

THE TITLE

by

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Submitted in partial fulfillment of the
requirements for the degree of
Master of Applied Computer Science

at

Dalhousie University
Halifax, Nova Scotia
November 2017

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DALHOUSIE UNIVERSITY

FACULTY OF COMPUTER SCIENCE

The undersigned hereby certify that they have read and recommend to the Faculty of Graduate Studies for acceptance a thesis entitled “THE TITLE” by Bryan Thomas D’silva in partial fulfillment of the requirements for the degree of Master of Applied Computer Science.

Dated: November 1, 2017

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DALHOUSIE UNIVERSITY

DATE: November 1, 2017

AUTHOR: Bryan Thomas D'silva

TITLE: THE TITLE

DEPARTMENT OR SCHOOL: Faculty of Computer Science

DEGREE: M.A.C.Sc.

CONVOCATION: May

YEAR: 2018

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Abstract

This is a test document.

Acknowledgements

Thanks to all the little people who make me look tall.

Chapter 1

Introduction

Chapter 2

Background

2.1 An Overview of Android Development

2.1.1 About Android

Android is an open source, Linux based operating system. It is a rich application framework used to develop applications for mobile devices, televisions, cars, etc. Initially developed by the Open Handset Alliance, it is now led by Google. Application development in Android is Java-based, however, on May 17, 2017, support for Kotlin programming language is added. Android has a market share of over 99 percent due to its open source capabilities allowing for more customization and a large developer and community outreach.

2.1.2 Application Fundamentals

1. Multi-user Linux System:

Each application is considered as a different user of the system. Android assigns a unique Linux ID to every application, shared only between the application and the system. Since every application runs in isolation, it makes it a safe environment. However, applications are allowed to communicate and share data. For example, the Messenger application and the Contacts application share contacts.

2.2 Camera 2 API

2.3 RenderScript

Chapter 3

Current System

3.1 CheckMarc

Chapter 4

Motivation and Objective

4.1 Storyboard

4.2 Capturing Images using an Autocapture algorithm

4.3 Setting the correct exposure

4.4 Comparing the two images

Chapter 5

Methodology

Chapter 6

Results

Chapter 7

Conclusion