

Objectives

- Make a working Orthoscopic/Arthroscopic Camera Software
- Come up with creative improvements to the Software
- Learn a new marketable skill (C#)

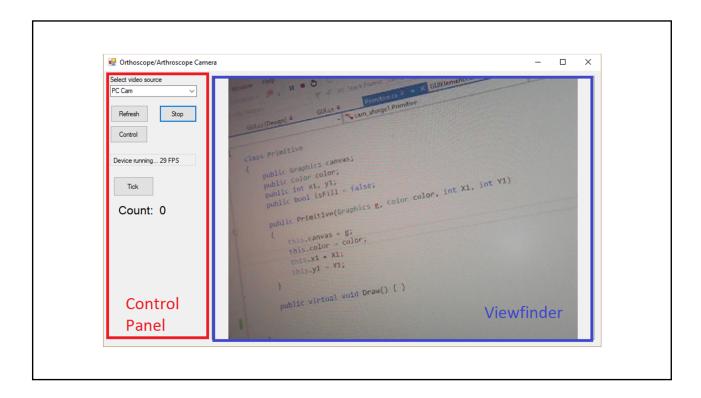
Show and Tell

• Written in C#
• Uses the AForge Library
• Pre-created helper functions

Why C#

- Borrows C syntax
- Very high-level language easy to make cool stuff
- Super well documented and lots of how-to's
- Increasingly in-demand language





• All your drawing and frame related logic should go here
 • Run() method is called every frame

GUI.cs [Design]

- Windows Form Designer
- Can add visual elements such as buttons, timers, labels, etc.
- Drag and Drop Components from Toolbox

GUI.cs

- Logic behind the visual elements of the form
- Can programmatically change elements within the form
- To add interactivity to ViewFinder, call methods within GUIElements.cs (done by adding a line like `myCanvas.method(parameter);`

Everything in the 'advanced' folder

- Helper classes
- Add more classes here if you want

Deliverables

- Your final executable folder (can be found as bin/Debug)
- A one-page instruction manual

• Follow the step by step Quickstart guide
• Sample code is provided
• Google is your friend
• Focus on creativity