# SUPSI 2D image editor

# STUDENTSUPSI

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# CONTEXT AND MOTIVATION



### **ACADEMIC PROJECT**

Academic software engineering project focusing on implementing software design patterns and testing best practices



### ANALYZE REQUIREMENTS

Creation of a 2D image editor with support for applying multiple filters in a pipeline architecture



### **CREATE A 2D EDITOR**

Development of an extensible application enabling filter chaining, comprehensive testing coverage, and appropriate design pattern usage

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# **PROBLEM**

Create a modular 2D image editor capable of loading different image formats (PBM, PPM, PGM) and applying a customizable pipeline of filters. The application must support:

- Loading and saving images in PNM formats
- Dynamic filter pipeline management
- Cross-format image conversion
- Preferences management
- Localization in multiple languages

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# STATE OF THE ART



**ADOBE PHOTOSHOP** 



**LUMINAR NEO** 

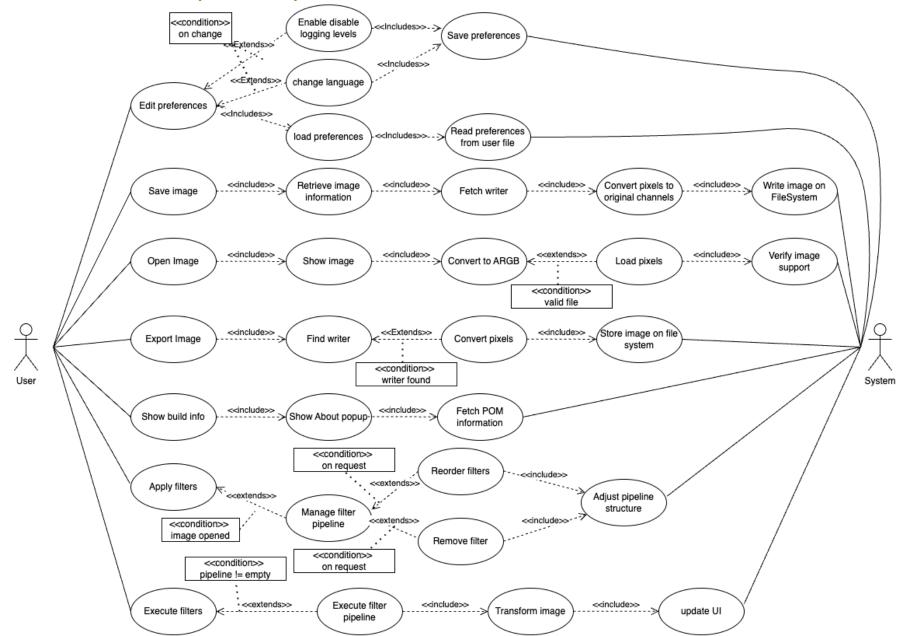


PHOTO DIRECTOR



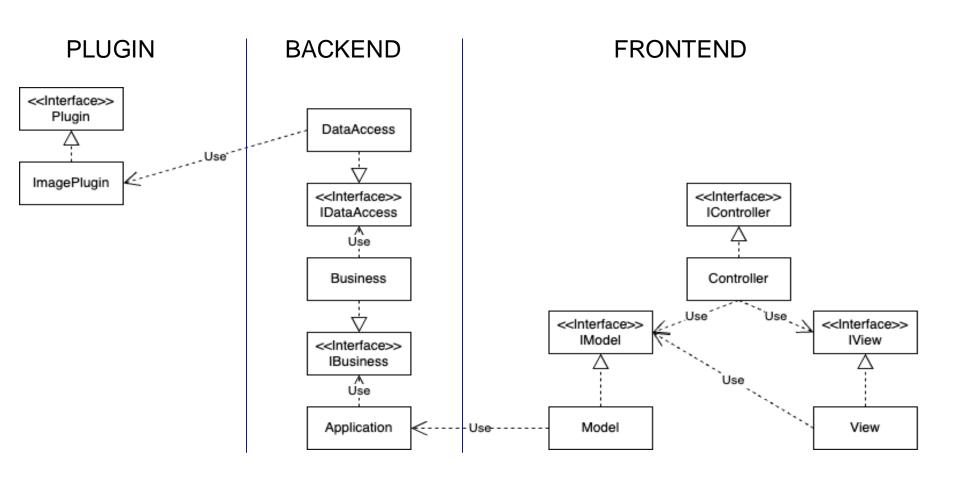
**CAPTURE ONE PRO** 

# USE CASE (1 of 1)



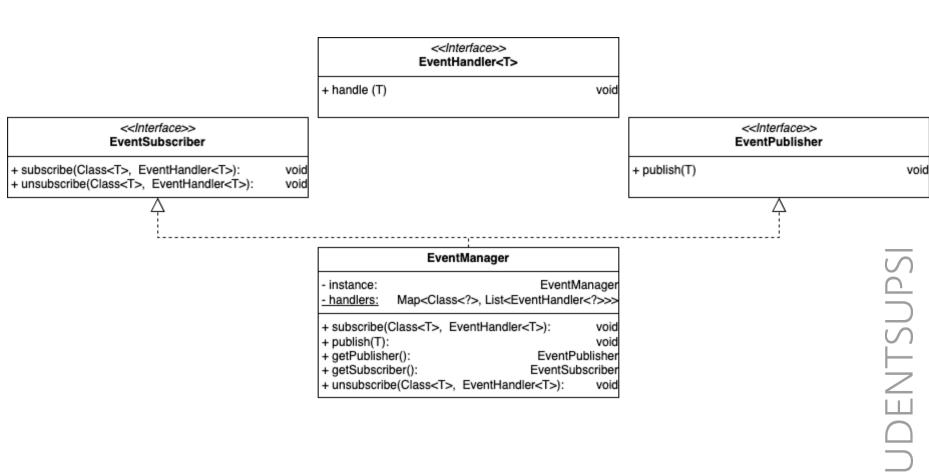
# APPROACH (1 of 15)

Architecture



# APPROACH (2 of 15)

Patterns - Observer



# APPROACH (3 of 15)

Patterns - Observer

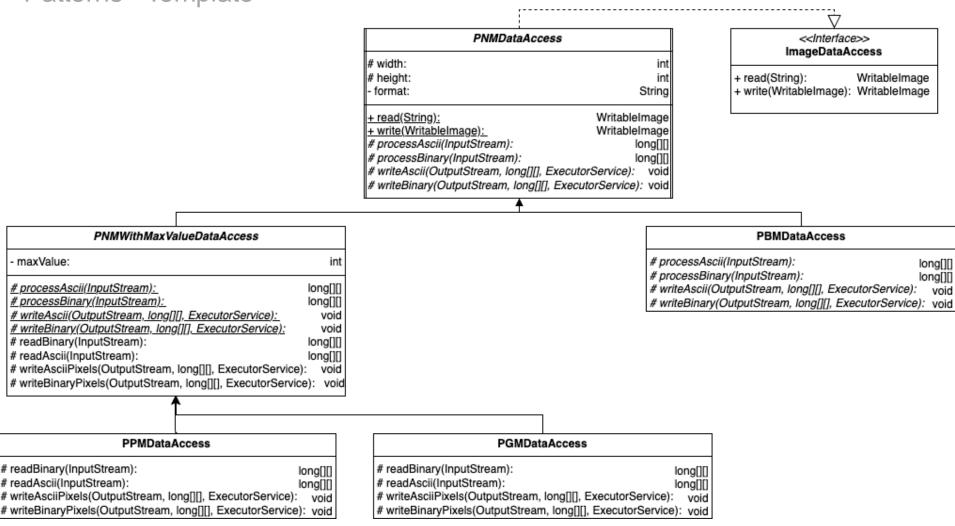
```
public sealed interface FilterEvent {
    record FilterAddRequested(String filterName) implements FilterEvent {}
    record FilterRemoveRequested(int index) implements FilterEvent {}
    record FilterMoveRequested(int fromIndex, int toIndex) implements FilterEvent {}
    record FilterExecutionRequested() implements FilterEvent {}
}
```

```
Controller: EventSubscriber subscriber = EventManager.getSubscriber();
subscriber.subscribe(FilterEvent.FilterAddRequested.class, this::onFilterAdded);
```

```
View: EventPublisher publisher = EventManager.getPublisher();
publisher.publish(new FilterEvent.FilterAddRequested(filterKey))
```

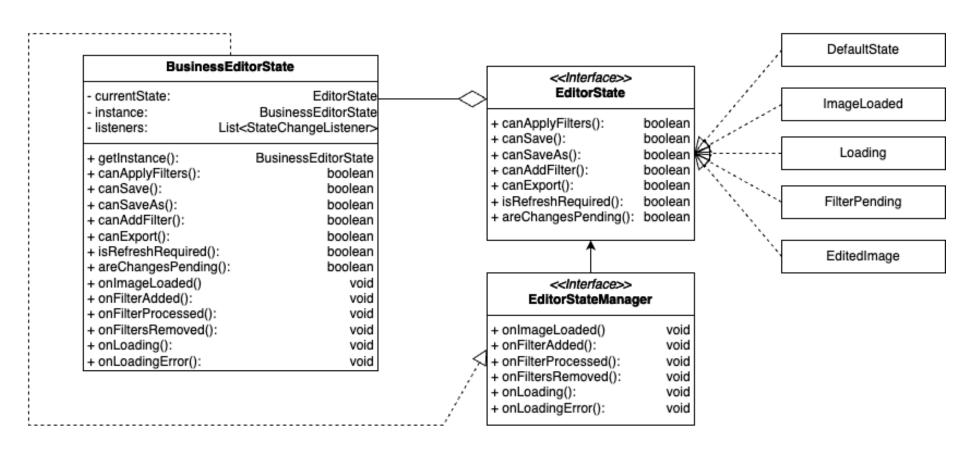
# APPROACH (4 of 15)

Patterns - Template



# APPROACH (5 of 15)

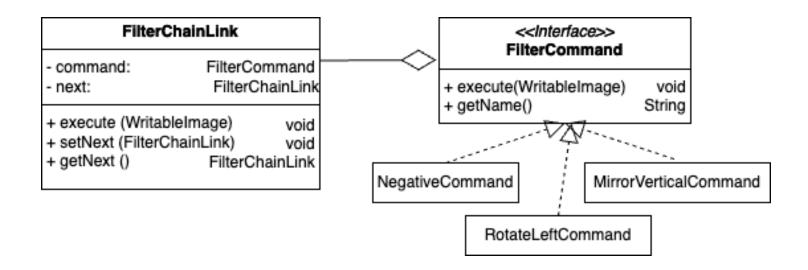
Patterns - State



# APPROACH (6 of 15)

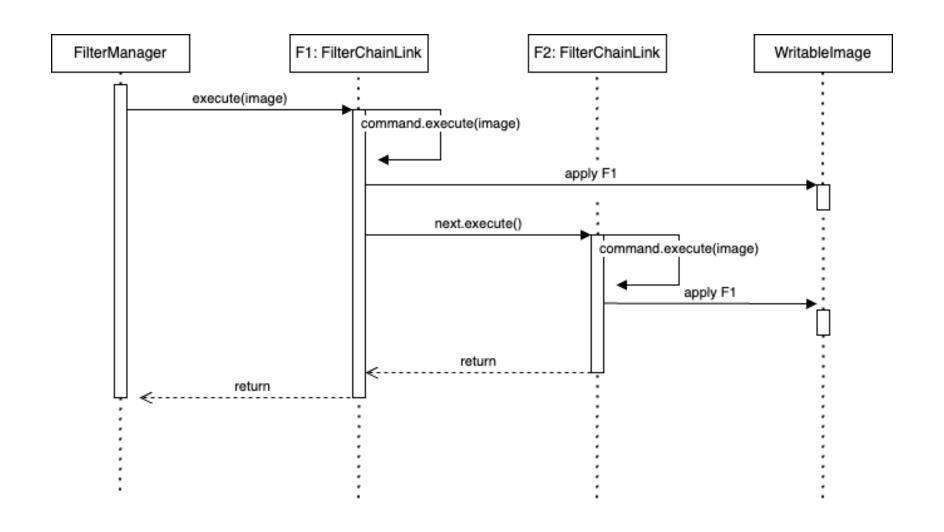
## Patterns – Chain of responsability

- Order matters
- If a command fails, others should not be executed
- Every component processes the image.
- It provides support for single filter execution
- Commands are wrapped, in this way no component 'knows' other components on the same layer
- Commands are stateless, so they can be cached and used multiple times, even in the same pipeline, without side effects or circular dependencies.



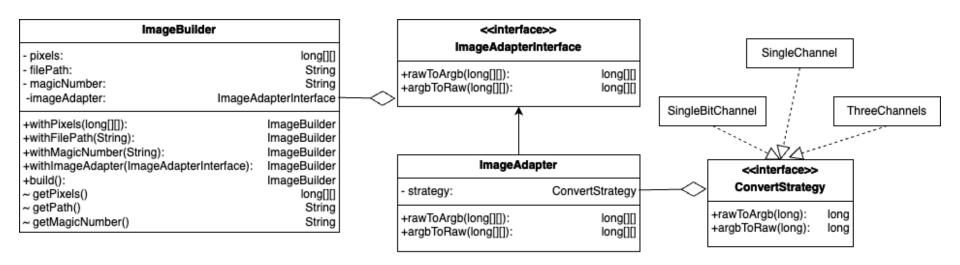
# APPROACH (7 of 15)

Patterns – Chain of responsability



# APPROACH (8 of 15)

Patterns - Strategy



# APPROACH (9 of 15)

Patterns - Strategy

```
@Override
public long ArgbToOriginal(long pixel) {
    int r = (int) ((pixel >> 16) & 0xFF);
    int g = (int) ((pixel >> 8) & 0xFF);
    int b = (int) (pixel & 0xFF);

    if (r != g || g != b) {
        return (long) (((0.299 * r + 0.587 * g + 0.114 * b) / 255.0) * maxValue);
    } else {
        return (long) ((b / 255.0) * maxValue);
    }
}
```

# APPROACH (10 of 15)

Patterns – Dependency Injection

### **Chain of Responsibility**

- Performance overhead due to runtime chain traversal.
- •High coupling: components require knowledge of other components at same level
- •Poor extensibility: adding new components requires modifying existing code
- •Error propagation: failures in one component can cascade through the chain
- Complex debugging of chain execution flow

### **Chain of Responsibility with Configuration**

- •Violates Java's 'convention over configuration' principle
- Runtime overhead for configuration parsing
- Additional complexity from reflection-based validation
- •Same coupling and separation of concerns issues as basic chain
- •Configuration maintenance becomes an extra burden

# APPROACH (11 of 15)

## Patterns – Dependency Injection

### **Pure Reflection Approach**

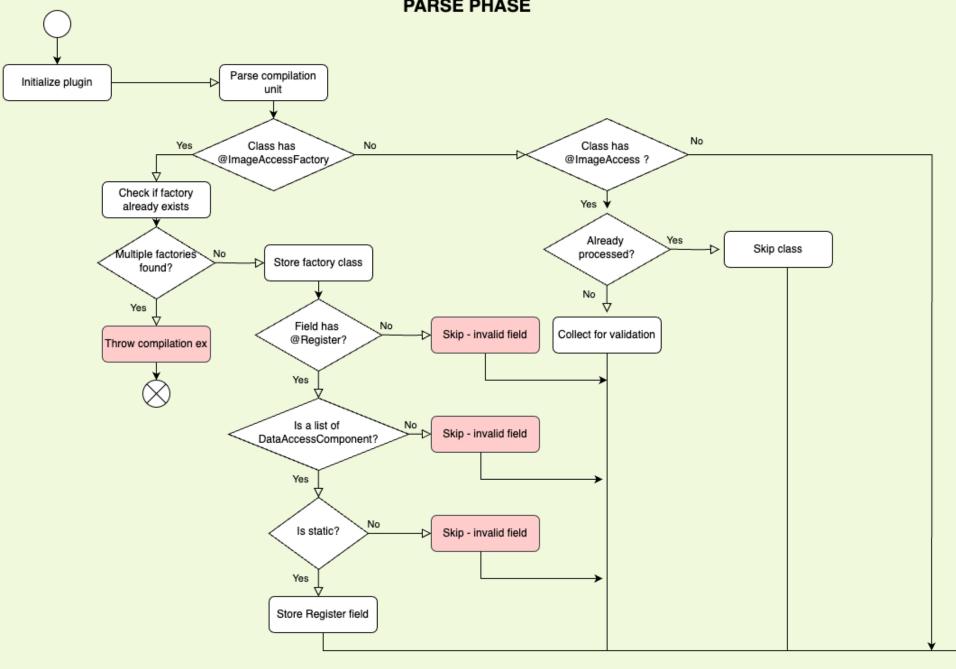
- More flexible and decoupled design
- Significant runtime performance overhead
- Defers critical validation to runtime
- •Potential runtime failures from incorrect implementations (e.g., malformed singletons)
- Complex error handling and recovery

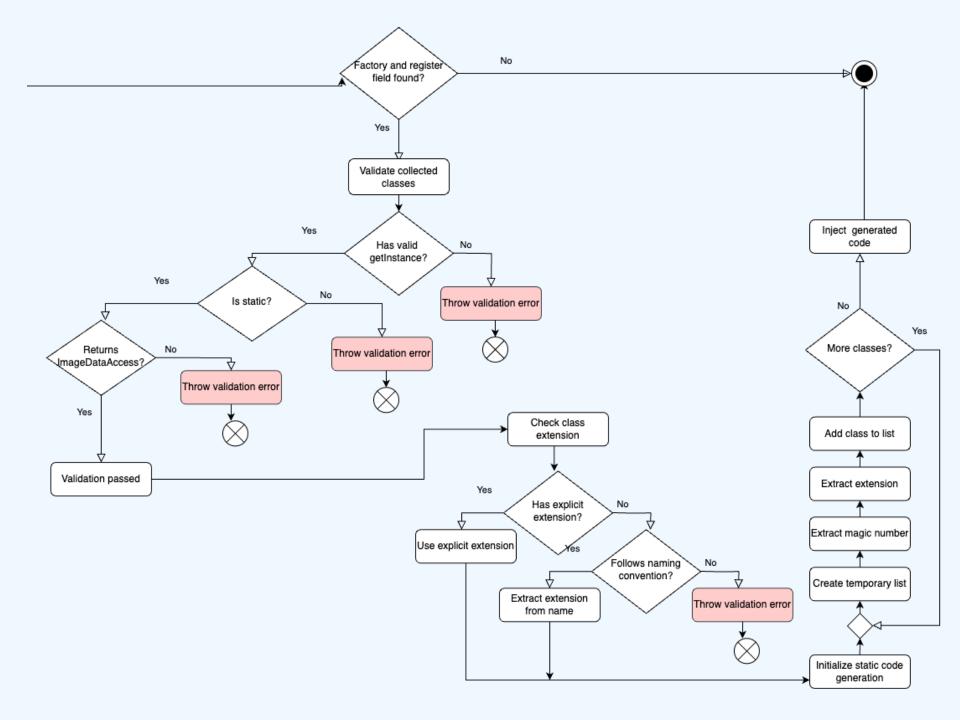
### **Compiler plugin (Selected Solution)**

- Compile-time validation and code generation
- No runtime overhead
- Early detection of implementation errors
- Better separation of concerns
- Follows Java conventions for extensibility
- Simplified maintenance and debugging
- Flawless extensibility

→ Native javac plugin

### **PARSE PHASE**





# APPROACH (14 of 15)

Patterns – Dependency Injection

```
@ImageAccessFactory
public class DataAccessFactory {

/** {@link List} of registered data access components. */
@Register 4 usages
private static List<DataAccessComponent> dataAccessComponents;
```

```
Decompiled .class file, bytecode version: 61.0 (Java 17)
       public class DataAccessFactory { no usages
            static {
                List<DataAccessComponent> tempList = new ArrayList();
                DataAccessComponent component0 = new DataAccessComponent();
                component0.magicNumber = new String[]{"P3", "P6"};
                component0.extension = "ppm";
                component0.clazz = PPMDataAccess.class;
                tempList.add(component0);
                DataAccessComponent component1 = new DataAccessComponent();
                component1.magicNumber = new String[]{"P1", "P4"};
                component1.extension = "pbm";
                component1.clazz = PBMDataAccess.class;
                tempList.add(component1);
                DataAccessComponent component2 = new DataAccessComponent();
                component2.magicNumber = new String[]{"P2", "P5"};
                component2.extension = "pgm";
                component2.clazz = PGMDataAccess.class;
                tempList.add(component2);
                dataAccessComponents = tempList;
```

# APPROACH (15 of 15)

Optional – Exceptions – Modules

### **Optional vs Null:**

- Using Optional makes it explicit that a value might not be present
- Forces conscious handling of null cases through methods like orElse/orElseThrow
- Improves code readability and maintainability by reducing NullPointerExceptions

### **Exception Handling:**

- Exceptions propagated from the backend are caught in the frontend
- Frontend translates them into user-friendly messages through ErrorController

### **Java Modules:**

- Clear separation between backend and frontend through module-info.java
- Translation bundles are encapsulated in their respective modules (better organization)
- Precise control over dependencies and package access
- Strong encapsulation: only intentionally exposed APIs are accessible
- Better architectural design

# **TESTS** (1 of 2)

# Coverage

	CLASSES	COV	LINES	COV	METHODS	COV	BRANCHES	COV
BACKEND	37	100%	4.425	100%	277	100%	426	100%
FRONTEND	45	100%	3.626	100%	266	100%	168	100%

	TESTS		
BACKEND	326		
FRONTEND	166		
PLUGIN	20		

**512** tests

# **TESTS** (1 of 2)

# Strategies

### **JUNIT 5**

Test framework

### **TESTFX**

- End-to-end tests

### **MOCKITO**

- Mock
- Spy
- Static mock
- Mocked construction

### **JAVAASSIST**

Runtime dynamic bytecode generation

### **JAVA TOOLS**

- Runtime code compilation

### **JUNIT Standalone**

Plugin testing

### **JACOCO**

Test coverage

# ADDITIONAL DOCUMENTATION (1 of 1)

**TEST REPORTS** 

**CODE DOCUMENTATION** 

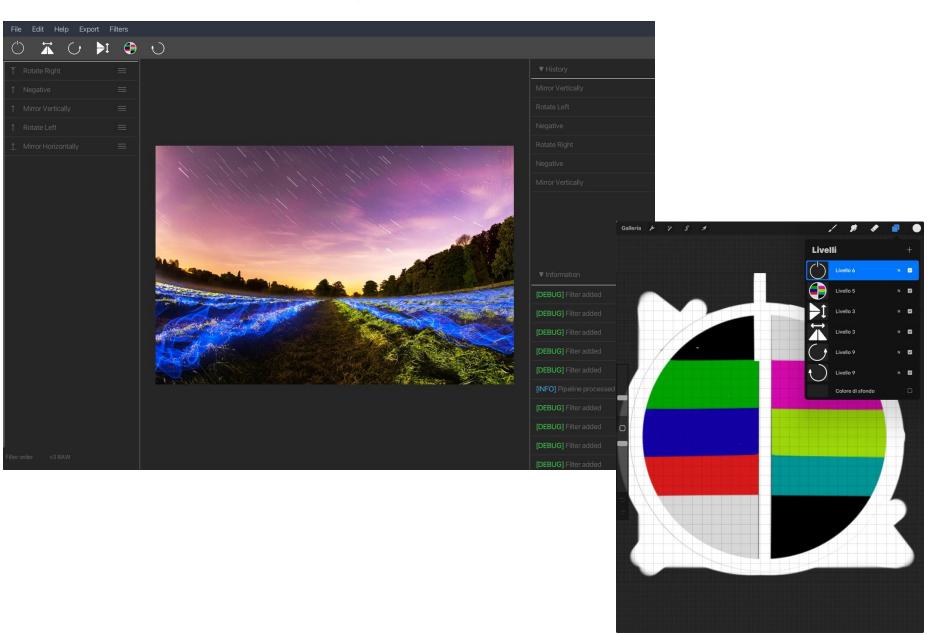
**MAINTEINANCE GUIDE** 

**BUILD SCRIPTS** 

**DIAGRAMS** 

README

# USER INTERFACE (1 of 1)



# DEMO

# CONCLUSIONS