# **Angel Ruiz**

# **Photo Manipulator**

This project should be able to have the user choose whether they would like to upload an image from the gallery or take a picture and use the picture that was taken. After the photo has been chosen/taken, the user should be presented with a series of buttons that they can choose to manipulate the colors in the photo. After everything is chosen, the user should be able to save the image with the new manipulations as a new photo inside the phone’s gallery.

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 load the image from the gallery and then display it on the screen. I was also able to get the camera to work but once I took a picture and selected ok on it the picture would not display. I also could not get any of the color manipulations to work. I tried to use the greyscale as a test and included a button for it, but once I pressed the button, my application would crash.

One of the best ways I thought this application could be used is if a person is a certain type of color blind, the application could be used for that person to better see any photo in their phone’s gallery or any photo that they take.

## **Usage**

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

1. Open the application from the phone’s menu.
2. Push the button that says load.
3. Select an image from the phone’s gallery.
4. Display the photo.

Or

1. Open the application from the phone’s menu.
2. Push the button that says camera.
3. Take a picture.
4. On the picture, select ok.
5. Display photo to screen.

How to use my application if it were finished:

1. Open the application from the phone’s menu.
2. Push the button that says load.
3. Select an image from the phone’s gallery.
4. Display the photo.
5. Select which color the user would like taken out of the photo,
6. Click save photo.
7. New Photo is saved to the gallery.

Or

1. Open the application from the phone’s menu.
2. Push the button that says camera. .
3. Display the photo.
4. Select which color the user would like taken out of the photo,
5. Click save photo.
6. New Photo is saved to the gallery.