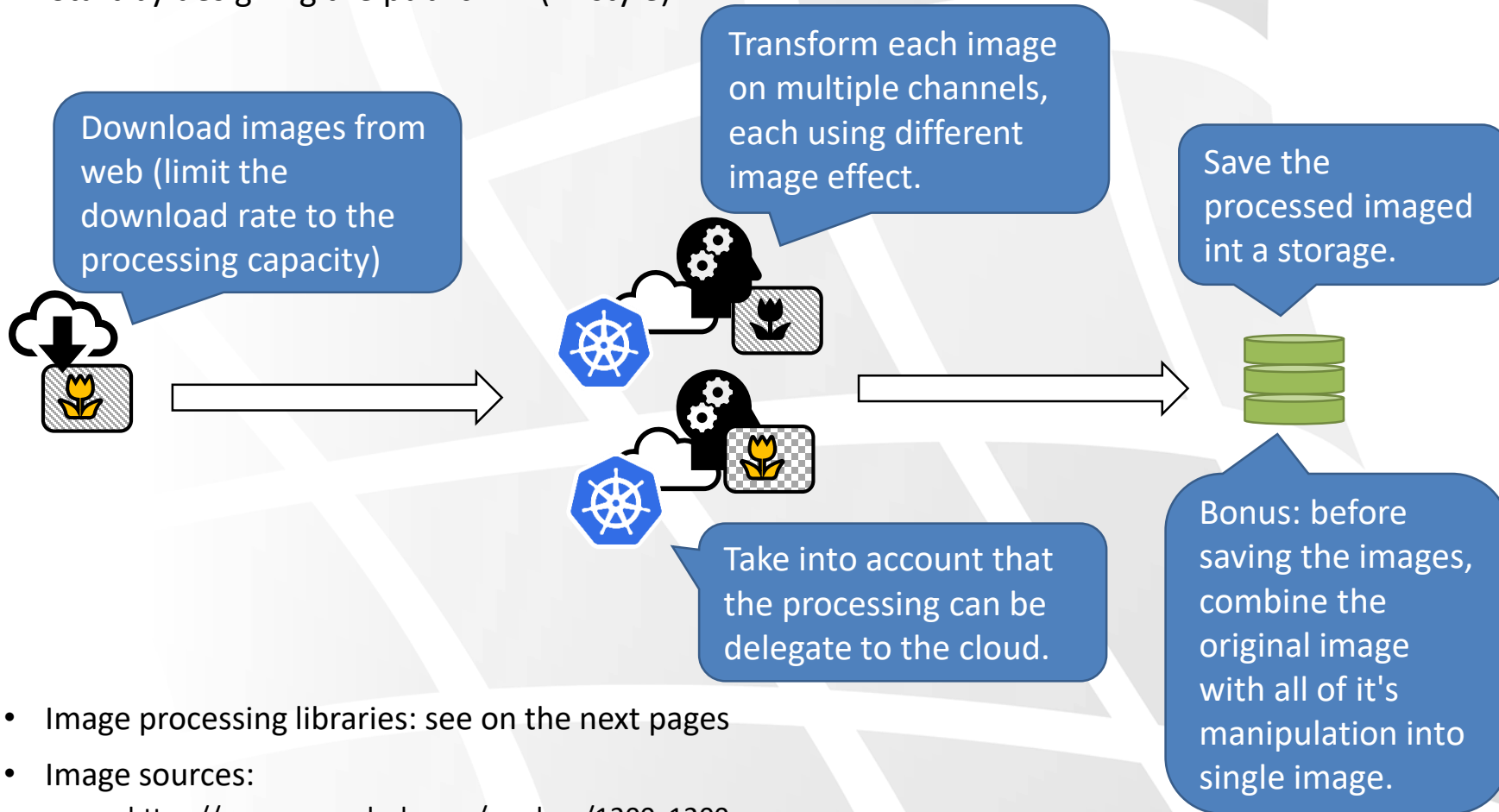


Exercise

- Start by designing the public API (DI style)



- Image processing libraries: see on the next pages
- Image sources:
 - <https://source.unsplash.com/random/1200x1200>
 - <https://dog.ceo/api/breeds/image/random>

Exercise (image providers)

Sample for SkiaSharp API

NuGet: SkiaSharp

Doc: <https://developer.xamarin.com/api/namespace/SkiaSharp/>

```
using(var fs = File.OpenRead(path))
using (var stream = new SKManagedStream(fs))
using (var dest = File.OpenWrite("target.jpg"))
using (var bitmap = SKBitmap.Decode(stream))
using (var filter = SKImageFilter.CreateBlur(50, 50))
using (var surface = SKSurface.Create(bitmap.Info))
using (var paint = new SKPaint())
{
    paint.ImageFilter = filter;
    SKCanvas canvas = surface.Canvas;
    canvas.DrawBitmap(bitmap, SKRect.Create(bitmap.Width, bitmap.Height), paint);
    SKData data = surface.Snapshot().Encode(SKEncodedImageFormat.Jpeg, 80);
    data.SaveTo(dest);
}
```

<https://docs.microsoft.com/en-us/xamarin/graphics-games/skiasharp/introduction>

<https://skia.org/>