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Project 2 : Photo Frame, COEN 268 - WINTER 2017

The program below provides a simulation of Photo Frame.

The project is implemented using cross platform mobile app with Xamari.Forms (Portable) and runs on two different platform emulators : iPhone and Andriod.

- The program implements the following: -
 - Display default 4 images: ImageSource from Uri, ImageSource from file, ImageSource from resource, ImageSource from stream
 - Display images at certain interval that can be reset by user
 - Display count down before next image loads
 - Show activityIndicator between image load.
 - Display current index of the image
 - Tap on frame, set that image as current image and highlight frame
 - On tap disable switch
 - Co-ordinate slider, stepper and entry values
 - User can add and remove images
 - User cannot add duplicate images
 - Image can only be added when user types valid entry beginning with <https://www>. Or <http://www>.
 - User cannot enter empty string
 - Preserve 4 default images and any new image added after the application closes
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 - On tap only after the image is completely loaded, the delete button gets enabled
 - On android - Update of stepper does not happen on slide change event trigger and resets to previous value, but entry is able to maintain the new slide value. Update of stepper does not happen on slide change event trigger
 - Change of value entry, triggers change in both slider and stepper. Change of value of stepper triggers change in both slider and entry. On android - Frame does not highlight on tap but does on iOS emulator.