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Group 5

Task List #3 appGesture

\*Steps to use the appGesture program

1. Import the appGesture project into a Java project

2. Go to Project->Properties->Java Build Path->Click on Libraries->Click add external JARS, and then add the core.jar file

3. Run the program, click on the applet and then use the mouse to draw any of the gestures from this website <http://depts.washington.edu/aimgroup/proj/dollar/> along with T and 7.

4. To run it on Android, use the Android version of the project we sent and run it on your android phone

\*Facts about the appGesture program

* The appGesture program recognizes the shapes by first using the add method to store the name and points of the shape. Then the mousePressed, mouseReleased, and mouseDragged methods are used for you the user to draw a shape. After the shape is drawn the check method is called to compare the coordinates stored with the coordinates the user just drawn and then determines what shape was attempted to be drawn based upon the stored coordinates.