FlashPhoto (Iteration #2) Design Discussion

CSCI-3081: Program Design and Development

How did you handle key design decisions in your group?

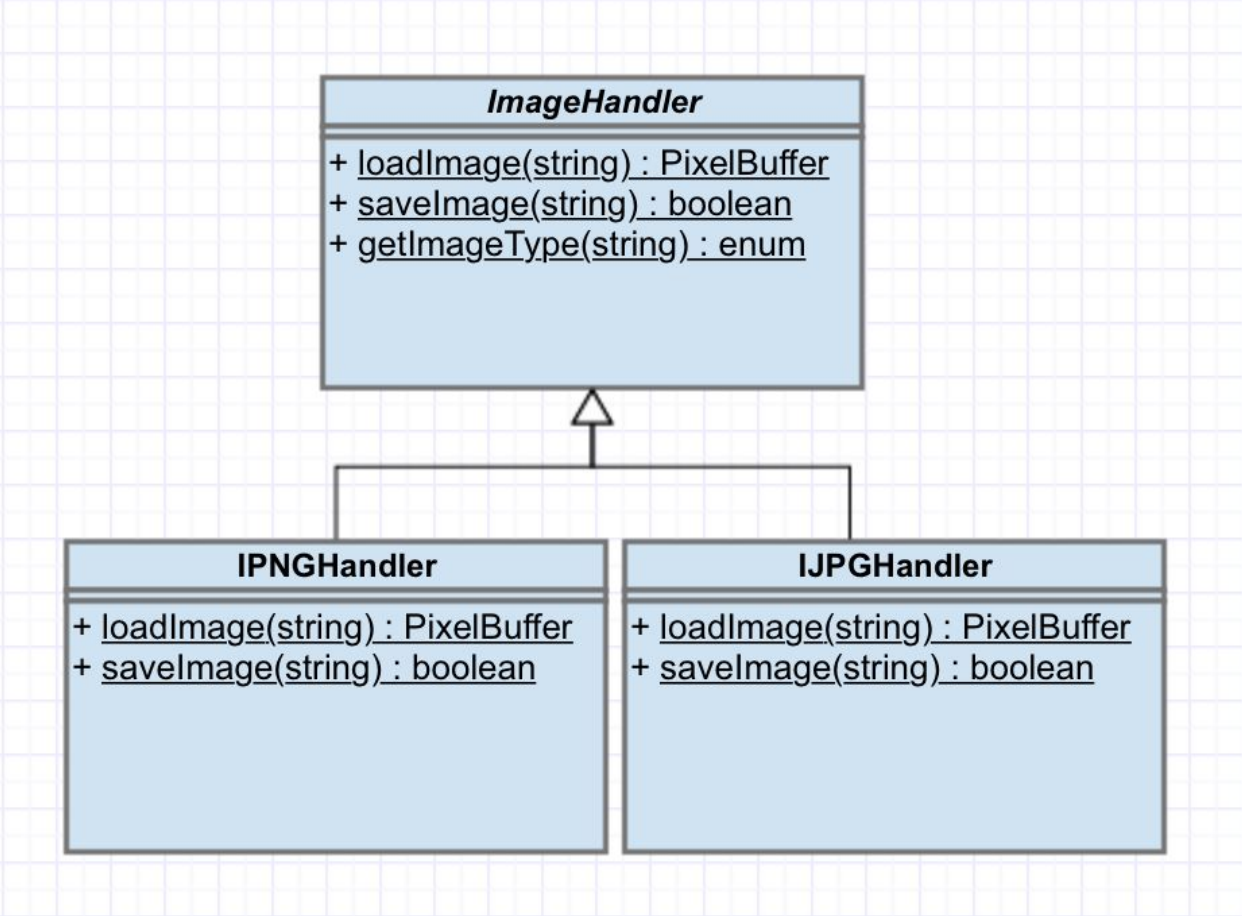
1. **Discuss:** How did you handle image loading/saving?

   e.g., How simple would it be to tell a new programmer how to support a new image file type?

2. **Write down or diagram:** What are the top 3-4 designs that you or others at your table used or considered?

3. **Write down:** What are the pros and cons of each?

Our TA Solution



How did you handle key design decisions in your group?

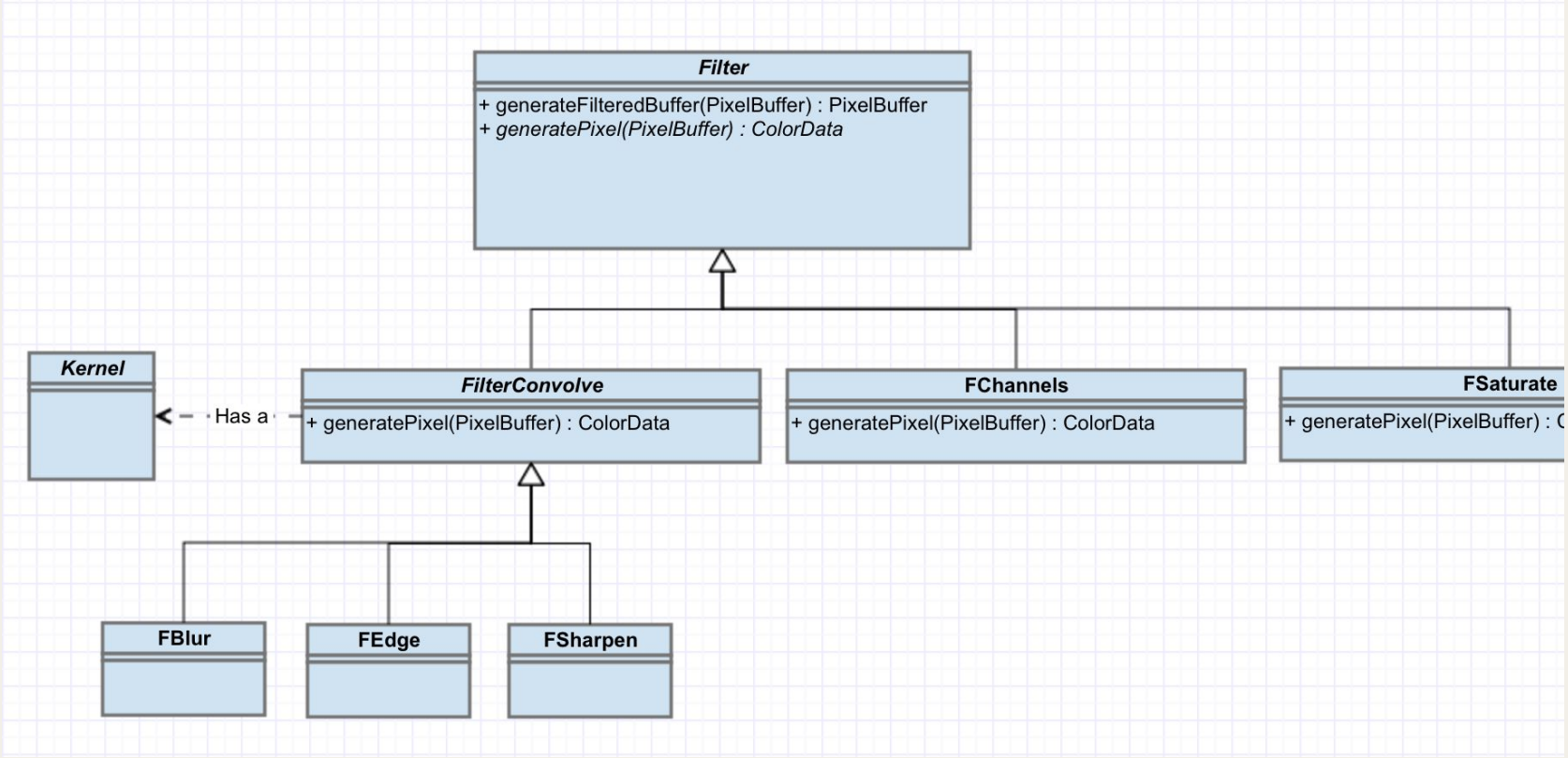
1. **Discuss:** How do you handle the two different types of filters?

   e.g., Did you use some sort of inheritance structure?

2. **Write down or diagram:** What are the top 3-4 designs that you or others at your table used or considered?

3. **Write down:** What are the pros and cons of each?

Our TA Solution



How did you handle key design decisions in your group?

1. **Discuss:** How did you handle Undo/Redo?

   e.g., Did you create your own data structure for storing state?

   e.g., What was the state that you stored?

2. **Write down or diagram:** What are the top 3-4 designs that you or others at your table used or considered?

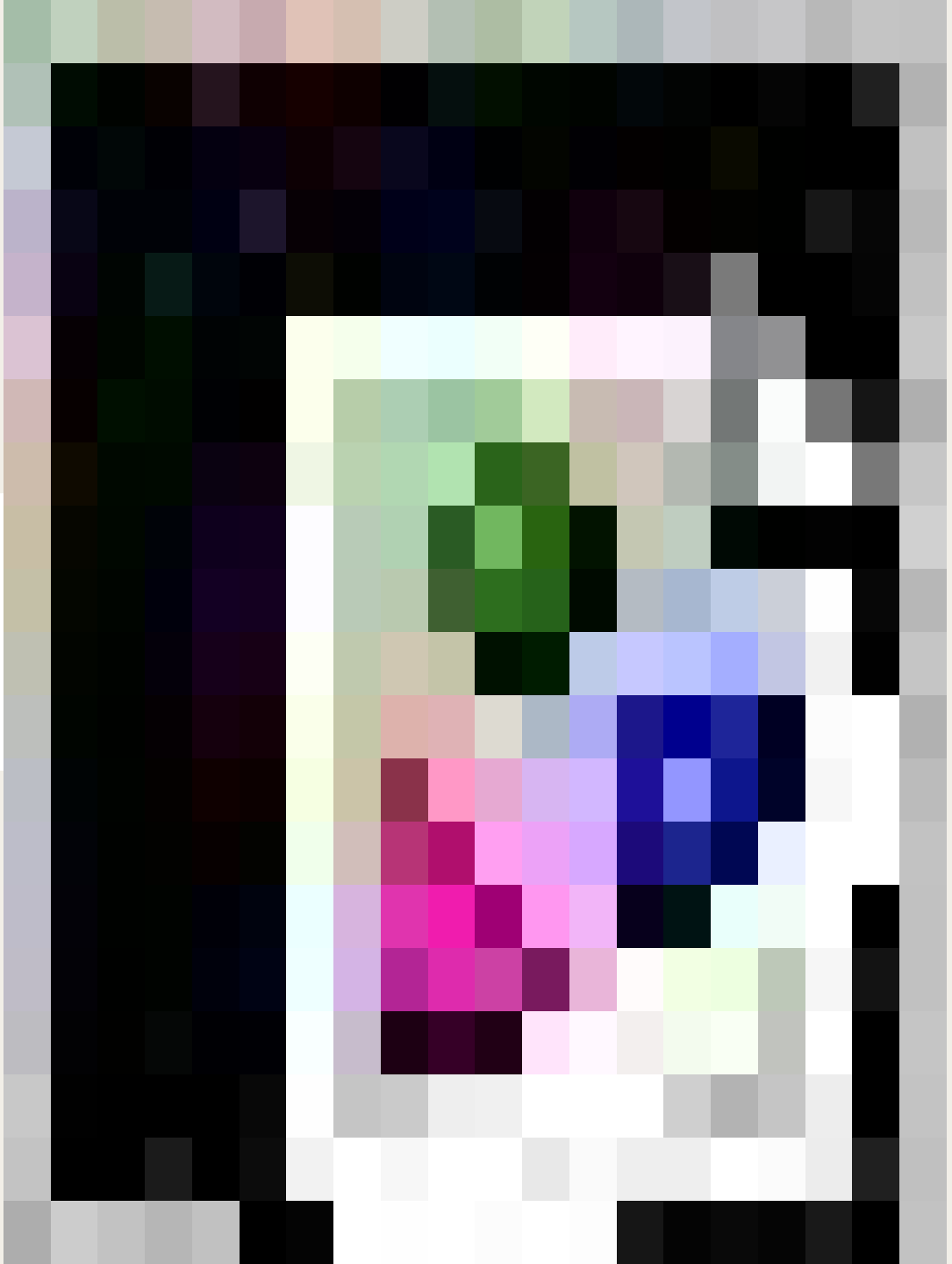
3. **Write down:** What are the pros and cons of each?

Our TA Solution

```
std::deque<PixelBuffer*> m_historyStates;
std::stack<PixelBuffer*> m_redoStates;

int m_maxUndos;

void commitState();
void undoState();
void redoState();
```



How did you handle key design decisions in your group?

1. **Discuss:** Were there any other important or controversial design decisions in your team's implementation?

   e.g., What did you write about in your design document?

2. **Write down or diagram:** What are the top 3-4 designs that you or others at your table used or considered?

3. **Write down:** What are the pros and cons of each?