# Chapter # 1: Introduction

1.1 The project is a simple image manipulation program written in C# using the visual studio 2012 professional IDE. The software has an easy to use and extensible interface unlike the popular graphics applications. The application contains all the navigation and tools in the menu bar at the top of the window. The technology used for the implementation was C# windows forms which is a tried and tested technology for developing GUI(graphical user interface) applications for windows platform. The version of .net framework used is 4.5 and the application has been tested on windows 7 and windows 8 but it will run on versions as old as windows vista.

1.2 Relevance to the course

The project does not relate directly to a course taught in the duration of the BS(CS) course but visual studio has been used as a tool of choice in developing applications for VB.NET and ASP.NET using C#.

1.3 Modules

The application contains various modules in the form of options in the menu bar. Every option is an independent piece of code that does not need the help of other modules. New features can be added to the project on the fly because of this plug and play capability and it also makes testing a bliss. Right now there are less than ten modules in the application but many more will be added in the future.

1.4 Methodology

The development methodology used in the project was incremental, new features were added as required and as new requirements became apparent. The tool began as a very simple single function application and later on other features were added and will continue to be added as time goes on. The tool is one day supposed to become a fully fledged graphics application which is easy to understand and extend. The developer believes in the power of the community to mature an application.