

Karim Soufan

CS376-01

Project 1

Image Pixilation

August 27, 2020

This project is about pixilating an image. The user can browse for an image from the computer, pick the pixilation size, pixilate the image and save it. The user has the ability to do this operation indefinitely without having to relaunch the program!

First off, I added a non-resizeable menu that allows the user to select any type of image (bmp, png, jpg...) through the “browse...” button. After the user picks an image, it will be displayed on the screen. I also included a label with an uninitialized value that displays the path of the image from the user’s computer once the image is selected. Then, I added a label that says “pixel size” and next to it a textbox which the user can enter an integer indicating the pixilation value which is constrained from 1 to the width/2 of the image selected. After the user selects the pixel size, the user can click the “pixilate” button which will display the pixilated version of the image over the original. The user then has the ability to save the pixilated image with the “Save” button which can be restored and pixilated again by selecting the pixilated image with the “Browse...” button again. Finally, I added a button labeled “About” which when clicked, displays a new non-resizable window that displays the name of the programmer, the course, the project name, and the date it was assigned. Furthermore, I also added a “Help” button which when clicked, displays another non-resizable window that acts as a guide on how to use the program.

NOTE: The textbox, Pixilate and Save buttons are all disabled when the user first runs the program.

The textbox only enables once the user selects an image, then after the user enters a pixilation value the “Pixilate” button gets enabled. After the user pixilates the image the “Save” button becomes enabled. Furthermore, once the “About” and “Help” are clicked, they get disabled and won’t enable again until the user closes their windows.

#### EXTRA FEATURES COVERED:

1. Allowed the user to handle additional image types such as jpg, png, etc.
2. Allow the user to save and restore a pixilated image.

3. Added an “About” and “Help” button to further explain the project