USEME

To Run the program:

Run the app jar to start the application.

- On Windows, both double-clicking on the jar and starting from the terminal will work.

- On Linux, the jar might be treated as an archive and opened up as such. Please launch from the terminal if this is the case.

Terminal :

```
# !!! Must be run from the root of the project(submission - due to relatives paths in the script) !!!

# Non-interactive Script Mode
# Syntax : java -jar artifacts/assn_5_jar/assn_5.jar -file <SCRIPT_NAME>

# EXAMPLE SCRIPT_NAME - res/scripts/script1

# Non-interactive Script Mode
java -jar res/CS5010-Assignment6.jar -file path-of-script-file

# Interactive Text Mode
java -jar res/CS5010-Assignment6.jar -text

# Interactive Graphical Mode
java -jar res/CS5010-Assignment6.jar

#Double clicking also works for running in graphical mode
```

Double-click:

Will only launch in interactive mode

Commands within script1 that can also be run individually (Skipping commands might prompt you with missing images in memory):

```
load res/SMPTE/SMPTE-original.ppm SMPTE
```

`brighten 10 SMPTE SMPTE-brighter`

`vertical-flip SMPTE SMPTE-vertical`

`horizontal-flip SMPTE-vertical SMPTE-vertical-horizontal`

`greyscale red-component SMPTE SMPTE-greyscale`

`save res/SMPTE-brighter.ppm SMPTE-brighter`

`save res/SMPTE-gs.ppm SMPTE-greyscale`

`rgb-split SMPTE SMPTE-red SMPTE-green SMPTE-blue`

`brighten 50 SMPTE-red SMPTE-red`

`rgb-combine SMPTE-red-tint SMPTE-red SMPTE-green SMPTE-blue`

`save res/SMPTE-red-tint.ppm SMPTE-red-tint`

`dither SMPTE SMPTE-dither`

`blur SMPTE SMPTE-blur`

`sharpen SMPTE SMPTE-sharpen`

`sepia SMPTE SMPTE-sepia`

`save res/SMPTE-saved1.png SMPTE`

`save res/SMPTE-saved2.jpeg SMPTE`

HELP - Available in the interactive mode

You can always type "help" in the interactive mode when you need help with the command input syntax.

```
To view the available commands again, type "help". To quit the program, type "quit".
Enter a command: help
```