GUI Development stages

GUI iteration 1 - concept:
- Simple image display
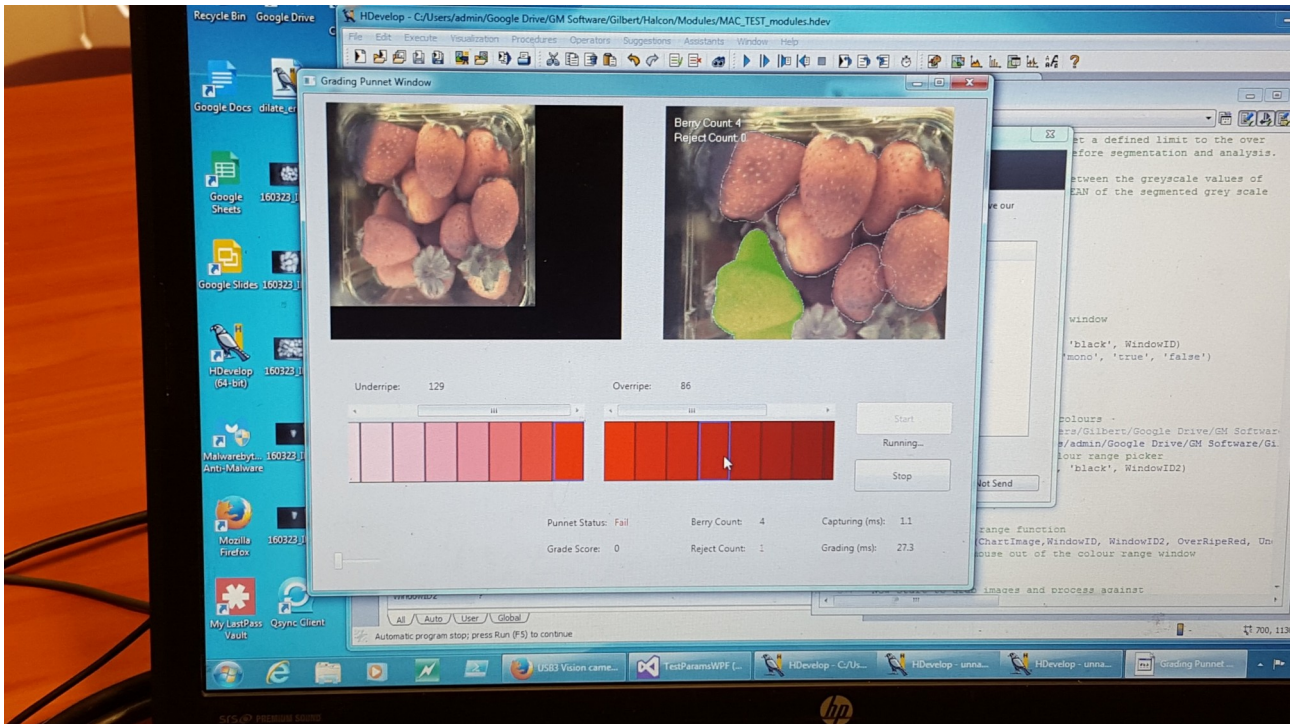- Not main focus for first few months – algorithm and electronics take precedence.

GUI iteration 2 - concept:
- Image display with greyscale adjustment/indicator for seasonality changes.
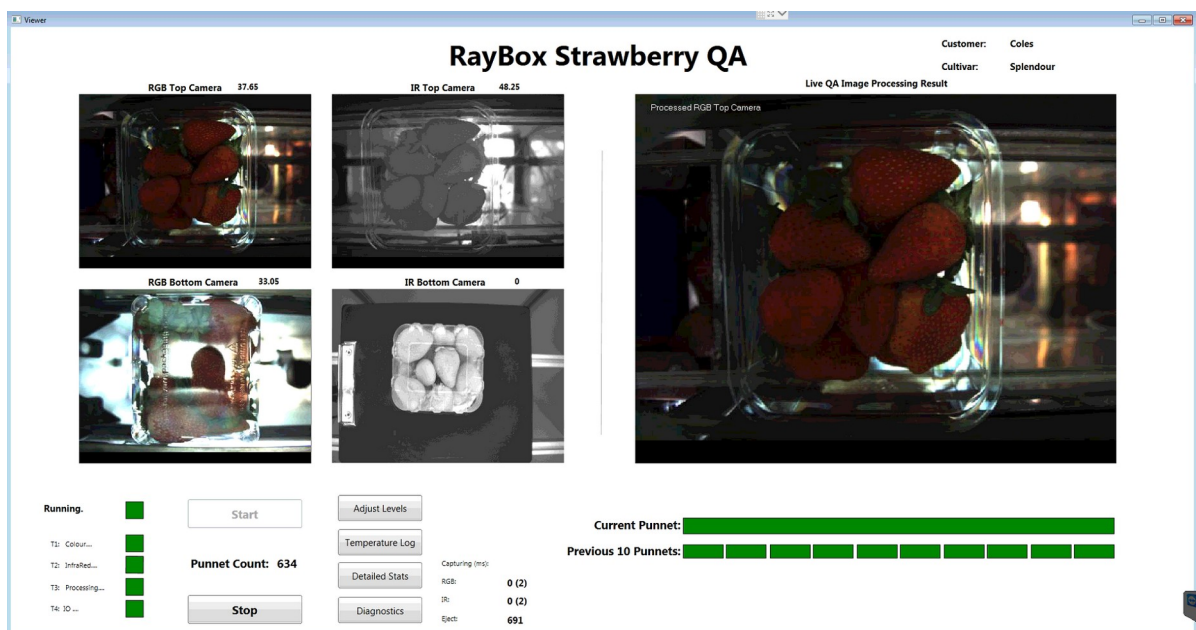- Levels assessed post-processing.

GUI iteration 3:
- First production version
- Only one camera view – needs consideration for future iterations
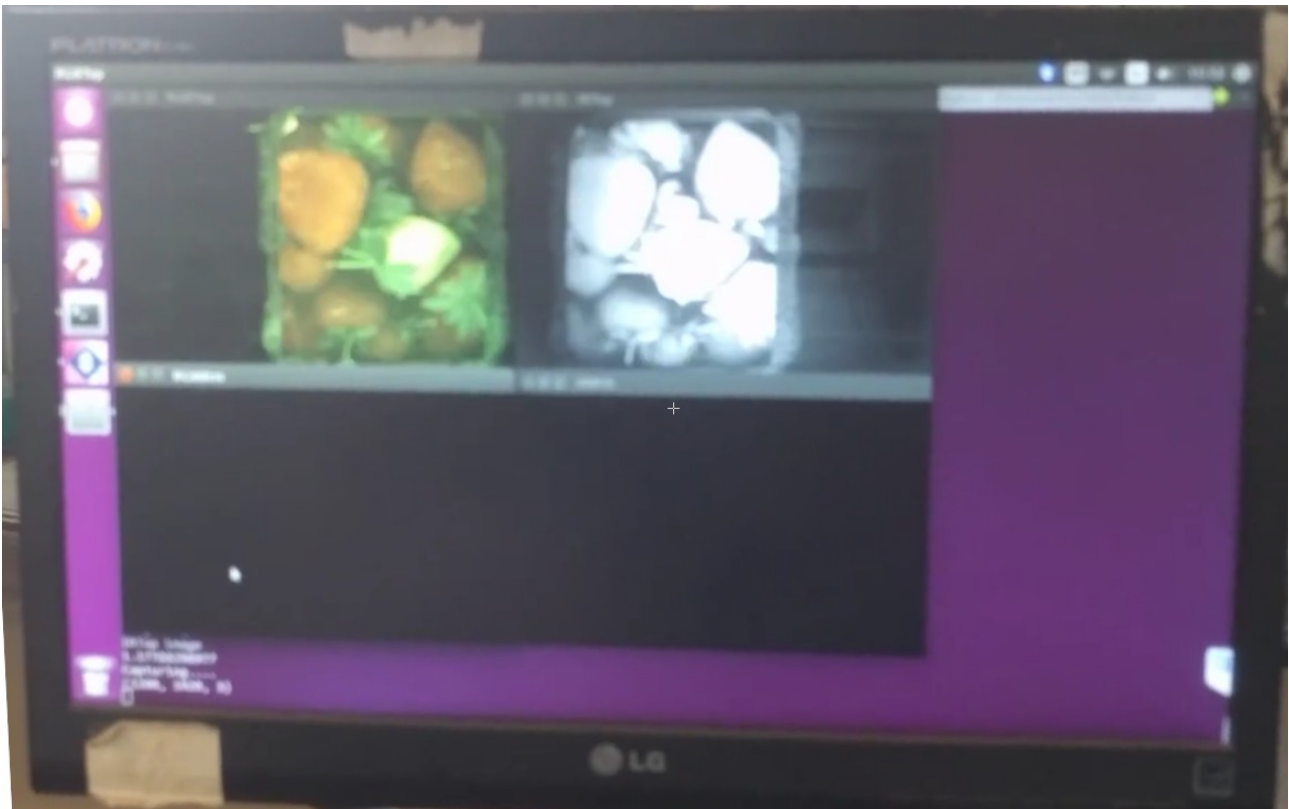- Operator can make adjustments by use of GUI controls
- Metrics displayed on screen

GUI iteration 4:
- MS Visual Studio used to create 4 camera view + main 'processed result' window.
- Better metrics and pass/fail indicators for quick analysis by operators
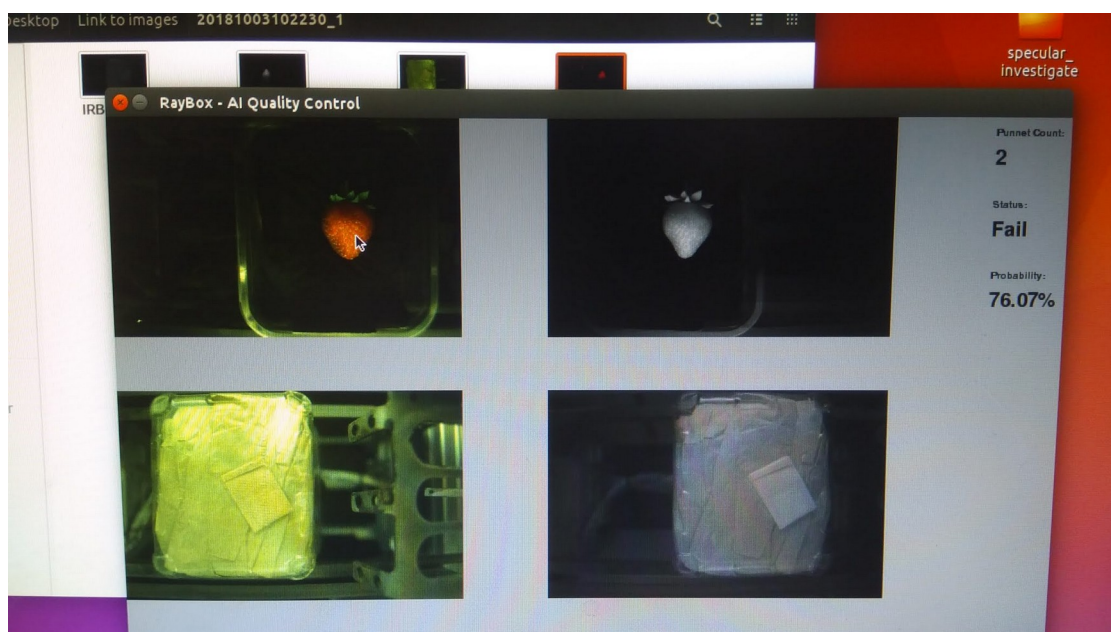- Camera temperatures, thread status displayed for development reasons.

GUI iteration 5:
- First Linux version (opposed to Windows) to enable deep learning methods.
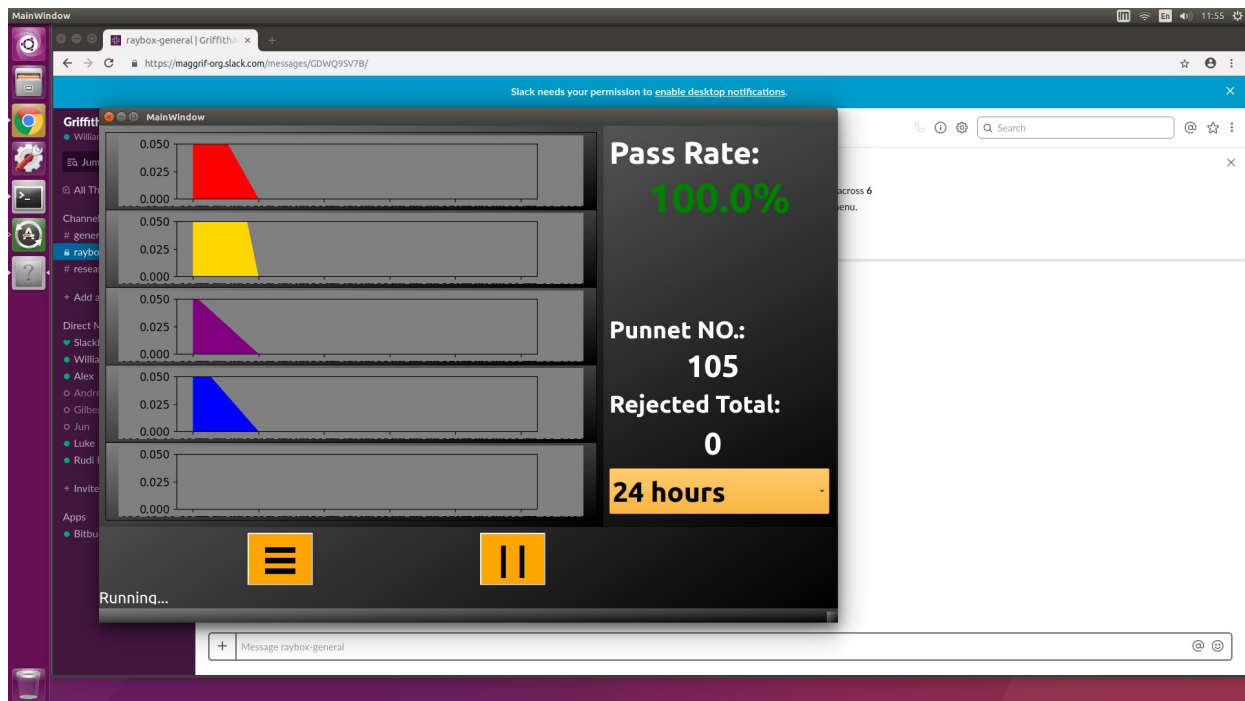- Very basic view with scope to develop in future

GUI iteration 6:
- Four camera views added
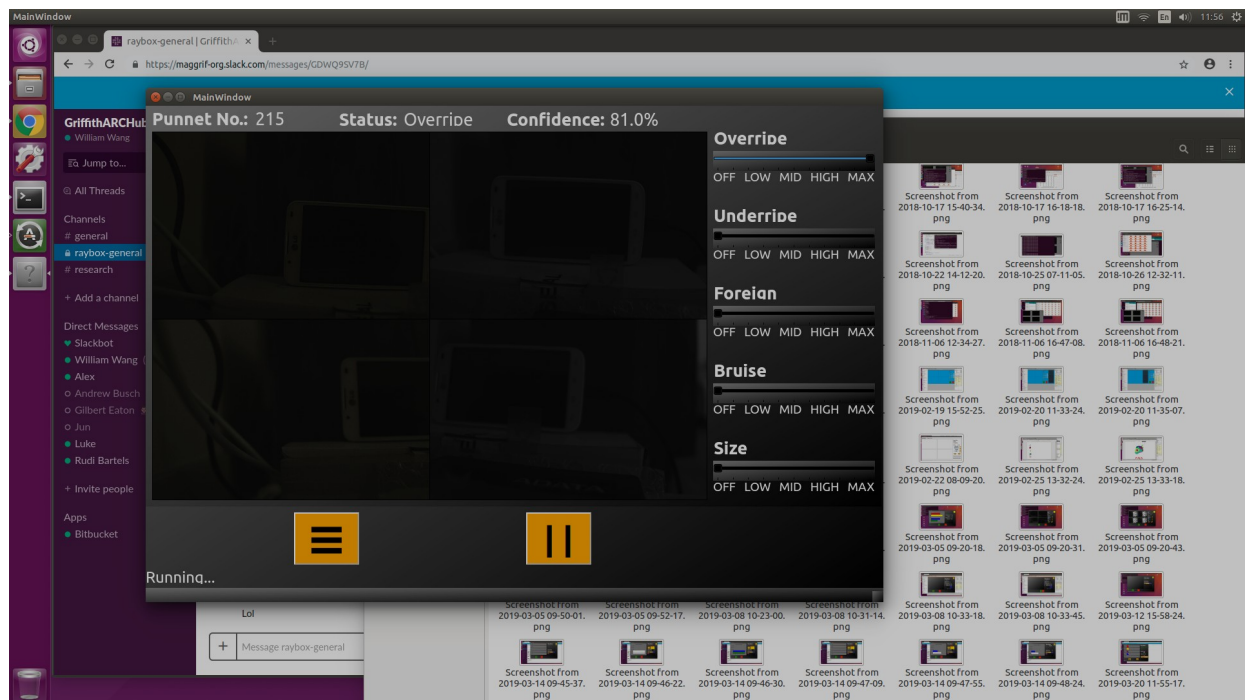- Basic metrics
- First Machine learning methods used

GUI iteration 7a:
- Metrics screen separated from cameras
- Graphing of each defect
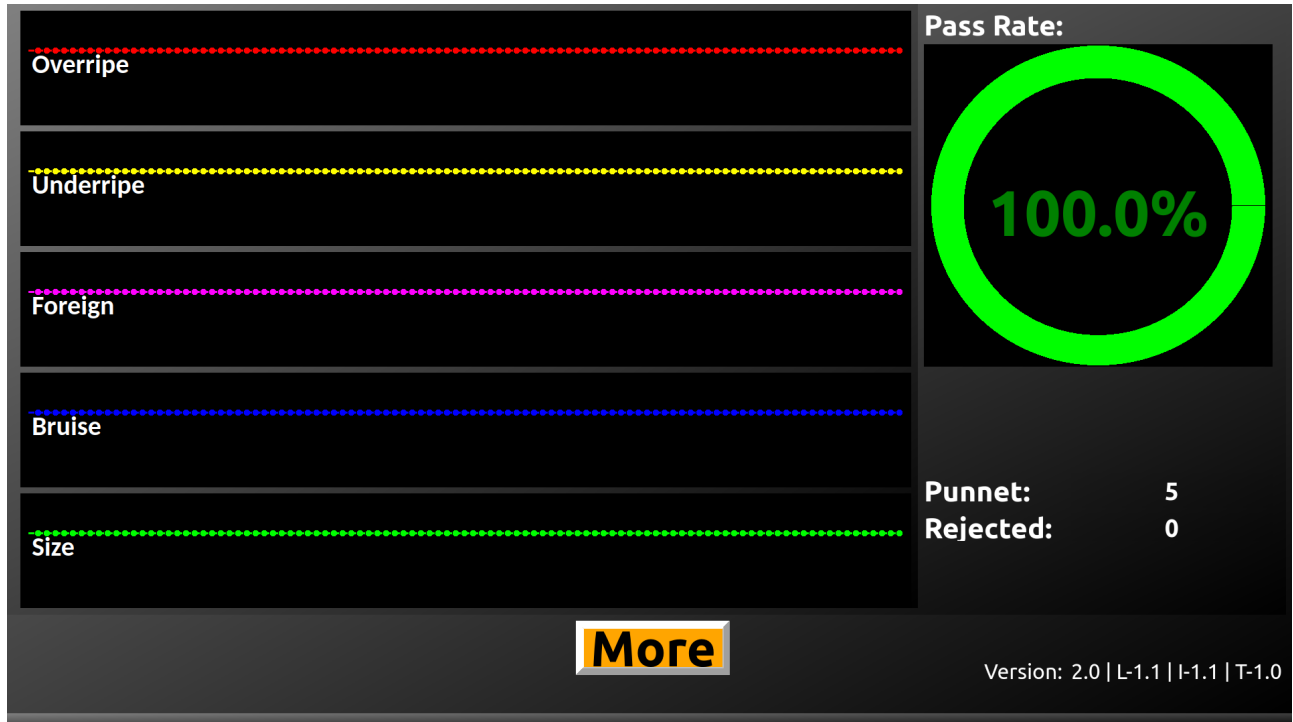- UI best practices for useability

7b:

Image screen

GUI iteration 8a - FINAL:
- Metrics screen refined and simplified
- Background less harsh and main metrics promoted
- Application version added to screen
- Removed close function for professional aesthetics

8b:

Image screen