Advanced Programming Term Project

Text-based Image Operations Using Different Programming Paradigms

COLLABORATORS

	TITLE : Advanced Programming Term Project		*REFERENCE* :
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REVISION HISTORY

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1 Project Description

Describe the project *IN YOUR OWN WORDS*.

Use the following example if you want to add an itemized list:

- item 1
- item 2

Use the following example if you want to add an enumerated list:

1. item 1
2. item 2

Use the following example if you want to add a description list:

term 1 description of term 1

term 2 description of term 2

Use the following example if you want to add a figure:

Note
Set the `width` and `height` properties of the figure if it does not fit in the page.

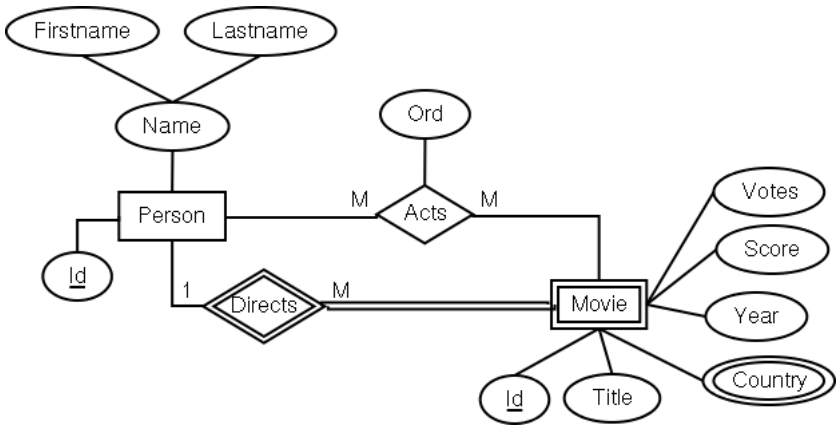

Figure 1: Figure caption.

2 Environments

2.1 Development Environment

Explain which language processors (compilers, interpreters etc.) and development environments were used in development.

2.2 Execution Environment

Explain which software components (operating system, language processors etc.) have to be available on the computer where the project is supposed to run.

For each language, explain the steps needed in order to run your program.

3 Problem Discussions

First, for each programming language, describe your data structure and then for each problem (flip, rotate, invert, etc.), write a subsection as shown below.

3.1 Data Structures

For each programming language, describe the data structure you have used for representing images.

3.1.1 Data Structure in C

Describe the data structure you have used for representing images.

3.1.2 Data Structure in Java

Describe the data structure you have used for representing images.

3.1.3 Data Structure in Python

Describe the data structure you have used for representing images.

3.1.4 Data Structure in Haskell

Describe the data structure you have used for representing images.

3.2 Problem Title

Describe the problem here.

3.2.1 Solution in C

Use the following example to insert a program listing:

```
#include <stdio.h>

int main(void) {
    printf("Hello, world!\n");
    return 0;
}
```

Use the following example if you want to add a screenshot:

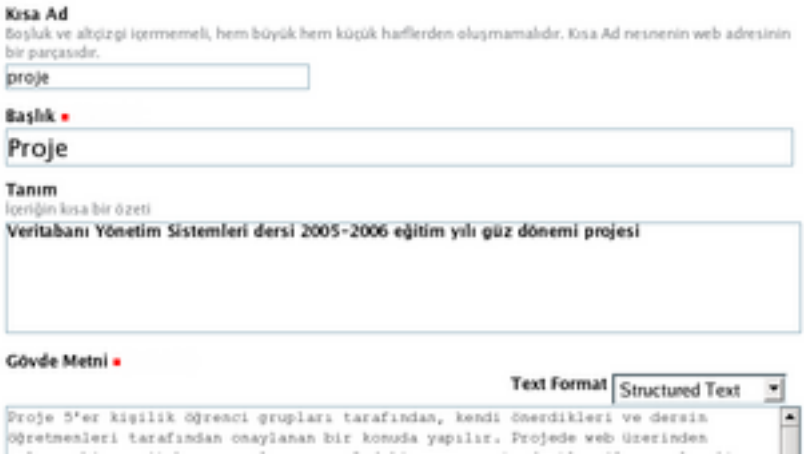

Figure 2: Screenshot caption.

3.2.2 Solution in Java

Use the following example to insert a program listing:

```
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, world!");
    }
}
```

3.2.3 Solution in Python

Use the following example to insert a program listing:

```
print "Hello, world!"
```

3.2.4 Solution in Haskell

Use the following example to insert a program listing:

```
module Main where

main = putStr "Hello, world!\n"
```