Hierarchy of Input, Processing, and Output

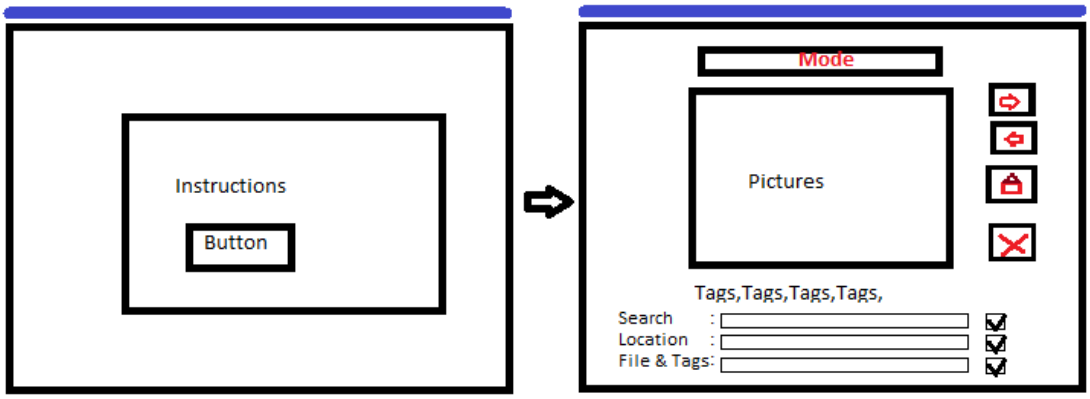
This is a description of how our photo browser will work. It's organized using the "HIPO" system so that larger tasks are broken down into smaller tasks.

After we know what our program needs to do, we can create a header file which declares classes and function types/names/input. Then once we have a header file we can all start programming our individual sections of the project.

Link to Dropbox: https://www.dropbox.com/sh/ib7acax9xvnvh1u/AAAoQ_tlX4lS7MTSfbHSKQ5oa?dl=0

Link to Github: https://windows.github.com/

Link to Codedit: http://collabedit.com/w3dbw



Note: The new picture has an exit button and a location/url "C:\Users\Nicholas\Dropbox\School\CSCE121\Project"

Legend

Class

Method

Create a "Photo Browser Program"

- Store Photos and Information**(CPP file)**
  - Take input (class)
    - Check format of file/url
      - Decide if we're looking for a file or URL(http)?
        - Errors:
          - Allow recovery if incorrect file/url format

- Recover: Url can't be downloaded/opened from disk
- check allowed file extensions
- Take in text or button input
- Add no more than 5 tags
- Errors:
- Recover from too many tags entered

database class

- Save input to disk
- Download File/URL
- Save tag information
- Create database
- Check if database is present
- Tag Formatting
- Photo_Name.extension,tag1,tag2,etc# (new line every file)
- Create tag data object data_obj to store tags and filename

- Display photos and text (Browsing) - **(class)**
- Show an instructions screen
- Include examples/pictures
- Retrieve Photos and Information
- Open files and read tags from index
- Navigate Photos
- Next and previous buttons
- Search Tags
- Take input
- Save tags to disk
- Indicate that a search for tags has been made
- Display picture on screen
- Open Pictures
- Find picture on disk
- Check that file exist