1. Objectives

- Address the issue of resized images leading to mismatches between the displayed and cropped regions.

- Implement functionality to toggle between "Original Size" and "Fit to Window" image display modes.

- Ensure accurate representation of image size and smooth transitions between modes.

- Acknowledge and adjust workflow for half-day work on Chinese New Year's Eve.

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2. Activities

- **Image Display Issue Investigation and Fixes:**

  o Identified that resizing images to fit the window caused discrepancies between the displayed and actual image sizes.

  o Updated GraphicsView::fitInView() to prevent automatic resizing.

  o Introduced a toggle button to switch between "Original Size" and "Fit to Window" display modes:

    ▪ Combined toggle buttons for simplicity, with dynamic label updates.

    ▪ Added scrollbars for navigation in "Original Size" mode.

  o Incorporated a startup dialog to allow the user to select the initial display mode.

  o Moved zoom-level text to the status bar to declutter the control panel.

- **Issues Identified:**

  o Errors with image updates and rendering occurred after switching display modes.

  o Problems persisted with texture updates, viewport fitting, and coordinate transformations during mode transitions.

- **Rollback:**

- o Due to unresolved issues, reverted the implementation to the previous code for stability.

- o Documented planned fixes for future iterations to ensure smoother transitions and accurate image representation.

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3. Achievements

- Developed a preliminary implementation to address discrepancies in image display modes.

- Improved UI by decluttering the control panel and moving zoom-level text to the status bar.

- Identified key challenges in handling transitions between display modes and documented required fixes for future refinement.

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4. Problems & Solutions

1. **Problem:** Displayed image size mismatched with the actual image size, causing cropping inaccuracies.

   - o **Solution:** Implemented toggling between "Original Size" and "Fit to Window" modes. Scrollbars added for "Original Size" navigation, though further fixes are required.

2. **Problem:** Errors in rendering and image updates after mode switching.

   - o **Solution:** Investigated texture updates, viewport fitting, and transforms. Pending further testing and fixes.

3. **Problem:** Cluttered control panel.

   - o **Solution:** Moved zoom-level text to the status bar, simplifying the control panel interface.

4. **Problem:** Unresolved mode transition issues forced a rollback.

- o **Solution:** Reverted changes for stability and documented future steps to improve the feature.