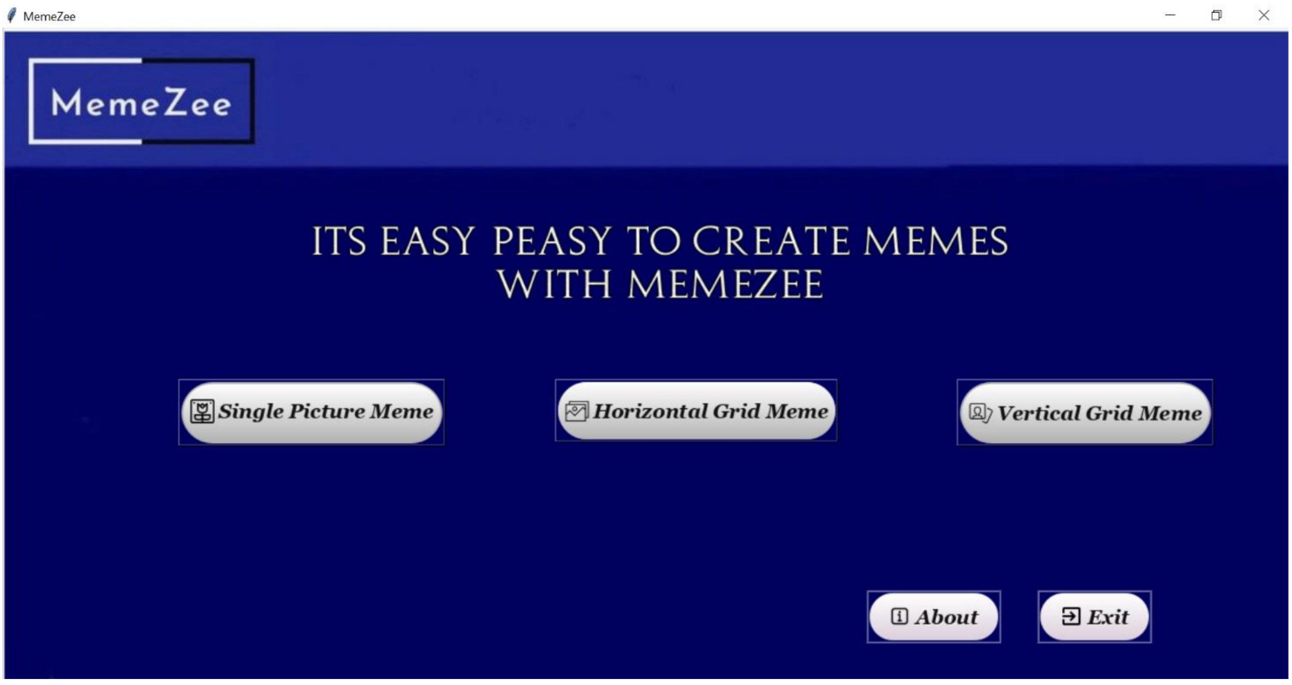
```
def gridfor2_vertical():
    global canvas1, IMG_V, im1, im2, img_path1_1, img_path1_2, Img, img_path
    img_path = 'images\\MemeEdit.jpg'
    newWindow2 = Toplevel(root)
    newWindow2.title("Grid for 2")
    newWindow2.geometry("1600x700")
    bg2 = Label(newWindow2, image=bg_temp)
    bg2.place(x=0, y=0)

    # Function to choose image
    def choose_image2_2():
        global im1, image_path1_1, im2, image_path1_2, img_path
        img_path1_1 = filedialog.askopenfilename(initialdir=os.getcwd())
        im1 = Image.open(img_path1_1)
        img_path1_2 = filedialog.askopenfilename(initialdir=os.getcwd())
        im2 = Image.open(img_path1_2)

        def get_concat_v_resize(im1, im2, resize_big_image=True):
            if im1.width == im2.width:
                _im1 = im1
                _im2 = im2
            elif (((im1.width > im2.width) and resize_big_image) or
                  ((im1.width < im2.width) and not resize_big_image)):
                _im1 = im1.resize((im2.width, int(im1.height * im2.width / im1.width)),
Image.BICUBIC)
                _im2 = im2
            else:
                _im1 = im1
            _im2 = im2.resize((im1.width, int(im2.height * im1.width / im2.width)),
Image.BICUBIC)
            dst = Image.new('RGB', (_im1.width, _im1.height + _im2.height))
            dst.paste(_im1, (0, 0))
            dst.paste(_im2, (0, _im1.height))
            return dst

        get_concat_v_resize(im1, im2,
resize_big_image=True).save('images\\MemeEdit.jpg')
        IMG_V = Image.open('images\\MemeEdit.jpg')
        IMG_V.thumbnail((550, 400))
        Img = ImageTk.PhotoImage(IMG_V)
        canvas1.create_image(275, 200, image=Img)
        canvas1.image = Img
        IMG_V.save(img_path)

    # Button for Choose image
    global img07
    img07 = PhotoImage(file='images\\b7.png')
    b7 = Button(newWindow2, image=img07, command=choose_image2_2,
bg='#00015F')
    b7.place(x=890, y=120)

    Window(newWindow2, img_path)


# Adding Buttons to 1st frame
# Adding buttons as image files
img01=PhotoImage(file='images\\b1.png')
img02=PhotoImage(file='images\\b2.png')
```

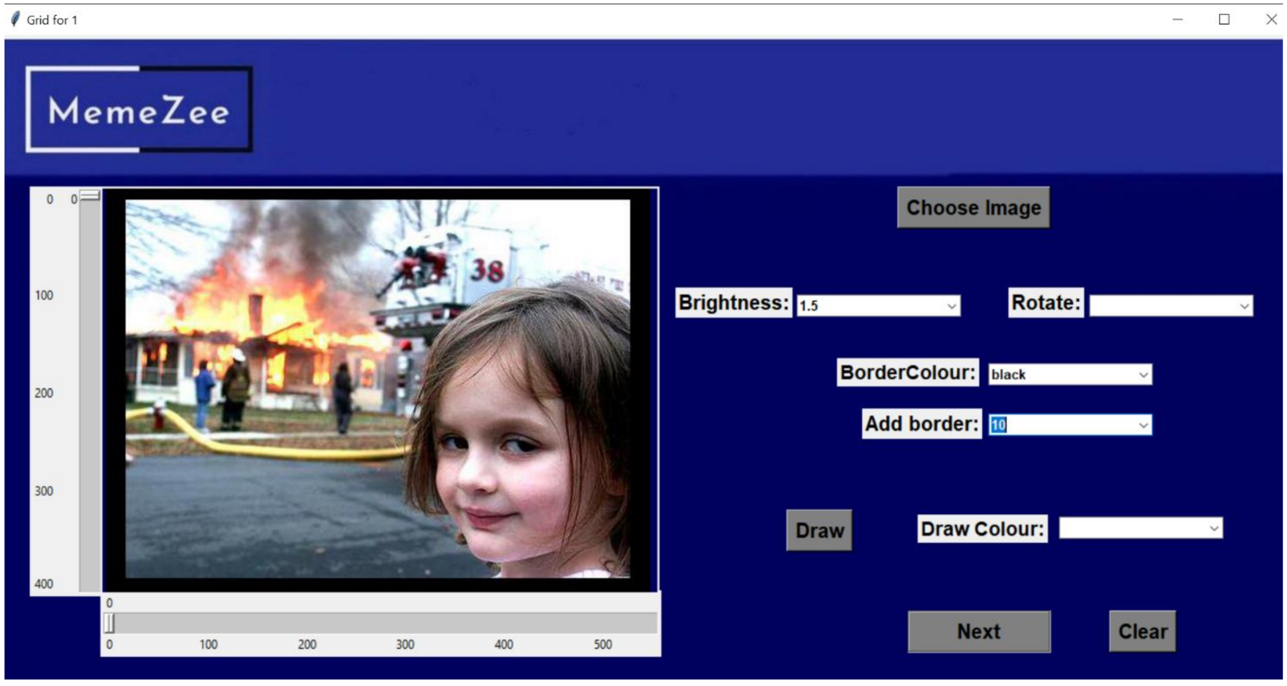
```
img03=PhotoImage(file='images\\b3.png')

img04=PhotoImage(file='images\\b4.png')

img05=PhotoImage(file='images\\b5.png')

b1 =Button(root,image=img01,bg='#00015F',command= gridfor1)

b1.place(x=175,y=350)

b2 =Button(root,image=img02,bg='#00015F',command= gridfor2_horizontal)

b2.place(x=550,y=350)

b3 =Button(root,image=img03,bg='#00015F',command= gridfor2_vertical)

b3.place(x=950,y=350)

b4 =Button(root,image=img04,bg='#00015F',command=helpbox)

b4.place(x=860,y=560)

b5 = Button(root,image=img05,bg='#00015F',command=root.destroy)

b5.place(x=1030, y=560)


root.mainloop()
```

GIT HUB LINK

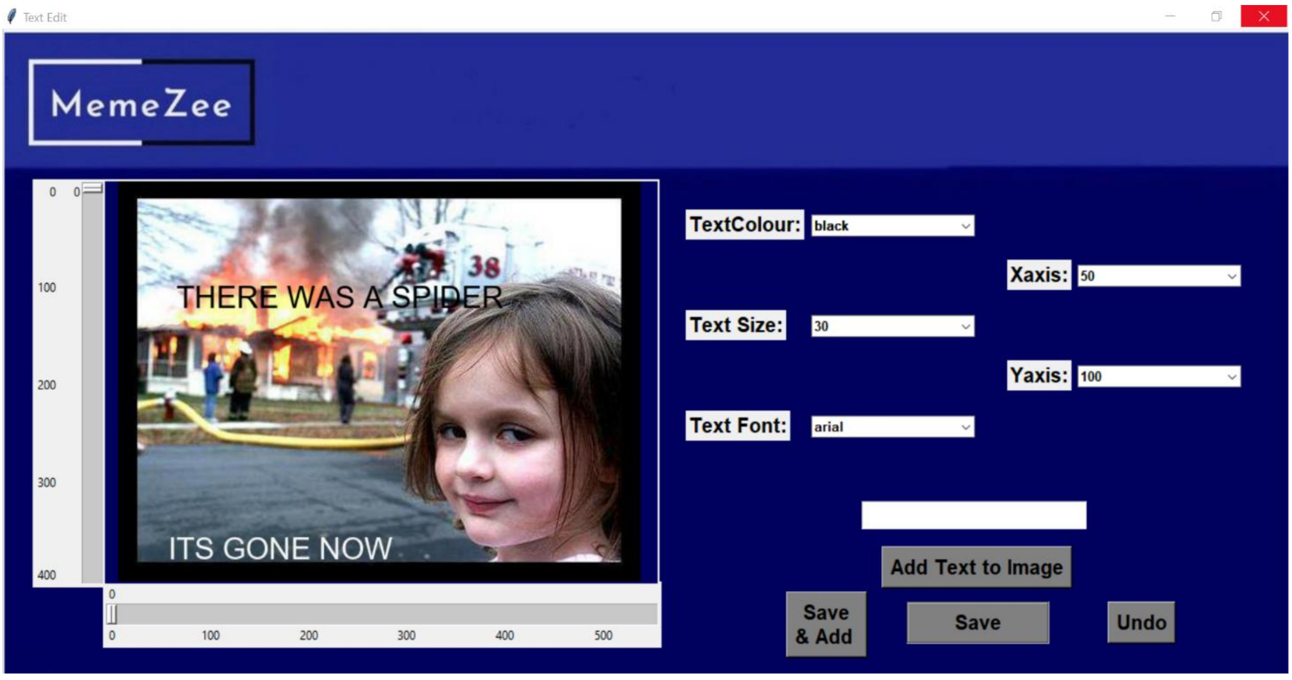
https://github.com/Shruthi-Kovvur/MEMEZEE-MP-1.git

4.RESULT

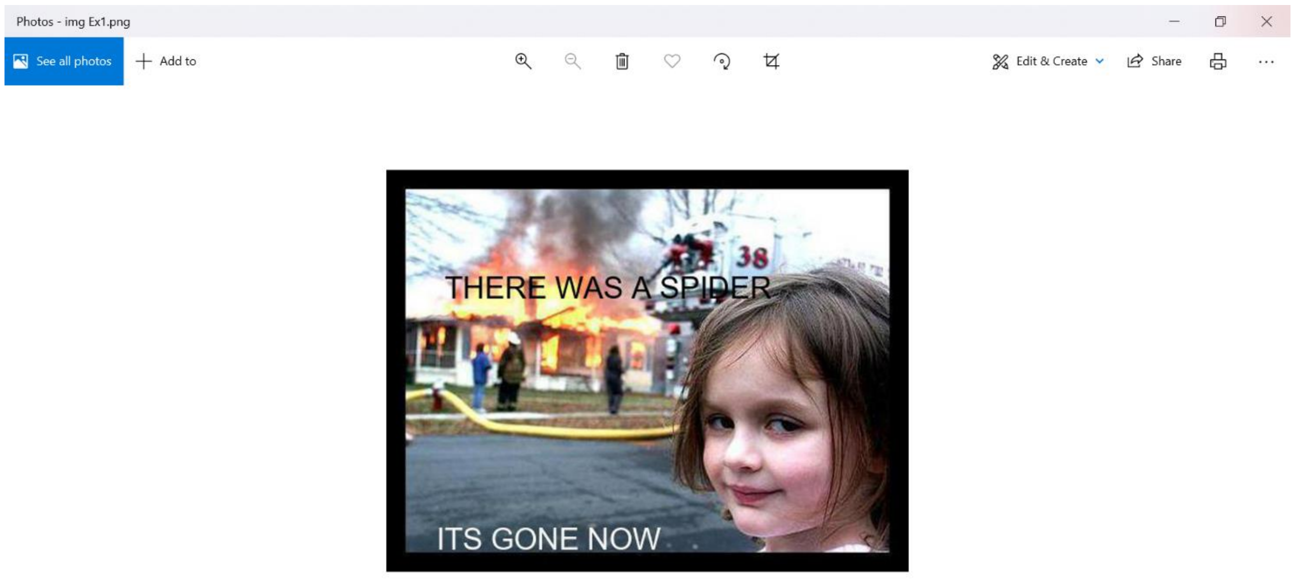


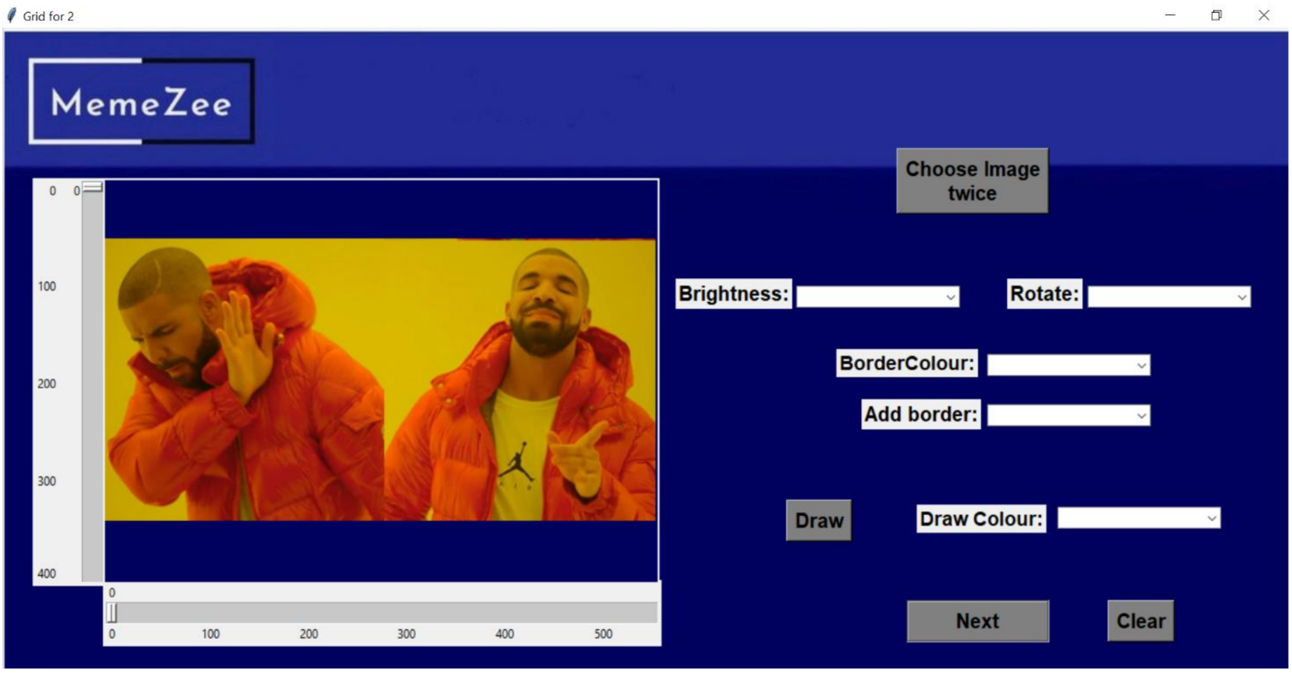


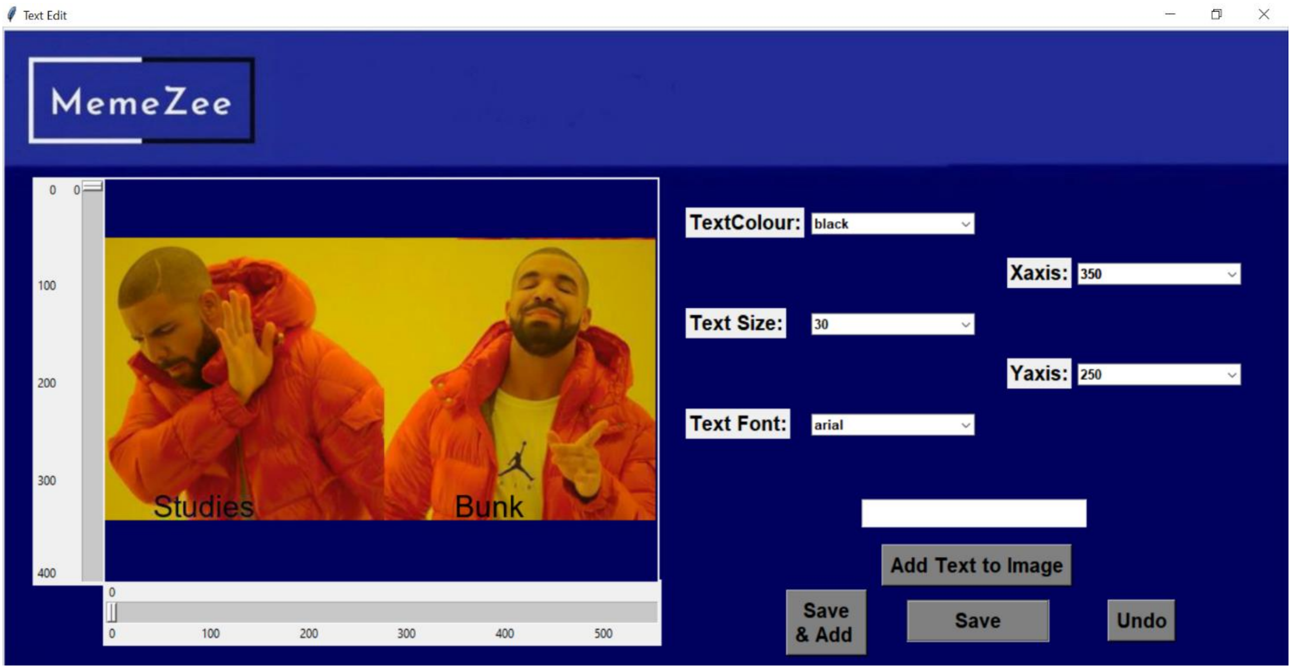
Brightness: 1.5
Rotate:
BorderColour: black
Add border: 10



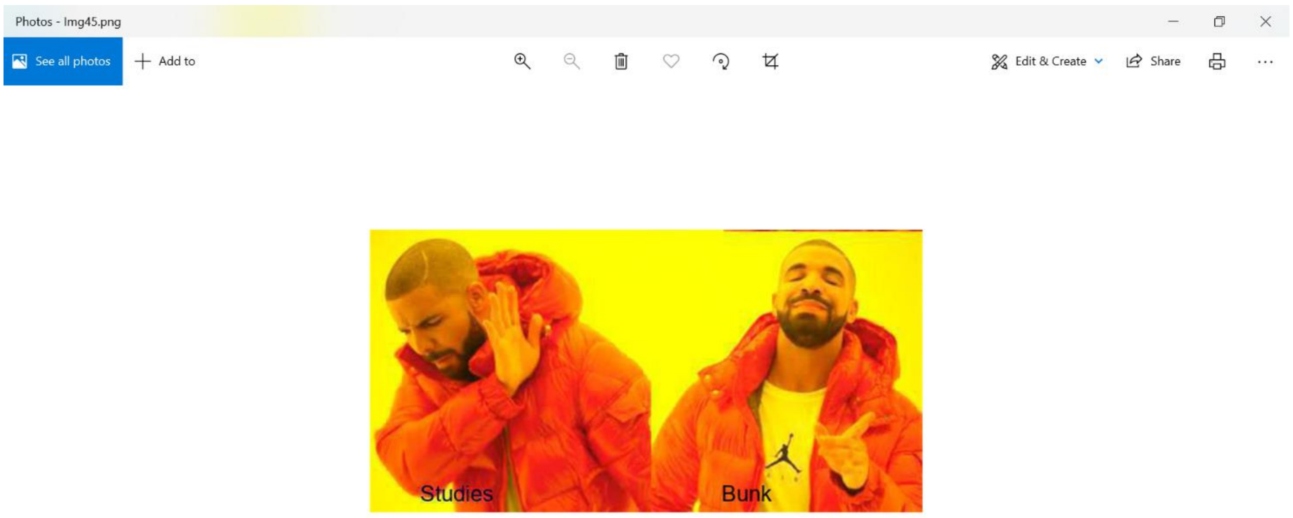
TextColour: black
Text Size: 30
Text Font: arial
Xaxis: 50
Yaxis: 100

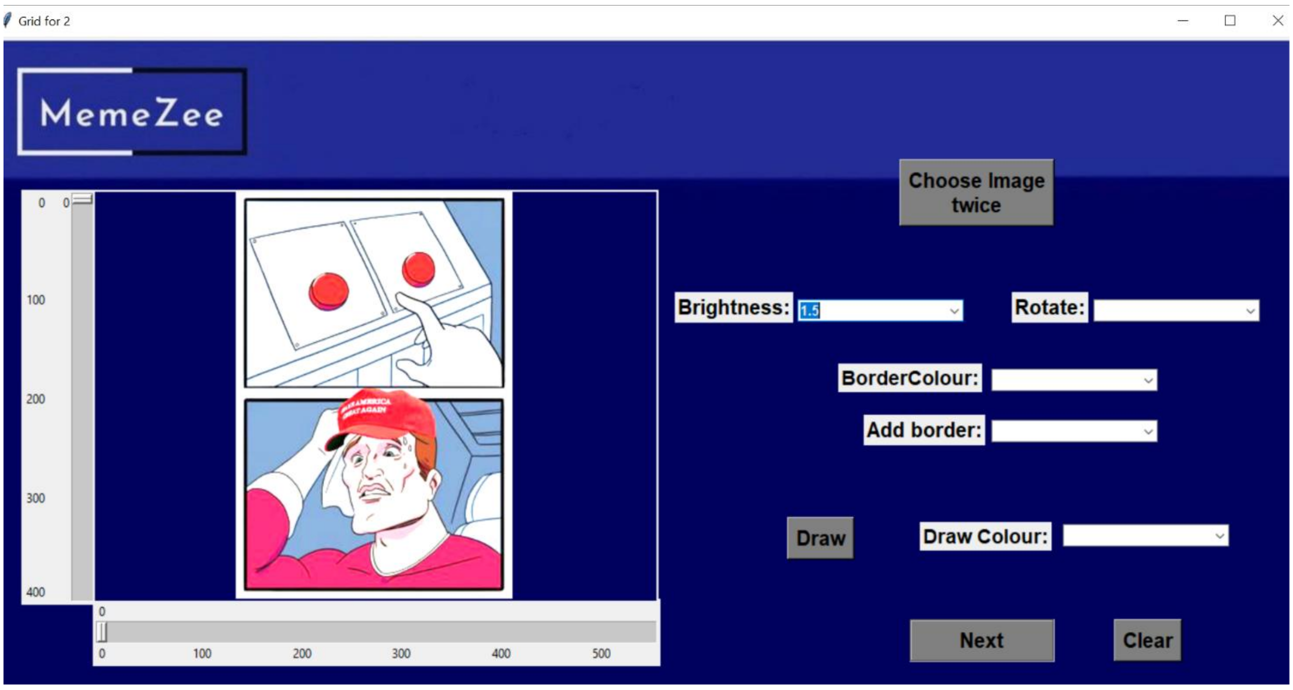




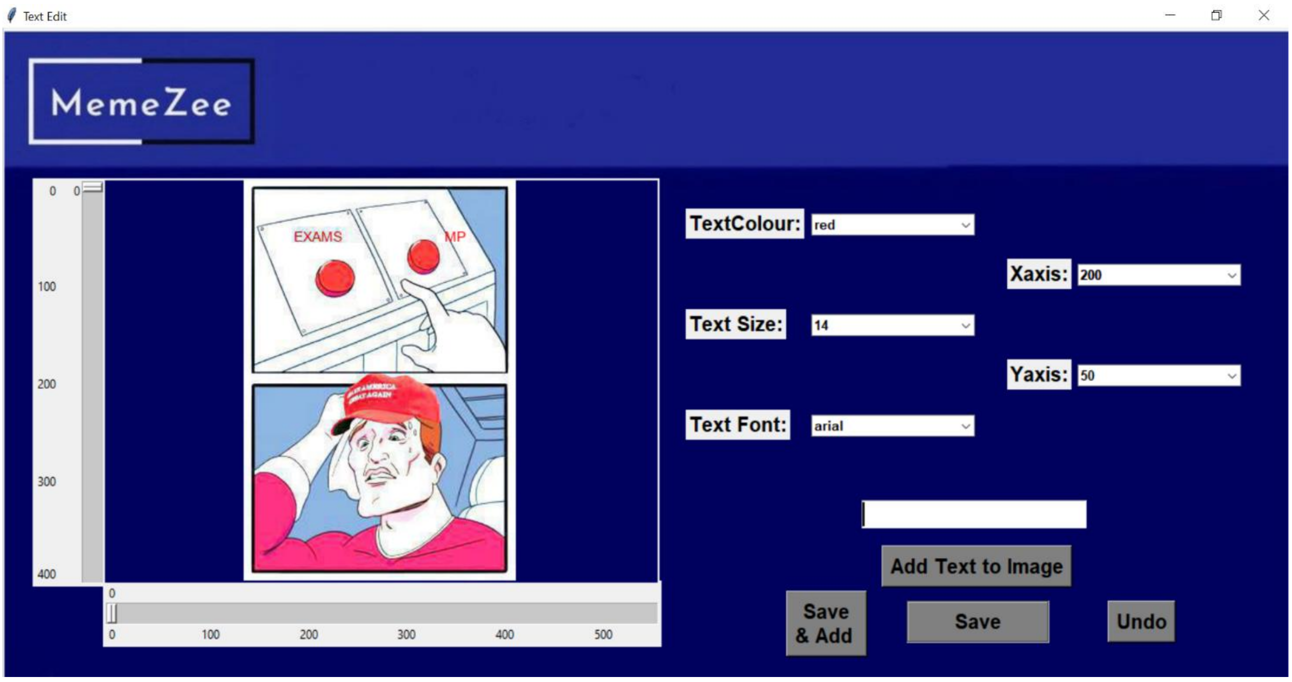


TextColour: black
Xaxis: 350
Text Size: 30
Yaxis: 250
Text Font: arial





Brightness: 1.5


Text Edit

MemeZee

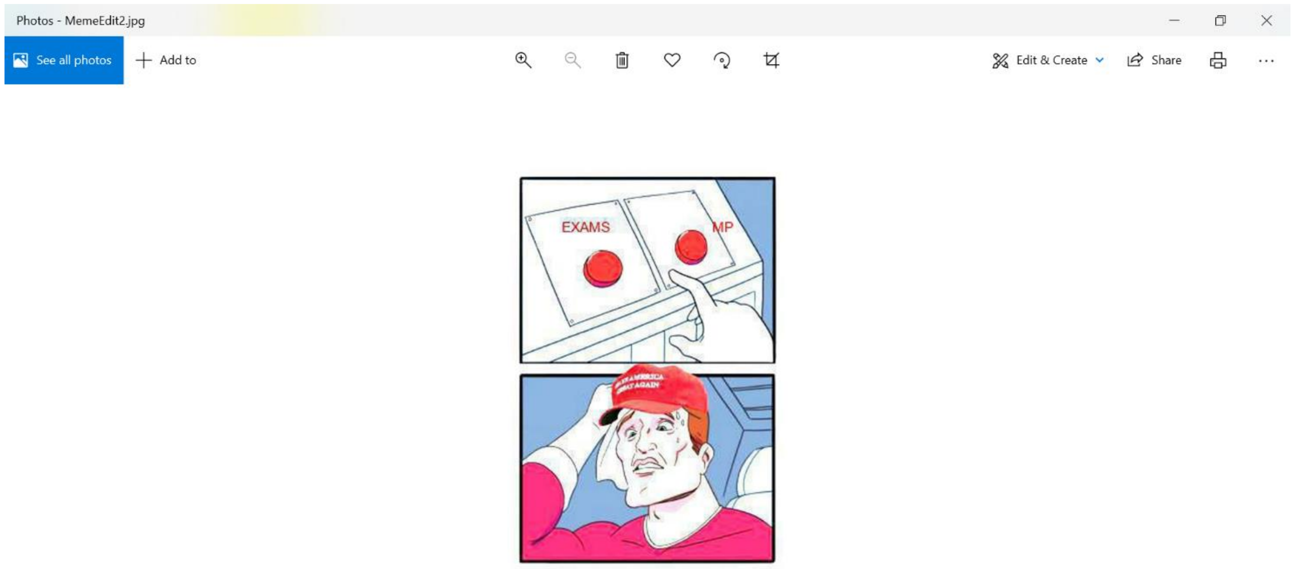
TextColour: red

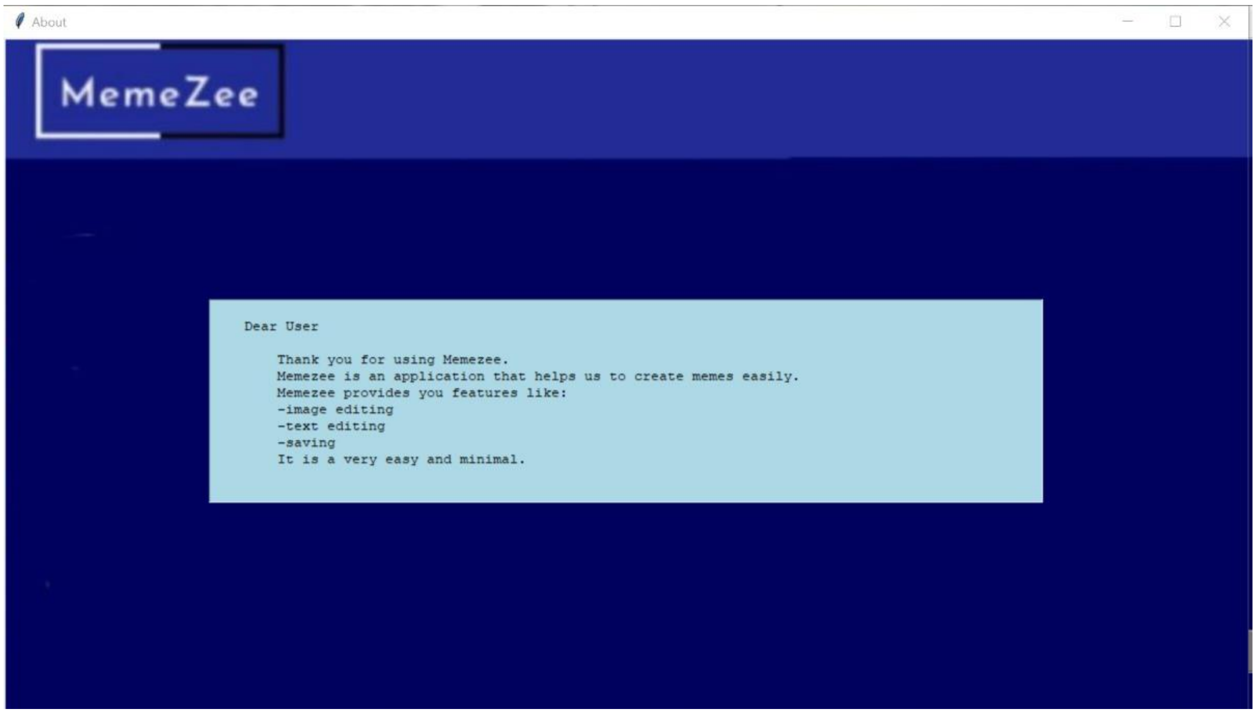
Xaxis: 200

Text Size: 14

Yaxis: 50

Text Font: arial


Photos - MemeEdit2.jpg



```
Dear User

    Thank you for using Memezee.
    Memezee is an application that helps us to create memes easily.
    Memezee provides you features like:
    -image editing
    -text editing
    -saving
    It is a very easy and minimal.
```

5.CONCLUSION AND FUTURE WORK

We learned how to manage time. Though we had lot of quizzes and assignments we somehow managed to pull up. This project helped us to gain interest in coding. From many topics we choose memezee and we went through a lot but as a team we faced them. We had an amazing experience working together.

Teamwork made understanding of our project a lot easier and helped us to be more creative in various steps of its development. We also had to revise a lot of concepts regarding graphical user interface, which made our basics even stronger and also helping us to be even more confident.

We have a lot of plans that we would like to add a lot of elements to our project. We would like add a feature that would allow the user to choose images directly from the web with the given spesification, also add a voice assistance to our project and a feature to allow the user to share the meme created on social media.We would also like to make the code more simpler and easier to understand.

6. REFERENCES

- https://docs.python.org/3/
- https://docs.python.org/3/library/tk.html