

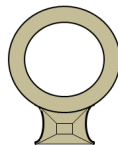


T7 - Application Development

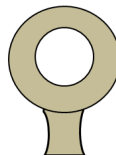
T-DEV-800

PictsManager

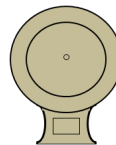
README



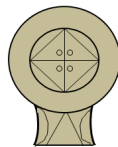
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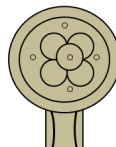
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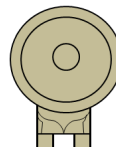
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T-DEV-800: DESCRIPTION

Characteristic	Value
Project's name	PictsManager
Suggested Team size	3-4 students
Theme	Mobile dev
Suggested tool	
Suggested language	Java + Kotlin
Specific hardware needed	your smartphone
Specific resources needed	no

- Pitch

- **Short edit:**

- Build a mobile application for managing pictures.

- **Long edit:**

- You're asked to provide a fully-functionnal, responsive and accessible mobile application which allow users to (at least) take pictures with their phone camera, store them on a distant server and perform a variety of actions on them, such as tagging, renaming, editing, Pictures taken should be compressed before sent to the back, you must find and justify the right compromise between performance and quality.

- Tags

- mobile
 - HMI
 - UX/UI
 - usability
 - accessibiity
 - algorithm
 - machine learning
 - clustering
 - image compression
 - data persistence
 - database design