

USEME - GUI

The main method where the Image processing application begins is from:

ImageProcessingApplication.java

Once the application is launched, the following steps are to be followed:

1. **Load Image button**: This button is used to upload a new image. Performing any operation without uploading an image will lead to an error pop-up box.
2. **Performing operations**: Various buttons are present to perform specific operations. Click on “**Save operation**” to make the changes permanent.
3. For blur, sharpen, greyscale, sepia, color correction and level adjustment operations, split preview is available before applying the operation. Click on “**Apply Operation**” in the split preview pop-up to preview the operation on the desired part of the image then click on “**Save operation**” to make the changes permanent.
4. **Cancel operation button**: It is used to cancel the operation.
5. To save the operated image, click on the “**Save Image**” button. A pop-up will open where the user can select the location they want to save the file in. The filename can be given in the following ways:
 - Filename.jpg
 - Filename.png
 - Filename.ppm
 - Filename.jpeg
6. **Exit App**: It can be used to quit the application.

We have also provided a JAR file called ‘Image Processing.jar’ which contains the data related to the src package of our assignment. The jar file should run and behave the same as when the main class- *ImageProcessingApplication.java* is executed using the terminal. The jar file can be run through terminal as follows-

- If you want to run just the JAR file for using the GUI-
 - The general format to run the JAR file is- *java -jar 'File path name.jar'*
 - Eg- *java -jar 'Image Processing.jar'*