

Test Annotation Editor (Fullstack)

8-10 hours

Editor shapes

TECHNICAL REQUIREMENTS

- Use an Object-Oriented approach.
- The design needs to be highly reusable and extendible.
- Design Pattern, is a plus.
- Backprocess, use back process for save states.
- Use this library for build the frontend <https://konvajs.org/>

FUNCTIONAL REQUIREMENTS

Use the library for build an editor, where you can draw just bounding box, is not necessary draw the another shapes.

- Make one view where the user can upload an image, save this image in the database
- Save states in database make Undo and Redo option

HAND IN

- Explain the decisions you made. Why did you choose this solution? Was there another solution that you discarded?
 - Hand in all documents (e.g. using zip) via email.
- Don't share this assignment or your results (don't create a public repo).

□ ANNOTATIONS

CUSTOMIZE EDITOR

CATEGORIES ATTRIBUTES + ADD

Enter category label...

SHAPES

Bounding Box Polygon

Circle Point Line

ATTRIBUTES

DUPLICATE REMOVE

Enter category label...

SHAPES

Bounding Box Polygon

Circle Point Line

ATTRIBUTES

DUPLICATE REMOVE

Zoom 100%

Zoom In

Zoom Out

Undo

Redo

Press shortcut key on the right to select action

Mouse down then drag to position image.

Scroll up or down to zoom the image.

