# **Angel Ruiz**

# **Photo Manipulator**

This project should be able to have the user take a photo, which then would take them to a new activity. The new activity then uses the google vision api to determine whether there is a certain characteristic in the photo. It then should prompt the user to determine whether the api guessed correctly. If not, it should prompt the user to correct it and type in what was in the image.

I wrote this application as an assignment for the mobile applications class. I also have been writing the applications for a better understanding of android studio and java. The purpose of this was to fulfill the homework assignment and to gain new knowledge of java and android studio.

## **System Design**

My application is made to run on android phones that are running at least 7.0. I was not able to fully complete this application but I’ll try to explain what I was able to complete and what I was planning on completing. My application is able to have the user push the button to take a photo. Once the photo was taken, it would open on another screen with the api results projected on the bottom of the photo. After it did that, it should prompt the user to answer whether or not it guessed the correct percentage of the correct photo tag. If the api did not, it would prompt the user to type in the correct answer to what was in the photo.

One of the best ways I thought this application could be used is if child wanted to go around and take pictures of things and to try and figure out what they were. Or a parent could make a game out of the application for their child.

## **Usage**

How to use my application based off what I got done:

1. Take a photo
2. Let the api scan the image
3. Answer whether or not it is correct
4. If not correct, type in the correct answer.
5. Save photo to gallery.
6. Exit.