PROJECT TITLE : A MOBILE BASED PHOTO EDITING APPLICATION WITH ALL STANDARD IMAGE EDITING FEATURES

PROJECT PRESENTATION

By

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ABSTRACT

Photo editing can be a challenging task, and it becomes even more difficult on the small, portable screens of mobile devices that are now frequently used to capture and edit images. To address this problem I present Photo Editor, a photo editing interface for direct manipulation. Through this application user can easily and quickly edit there pictures with the help of the features provided in the application. Some of the features of the application are: - One tap Auto Enhance, Ability to Crop, rotate and straighten your photo, Adjust brightness, contrast and saturation, adding effects like blur, snowy, emboss, engrave, etc. All the coding has been done in JAVA language using a plugin of Android IDE i.e. Android Development Tools (ADT).

INTRODUCTION

The project “PHOTO EDITING ANDROID APPLICATION” is developed using Android IDE and Android SDK manager using JAVA language. This project has been developed for busy customers, Photo Editor is an easy to use Android application through which customers can easily edit photos using various features provided in the application. Its graphical user interface is designed in a manner to attract wide variety of people varying from age group of 15 years to 55 years. The editing methods are optimized in such a way so that user can quickly and easily edit there photographs without wasting much of their time. Hence it's quick, easy and efficient.

Problem Statement

To develop a Photo editing Android application with a quick and easy way to edit photos having both basic and advance level features to edit your photographs.

WORKING ENVIRONMENT

About Android:- Android is an open source operating system, created by Google, and available to all kinds of developers with various expertise levels, ranging from rookie to professional. From a developer's perspective, Android is a Linux-based operating system for smartphones and tablets. It includes a touch screen user interface, widgets, camera, network data monitoring and all the other features that enable a cell phone to be called a smartphone. Android is a platform that supports various applications, available through the Android Play Store. The Android platform also allows end users to develop, install and use their own applications on top of the Android framework. The Android framework is licensed under the Apache License, with Android application developers holding the right to distribute their applications under their customized license.

LITERATURE SURVEY

In order to fully understand the impact of this photo viewer and editor in an industrial scenario, it is important to first take a back-seat and ensure what a photo editor conjures up with, by having feasibility study and evaluating various scenarios, and why it should be implemented and from what perspective it will be accountable? Lastly, the conceptual literature review will focus on how an innovative and practical application can be implemented alongside the pre-existing applications in the modern trends of an industrial scenario, keeping in mind both the subject world and the usage world. The facets that this photo editor deals with to innovate in designing this application which would help us in image viewing and editing. The existence of this very model will furnish individuals with a sense of confidence to experiment and examine with various facets and genres of image viewing from the app store perspective along with image editing.

Methodology

A good interface can be understood by the user. after being observed, it can be investigated how to construct a workflow for creating high quality image editing on mobile application. The way is quite simple, users just open a photo, then edits and save.

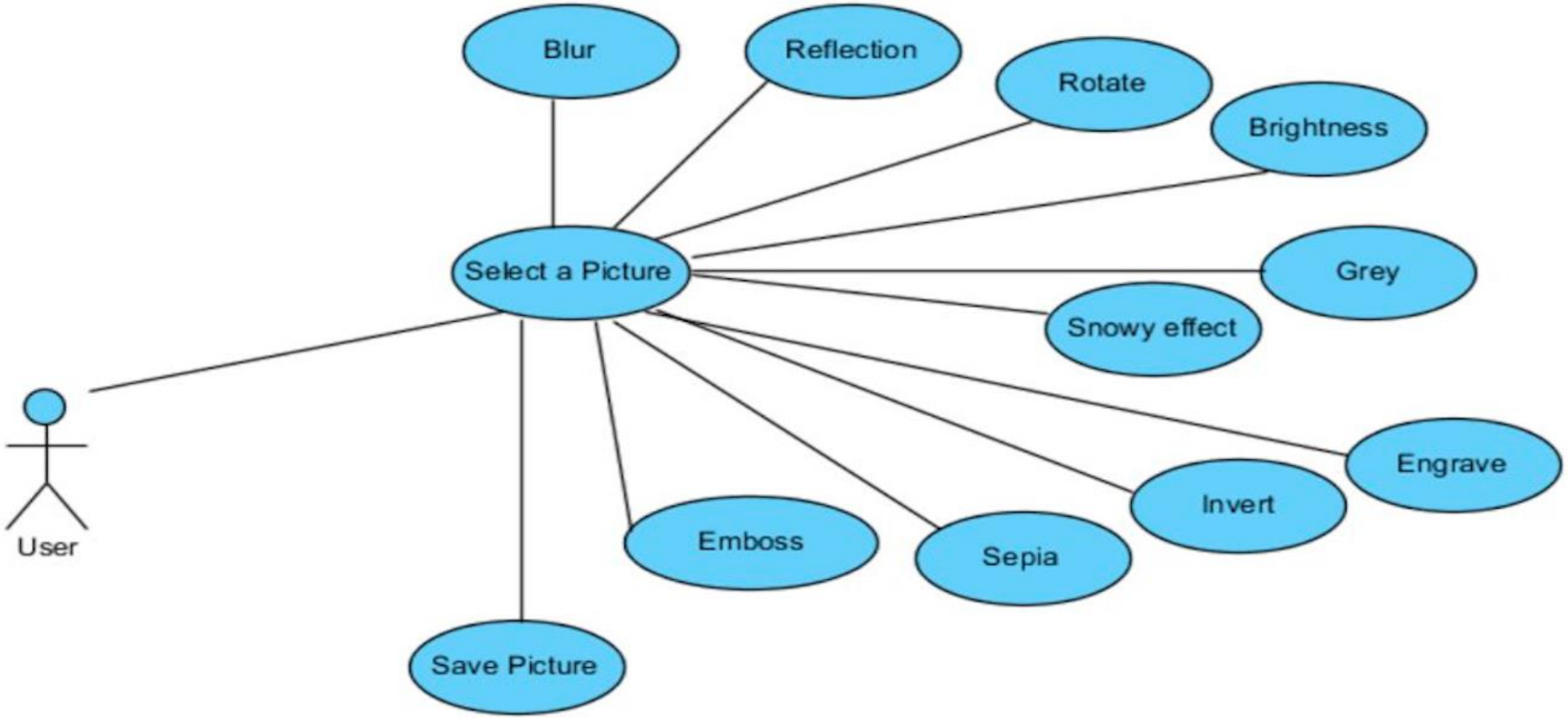
Instructions

This activity is meant to introduce you to your software editing program in a more in-depth way. At the end, you should be able to easily repeat the steps necessary to open up a given tool at any time.

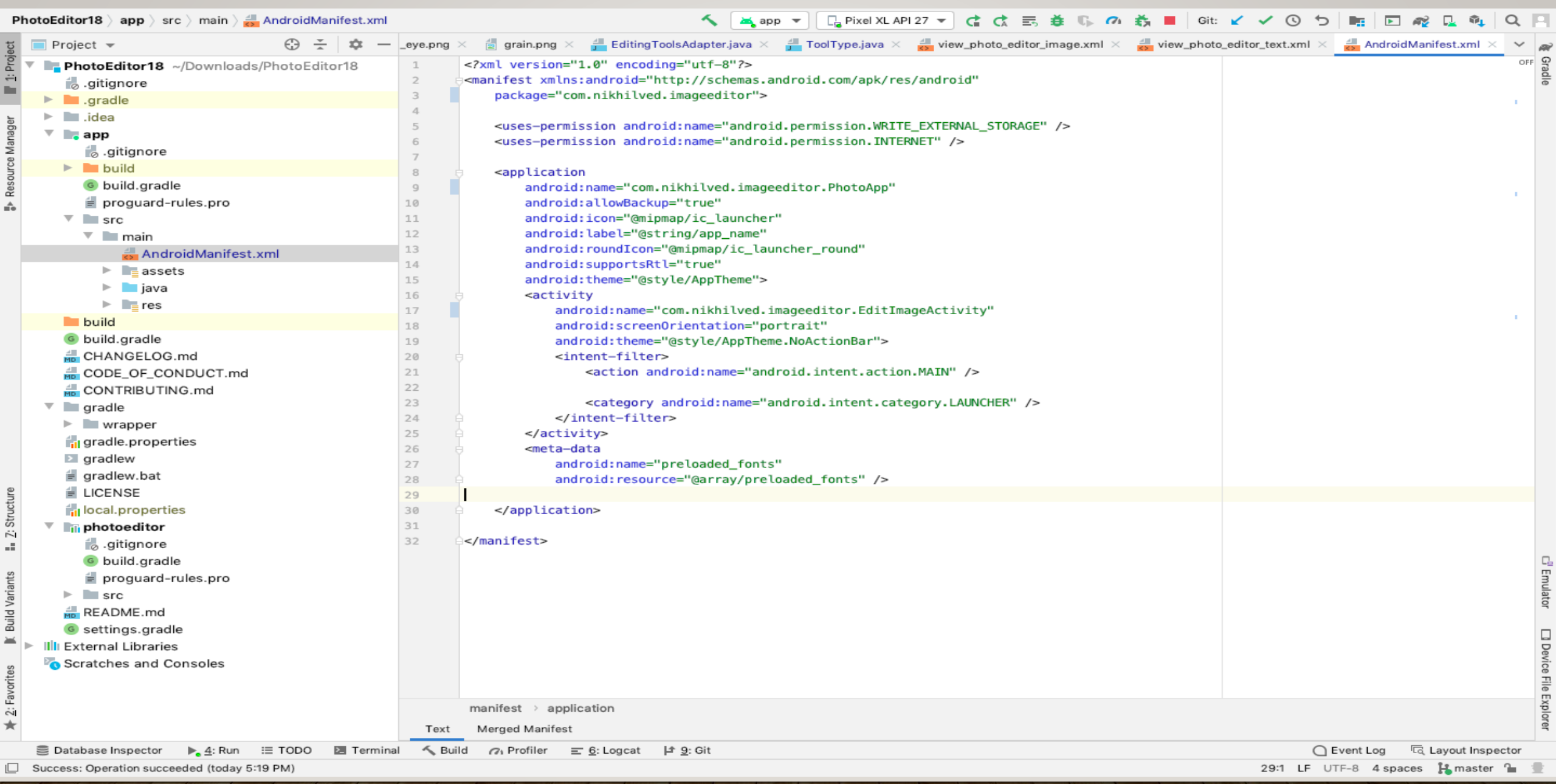
1.Open your photo editing Application program.

2.Open up a photo file (it's easier to open up tools when you have a photo loaded into your program).

3.With your photo editing journal open beside you, find and open each of the following tools. For each tool, write down the path of how you got there. For instance, the best way to do it is like this: "Brightness: Edit> Adjust> Brightness" ,etc.


Blur
Reflection
Rotate
Brightness
Select a Picture
Grey
Snowy effect
Engrave
Invert
Emboss
Sepia
User
Save Picture

IMPLEMENT
ATION



PhotoEditor18 > app > src > main > AndroidManifest.xml

app | Pixel XL API 27 | Git:

Project

- PhotoEditor18 ~/Downloads/PhotoEditor18
  - .gitignore
  - .gradle
  - .idea
  - app
    - .gitignore
    - build
    - build.gradle
    - proguard-rules.pro
    - src
      - main
        - AndroidManifest.xml
        - assets
        - java
        - res
    - build
    - build.gradle
    - CHANGELOG.md
    - CODE_OF_CONDUCT.md
    - CONTRIBUTING.md
  - gradle
    - wrapper
    - gradle.properties
    - gradlew
    - gradlew.bat
    - LICENSE
    - local.properties
  - photoeditor
    - .gitignore
    - build.gradle
    - proguard-rules.pro
    - src
  - README.md
  - settings.gradle
- External Libraries
- Scratches and Consoles

_eye.png | grain.png | EditingToolsAdapter.java | ToolType.java | view_photo_editor_image.xml | view_photo_editor_text.xml | AndroidManifest.xml

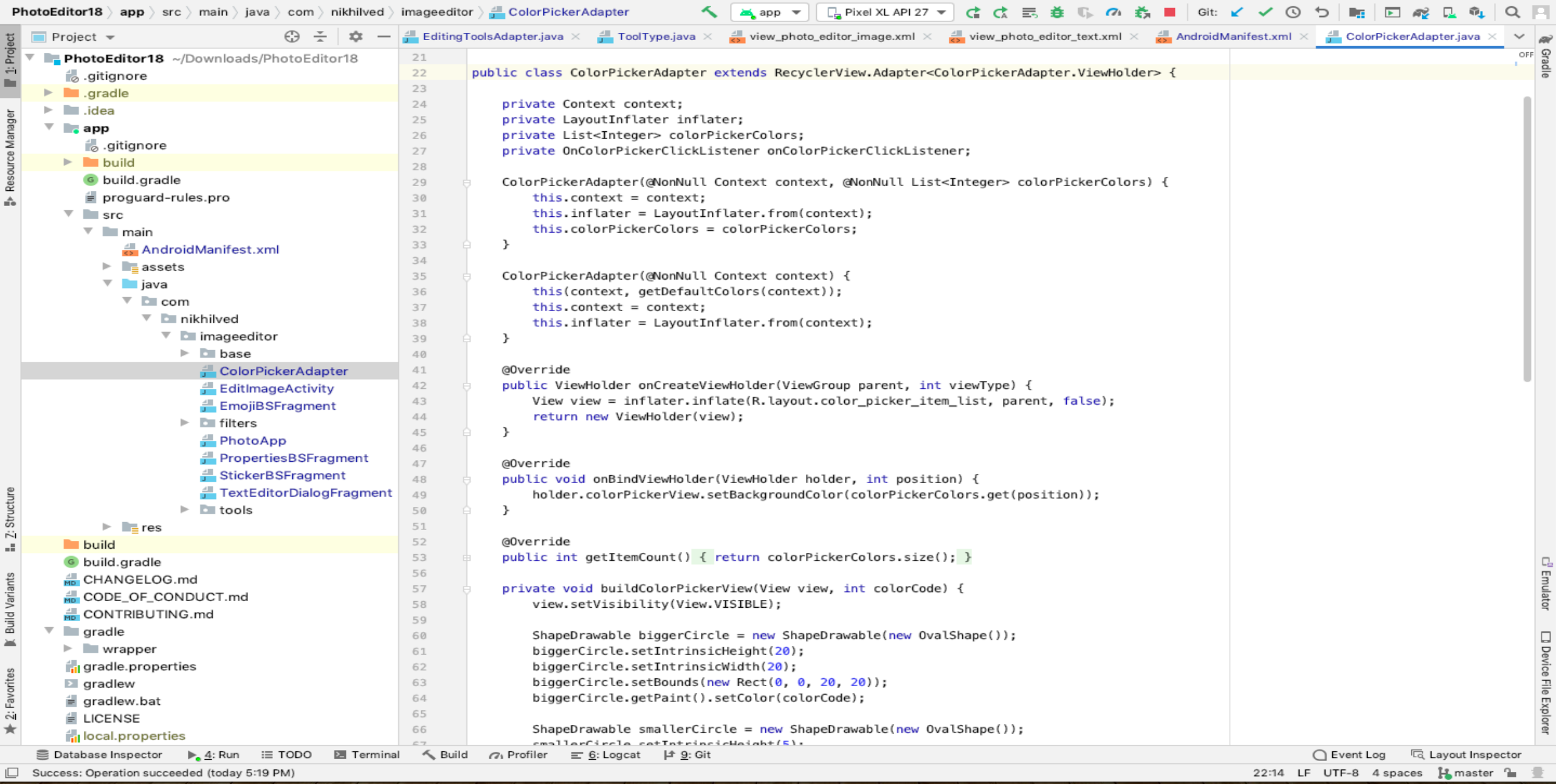
```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.nikhilved.imageeditor">

    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-permission android:name="android.permission.INTERNET" />

    <application
        android:name="com.nikhilved.imageeditor.PhotoApp"
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity
            android:name="com.nikhilved.imageeditor.EditImageActivity"
            android:screenOrientation="portrait"
            android:theme="@style/AppTheme.NoActionBar">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <meta-data
            android:name="preloaded_fonts"
            android:resource="@array/preloaded_fonts" />

    </application>

</manifest>
```

manifest > application

Text | Merged Manifest

Database Inspector | 4: Run | TODO | Terminal | Build | Profiler | 6: Logcat | 9: Git | Event Log | Layout Inspector

Success: Operation succeeded (today 5:19 PM) | 29:1 | LF | UTF-8 | 4 spaces | master


PhotoEditor18 › app › src › main › java › com › nikhilved › imageeditor › ColorPickerAdapter
app
Pixel XL API 27
Git:
Project
EditingToolsAdapter.java
ToolType.java
view_photo_editor_image.xml
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EditImageActivity
EmojiBSFragment
filters
PhotoApp
PropertiesBSFragment
StickerBSFragment
TextEditorDialogFragment
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res
build
build.gradle
CHANGELOG.md
CODE_OF_CONDUCT.md
CONTRIBUTING.md
gradle
wrapper
gradle.properties
gradlew
gradlew.bat
LICENSE
local.properties
public class ColorPickerAdapter extends RecyclerView.Adapter<ColorPickerAdapter.ViewHolder> {
private Context context;
private LayoutInflater inflater;
private List<Integer> colorPickerColors;
private OnColorPickerClickListener onColorPickerClickListener;
ColorPickerAdapter(@NonNull Context context, @NonNull List<Integer> colorPickerColors) {
this.context = context;
this.inflater = LayoutInflater.from(context);
this.colorPickerColors = colorPickerColors;
}
ColorPickerAdapter(@NonNull Context context) {
this(context, getDefaultColors(context));
this.context = context;
this.inflater = LayoutInflater.from(context);
}
@Override
public ViewHolder onCreateViewHolder(ViewGroup parent, int viewType) {
View view = inflater.inflate(R.layout.color_picker_item_list, parent, false);
return new ViewHolder(view);
}
@Override
public void onBindViewHolder(ViewHolder holder, int position) {
holder.colorPickerView.setBackgroundColor(colorPickerColors.get(position));
}
@Override
public int getItemCount() { return colorPickerColors.size(); }
private void buildColorPickerView(View view, int colorCode) {
view.setVisibility(View.VISIBLE);
ShapeDrawable biggerCircle = new ShapeDrawable(new OvalShape());
biggerCircle.setIntrinsicHeight(20);
biggerCircle.setIntrinsicWidth(20);
biggerCircle.setBounds(new Rect(0, 0, 20, 20));
biggerCircle.getPaint().setColor(colorCode);
ShapeDrawable smallerCircle = new ShapeDrawable(new OvalShape());
Database Inspector
4: Run
TODO
Terminal
Build
Profiler
6: Logcat
9: Git
Event Log
Layout Inspector
Success: Operation succeeded (today 5:19 PM)
22:14
LF
UTF-8
4 spaces
master

PhotoEditor18 〉 app 〉 src 〉 main 〉 res 〉 drawable 〉 got_s.jpg

app | Pixel XL API 27 | Git:

Project

- src
  - main
    - AndroidManifest.xml
    - assets
    - java
      - com
        - nikhilved
          - imageeditor
            - base
            - ColorPickerAdapter
            - EditImageActivity
            - EmojiBSFragment
            - filters
            - PhotoApp
            - PropertiesBSFragment
            - StickerBSFragment
            - TextEditorDialogFragment
            - tools
    - res
      - drawable
        - aa.png
        - bb.png
        - got.jpg
        - got_s.jpg
        - ic_brush.xml
        - ic_camera.xml
        - ic_close.xml
        - ic_eraser.xml
        - ic_gallery.xml
        - ic_insert_emoticon.xml
        - ic_launcher_background.xml
        - ic_photo_filter.xml
        - ic_redo.xml
        - ic_save.xml
        - ic_sticker.xml
        - ic_text.xml
        - ic_undo.xml
        - original.jpg
        - rounded_border_text_view.xml
      - drawable-v24

got_s.jpg | grain.png | EditingToolsAdapter.java | ToolType.java | view_photo_editor_image.xml | view_photo_editor_text.xml | AndroidManife

1:1

958x1,280 JPEG (24-bit color) 1

Database Inspector | 4: Run | TODO | Terminal | Build | Profiler | 6: Logcat | 9: Git | Event Log | Layout I

Success: Operation succeeded (today 5:19 PM)

qemu-system-x86_64
44%
Thu 10 Dec 6:49 PM
C++ compiler work
October
Yesterday
Computative Programming
September
Previous 30 Days
Flutter Project
August
Mini Project Report.pdf
GCFL MCQ SHeet
July
UC-75701286-3887-4f74-a...5530.pdf
June
UC-e99f022...2a44.pdf
May
C++ Apani Kasha
Brush
Text
Eraser
Filter
Emoji
Sticker
Photo Editor

qemu-system-x86_64
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C++ compiler work
October
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Computative Programming
September
Previous 30 Days
Flutter Project
August
Mini Project Report.pdf
GCFL MCQ SHeet
July
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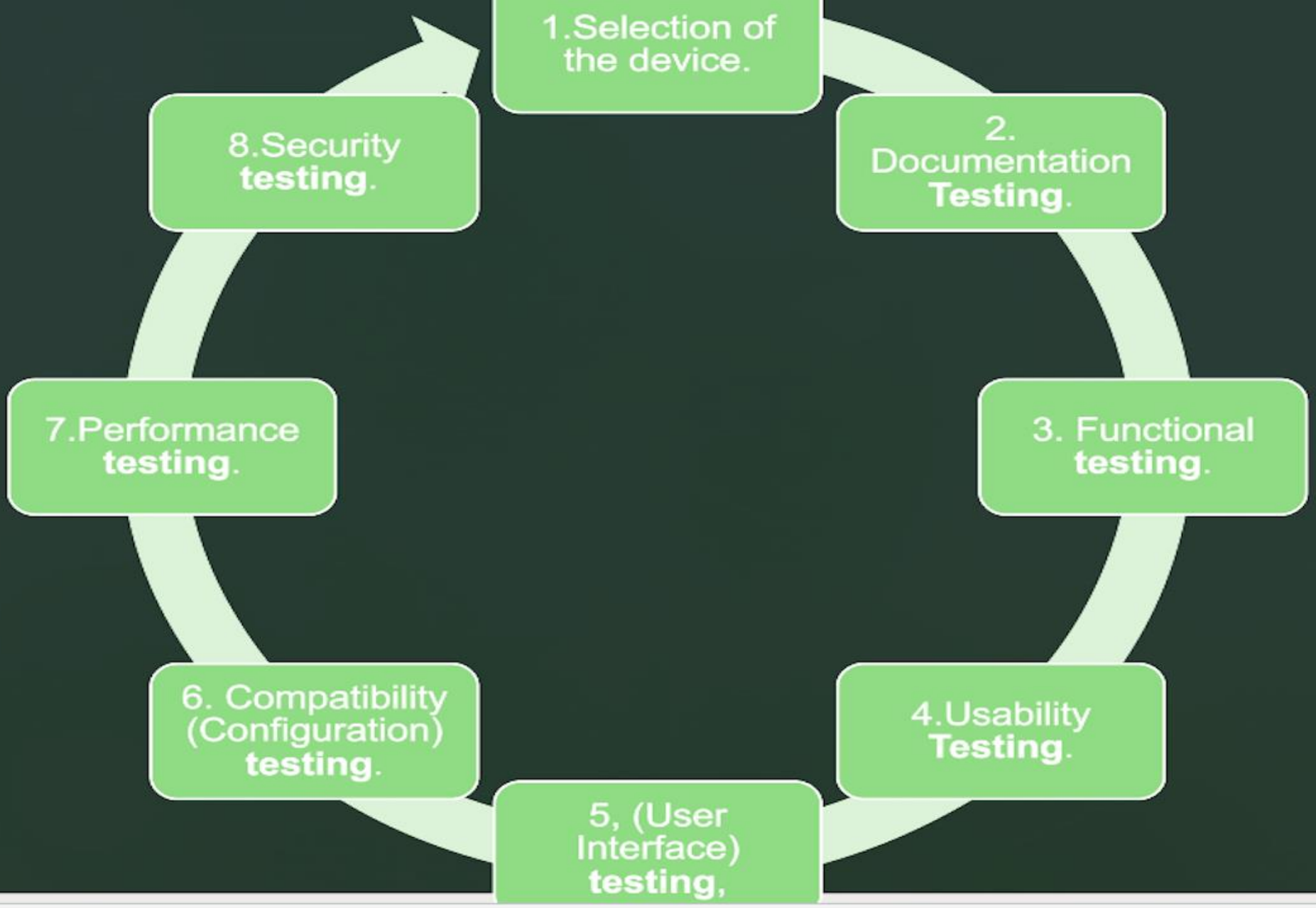
June
UC-e99f022...2a44.pdf
May
C++ Apani Kasha
Hello Sir
Brush
Text
Eraser
Filter
Emoji
Sticker
Emoji

TESTING


1.Selection of the device.
2. Documentation **Testing**.
3. Functional **testing**.
4.Usability **Testing**.
5, (User Interface) **testing**,
6. Compatibility (Configuration) **testing**.
7.Performance **testing**.
8.Security **testing**.

TRAINING
CERTIFICATE

Certificate of Completion

This is to certify that **Ved Prakash Chaubey** successfully completed 4 total hours of **Master HTML:5 from very beginner to Pro** online course on Nov. 6, 2020

Jahangeer Shah

Jahangeer Shah, Instructor

&

Udemy

Certificate no: UC-75701286-3887-4f74-a5ab-18d8e7725530
Certificate url: ude.my/UC-75701286-3887-4f74-a5ab-18d8e7725530
Version 3

#BeAble

Certificate of Completion

This is to certify that **NIKHIL MISHRA** successfully completed 18.5 total hours of **Complete web development Bootcamp for Beginners -2020** online course on Nov. 7, 2020

Hemanth kumar

Hemanth kumar, Instructor

&

Udemy

Certificate no: UC-e99f022d-9f6e-49c6-bf4b-7c6641ad2a44
Certificate url: ude.my/UC-e99f022d-9f6e-49c6-bf4b-7c6641ad2a44
Version 3

#BeAble

Future Work:-

The Future Work for the Application will include the following:

1. Adding more photo editing packages.

2. Integration with social networking websites like Facebook, Twitter etc.

3. Layers functionality like in that of Adobe Photoshop.

CONCLUSION

This app gives user the power to edit their picture easily and efficiently. Its an application which can be used by people of all ages who knows how to use a smartphone. The application uses minimum CPU memory and doesn’t compromise with its performance. The editing is fast and smooth and its GUI is easy to use. There are many features which can be added to the app and those features will be added time to time with its regular updates.

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THANK YOU