Reasoning behind the GUI

I designed the GUI to look very simplistic so that the user could easily use the buttons and the mechanics to its full potential. All you really have to do is look at each of the button's label to understand what each of them does.

GUI

Select Files: Selects images from folder. Those images then appear visually on the Canvas and in words on the List Box.

Export Files: Exports 1024 x 1024 .png images into a selected file folder.

Export XML: Exports the current images as an XML file and details their X position, Y position, Width, and Height.

Listbox: Imports pictures into listbox via the "select files" button and shows the images visually.
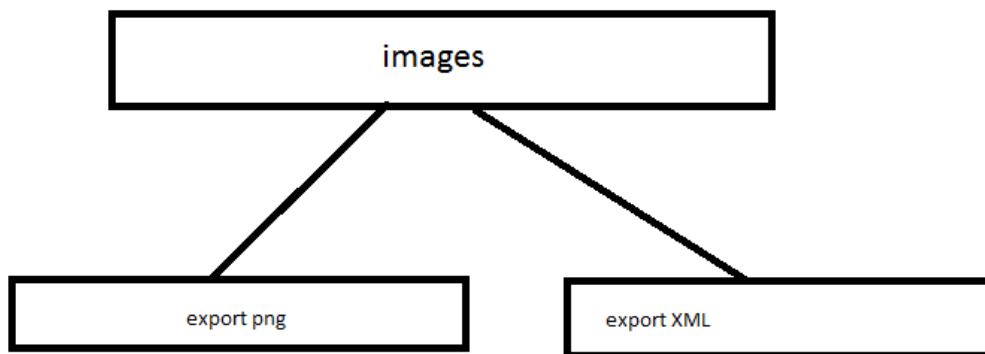
UML

Home Page

images
filePath

_____

openFile
button_Click
exButton_Click
XMLexport_Click
saveXML

Data Structure:

Data Algorithm:

```
Program

Select Files ———————— Input

Canvas ———————— spriteSheetImage

Save

save image
```