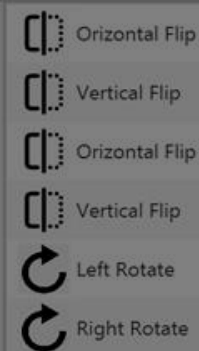


Link presentazione

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Editor di immagini 2D «ed2d»

Crugnola Fabio, Cicco Adriano, Di Folco Lorenzo

Motivazioni e contesto

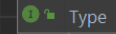
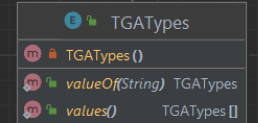
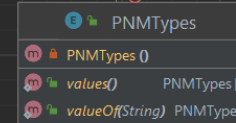
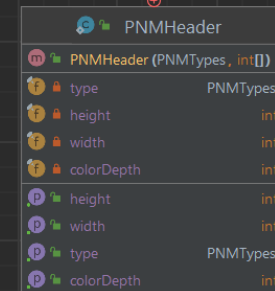
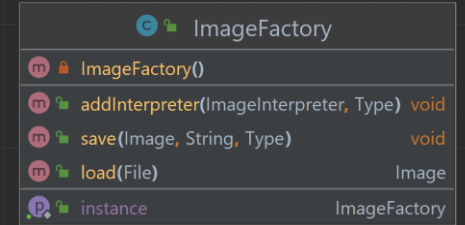
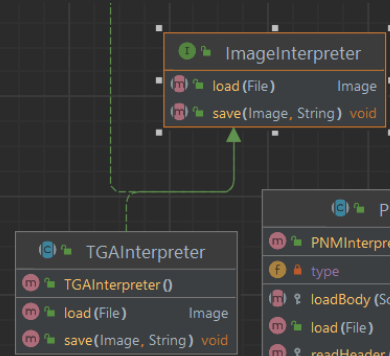
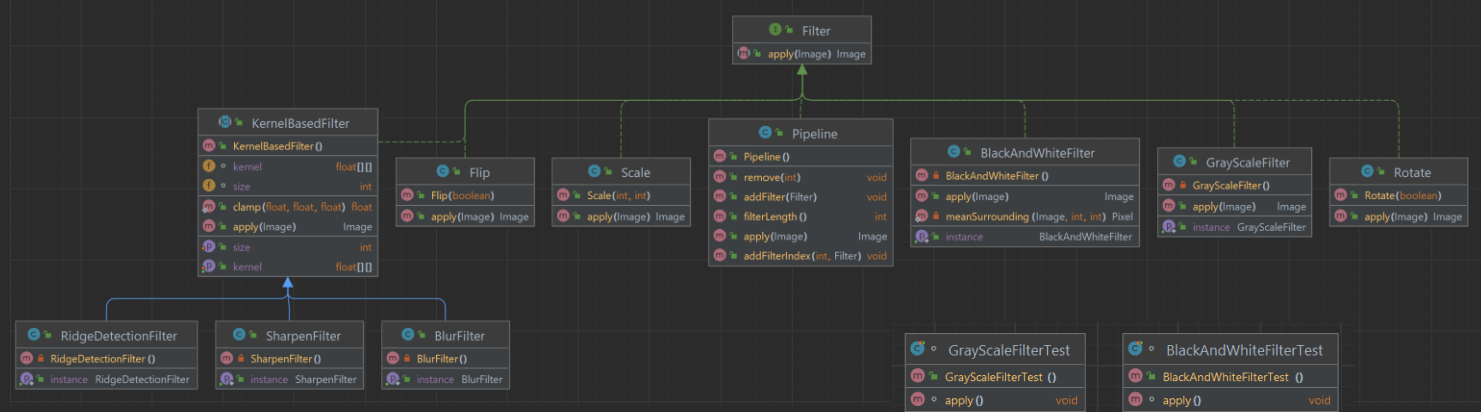
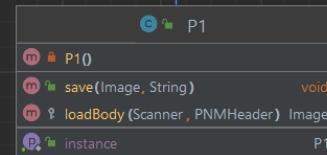
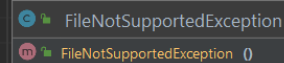
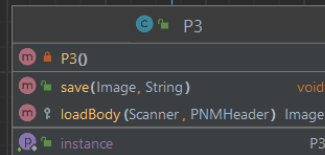
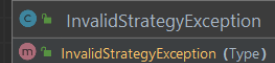
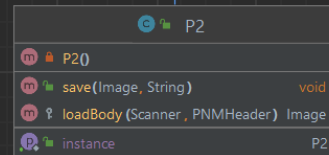
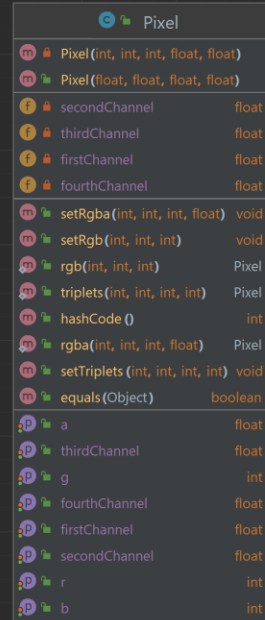
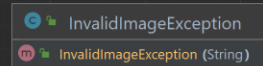
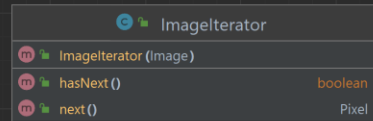
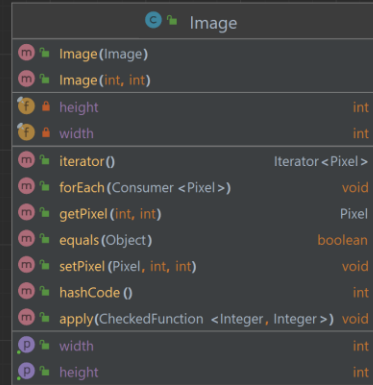
- Applicare i temi trattati a lezione
- Ottenere una valutazione per il corso di Software Engineering
- Migliorare le capacità di lavoro in team
- Ingegneria e sviluppo software

Problemi

- Creare uno strumento di elaborazione di immagini
- Applicazione filtri sull'immagine
- Supportare formati PNM
- Testare le funzionalità

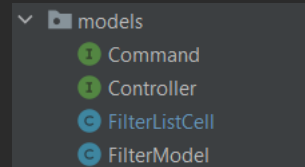
Soluzione(1)

Backend

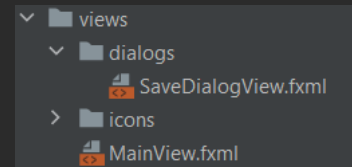


Soluzione(2) - Frontend

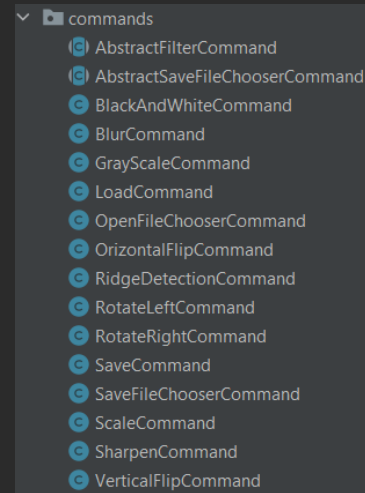
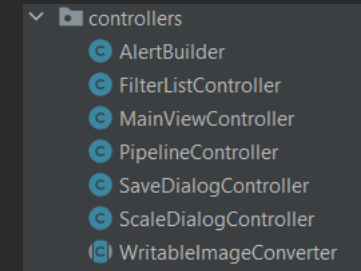
- MVC



- Command pattern

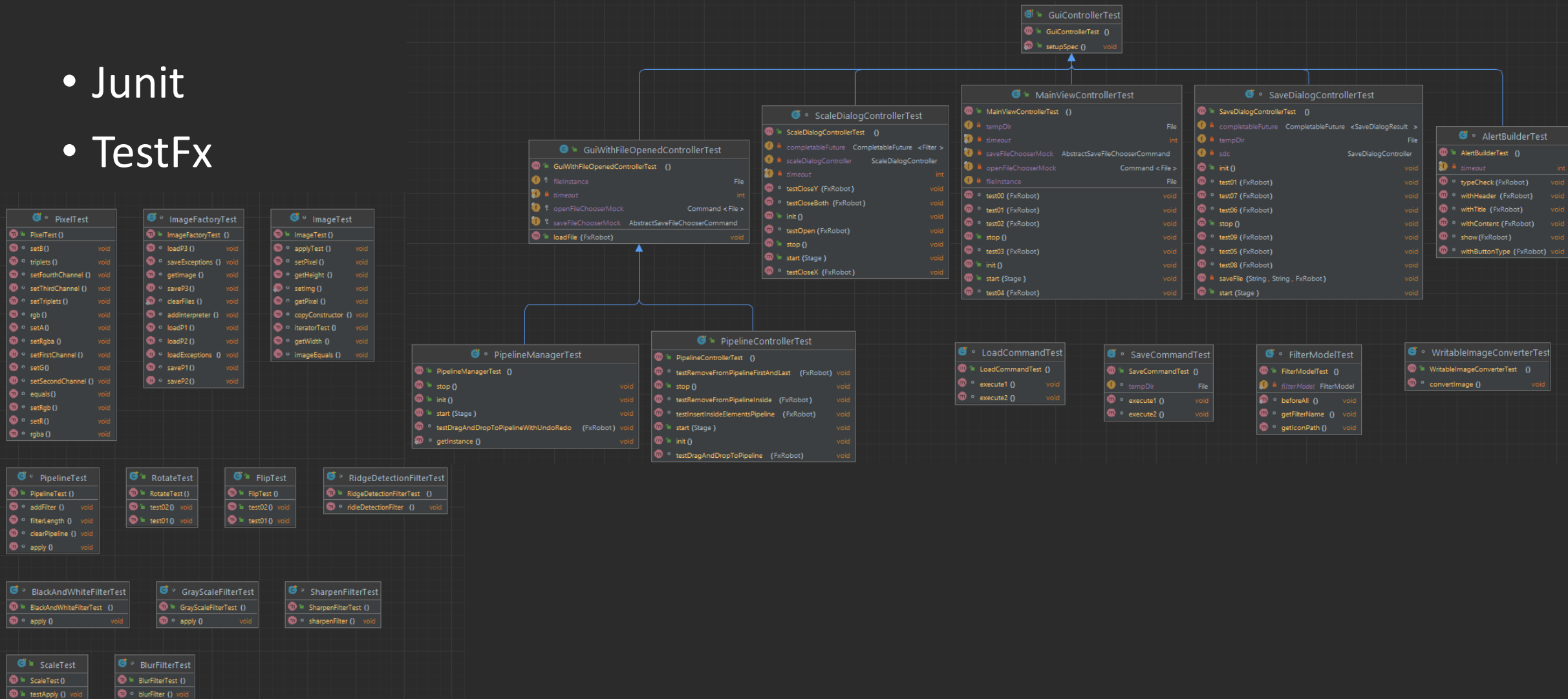


- Singleton



Soluzione (3) - Test

- Junit
- TestFx



Risultati



Conclusioni

- Ottenuto i risultati attesi
- Appreso l'importanza dei test e l'utilizzo dei pattern
- Migliorato il team working