

CLASSY NOTES SENIOR PROJECT

INTRODUCTION

This is an android application that allows users to create notes on a blank canvas. The user can import pictures from a camera or memory, insert text boxes, draw, erase, or highlight onto the page. After the user is done with annotating the page, they can either save the image to the device or external memory as a PDF. The point of this project was to create a simple note taking application for android tablets.

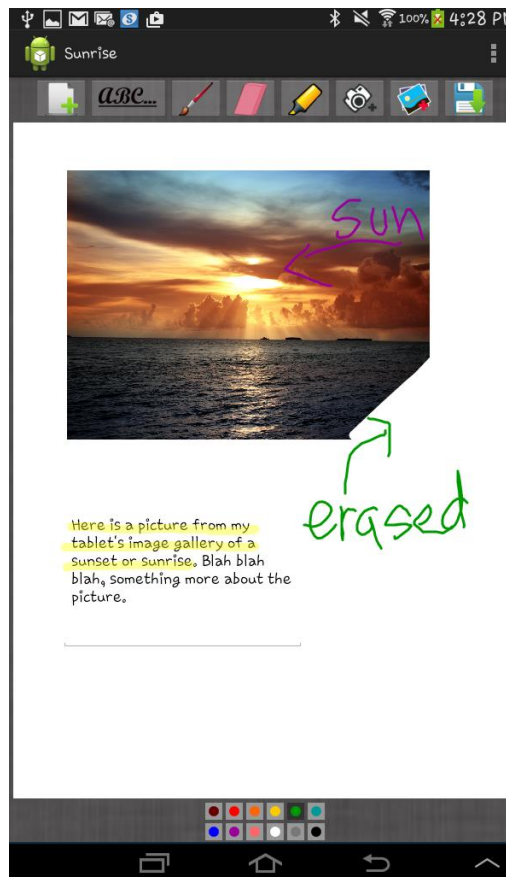
FEATURES

DRAWING:

The application starts out with the user drawing onto the page. They can choose up to 12 colors and 3 paint brush sizes. They can draw over text and pictures to annotate them as well. While drawing the user can also erase draw marks by selecting the eraser button and drawing over it. This feature takes use of the Java's Paint and Path libraries to draw onto the Java's Canvas library. The drawing function overrides the Java View class's onDraw method and onTouchEvent method.

TYPING:

The user can enter text into a text box and then select the area on the canvas by drawing a rectangle on to the desired spot on the screen. The text input takes use of the android's EditText class and places it on the canvas by saving it as a Java Bitmap. The typing function can be extended to change font color and sizes later on.



IMPORTING PICTURES:

The user can either select a picture from the device's memory or take a picture with the device's camera API. The picture is scaled onto the app's canvas by allowing the user to stretch it out with a rectangle and then saving it to the bitmap. Pictures saved onto the canvas can be drawn on, erased, highlighted on, or placed text on top of.

SAVING AS PDF OR IMAGE:

The user has the ability to save the image they created to the devices image gallery or to an external device as a PDF. They can then access the PDF through their files. In the future, I would like to extend this with the canvas and transform the original canvas object to a PDF document with an extended library called iText.

CONCLUSION

This application is a working product of a simple android drawing app with some annotation features. There are more features that can be added on to create more usability and functionality. For now, users can draw, highlight, input text boxes, import pictures, and annotate them in any order.