



# PICASSO

Digital Painter

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CMSC 22

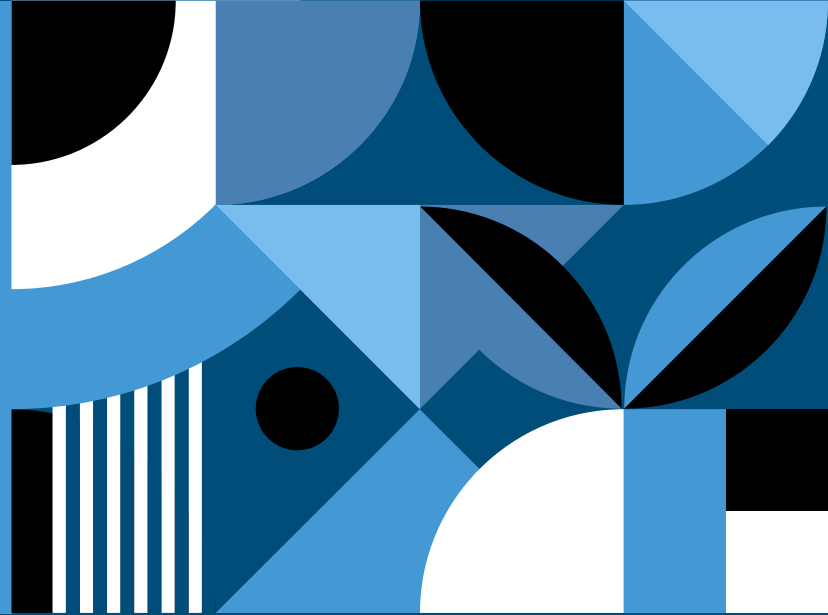
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# Introduction

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## Brief Context on

- Who am I
- What are my hobbies
- What led me to develop Picasso



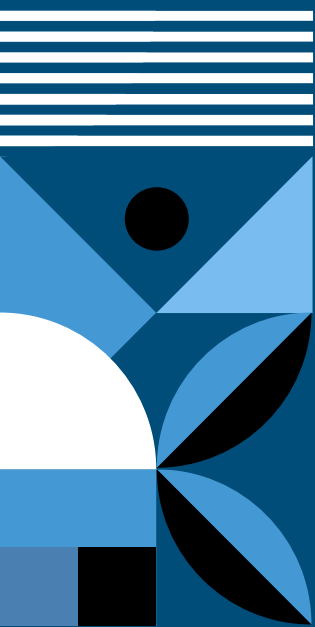


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## ***WHY PICASSO?***

The title is in reference of Pablo Picasso, a once popular cubist painter whose works tend to appear as multiple images at once

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# FEATURES

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## **FUN**

Basically a slot machine



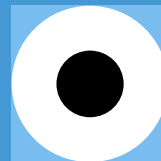
## **FLEXIBLE**

The assets set the limits



## **CREATIVE**

Generate instant vector art



## **EASY**

Straightforward interface

**01**

**CONCEPT ART**

Character ideas in  
a single click

**02**

**GRAPHICS**

Generate an army of  
orcs in seconds

**03**

**NFT**

Gain profit from your  
creative assets

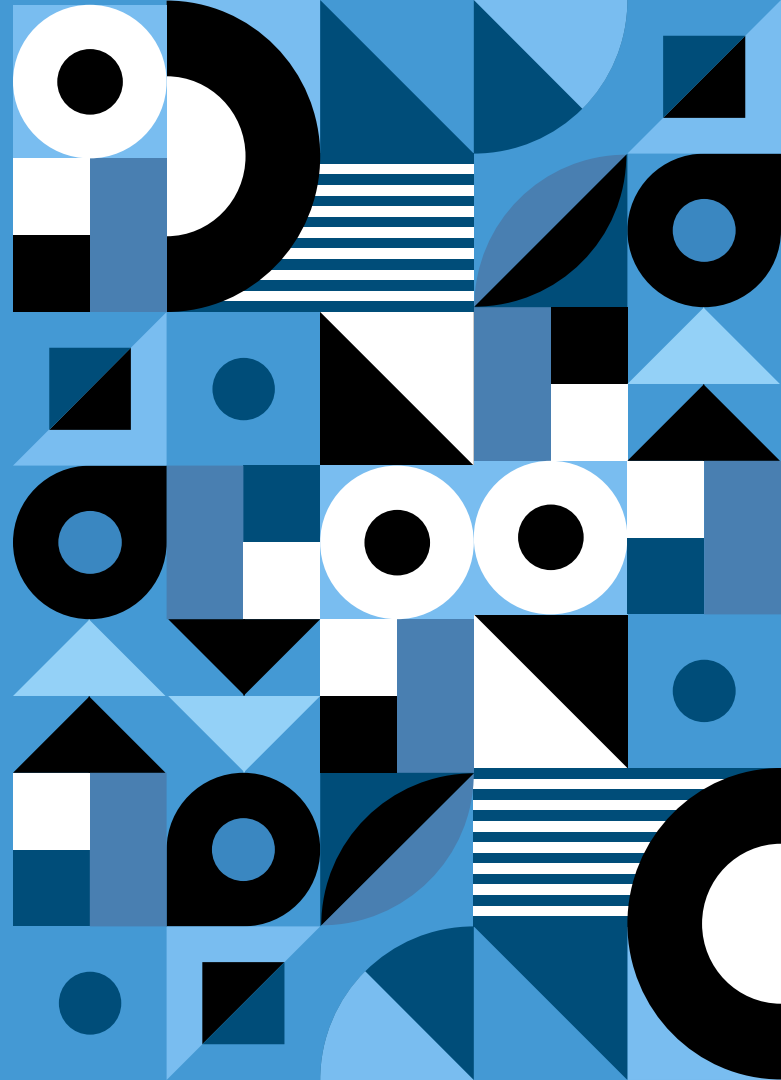


# 01

## Overview & Demo

Let us take a peek at the lines and see how Picasso works

SECTION 1



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# Documentation

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## Documented Java Files

- Picasso Class (Main)
- Painter Class
- RaceFacade
- Race (Abstract)
- RaceSelector
- FaceFacade
- Face (Interface)
- NameGenerator



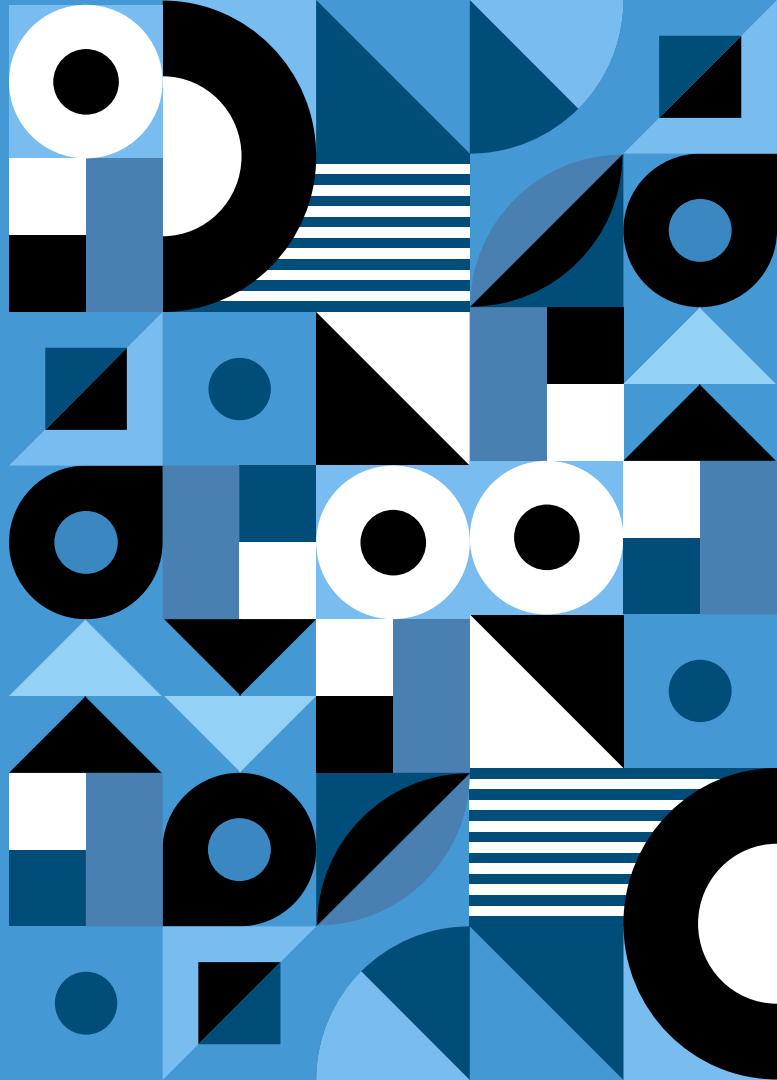


# 02

## Design

Next let us discuss my  
approach on the  
implementation

SECTION 2



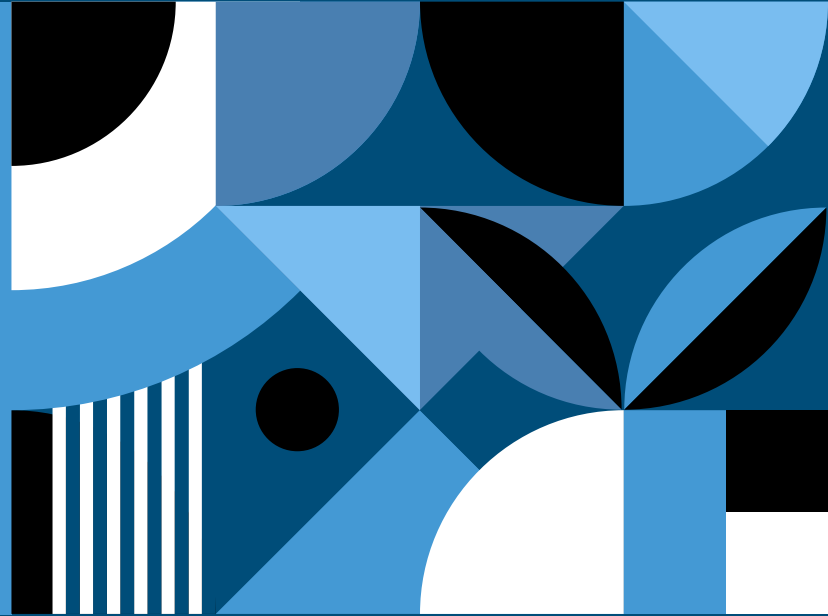
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# Program Logic

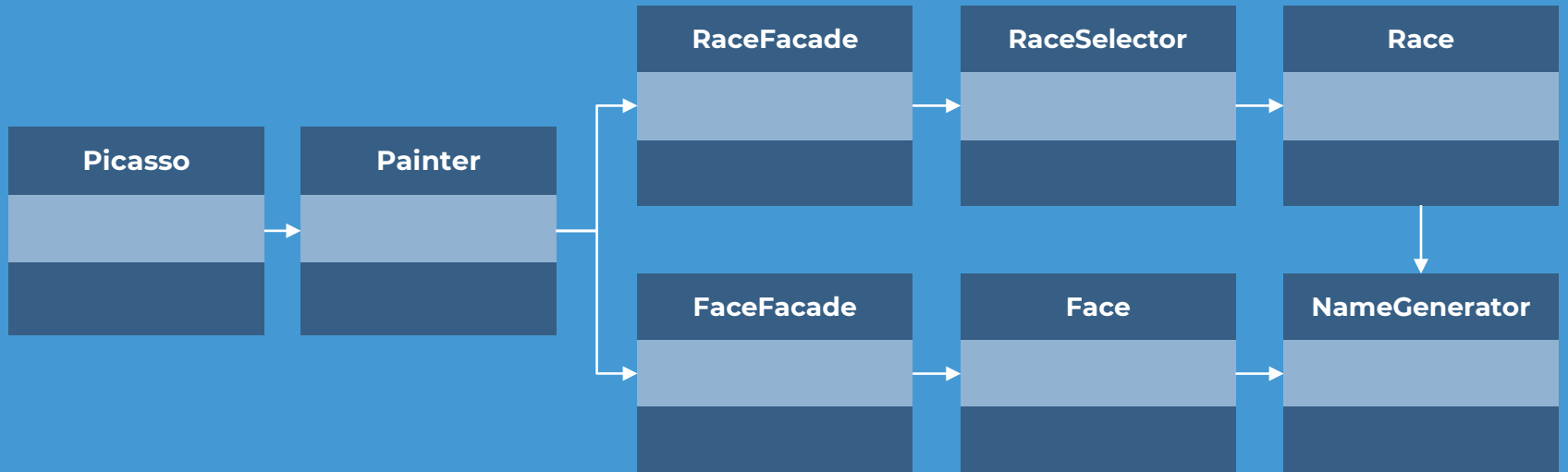
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## In a nutshell...

- Create assets using a template.
- Overlap them in a specific order.
- Print and save.



# CLASS RELATIONSHIPS



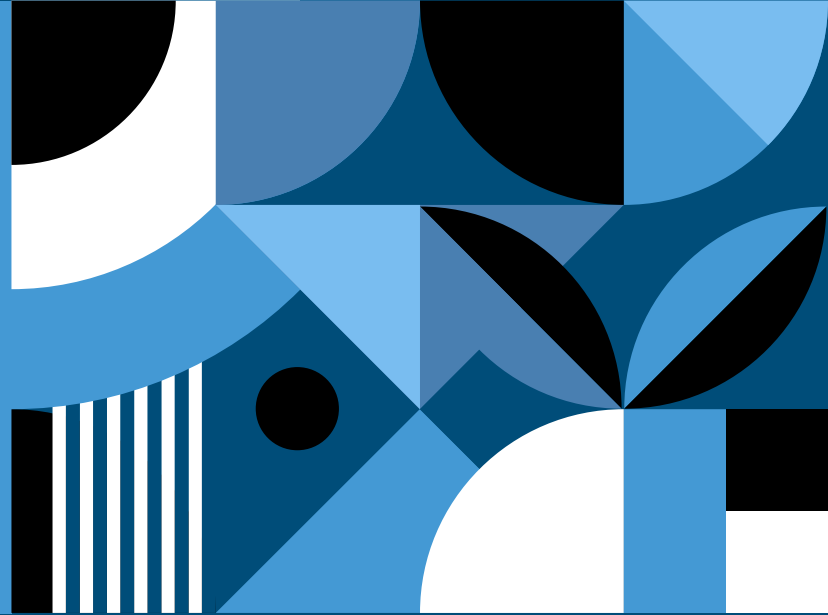
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# Design Patterns

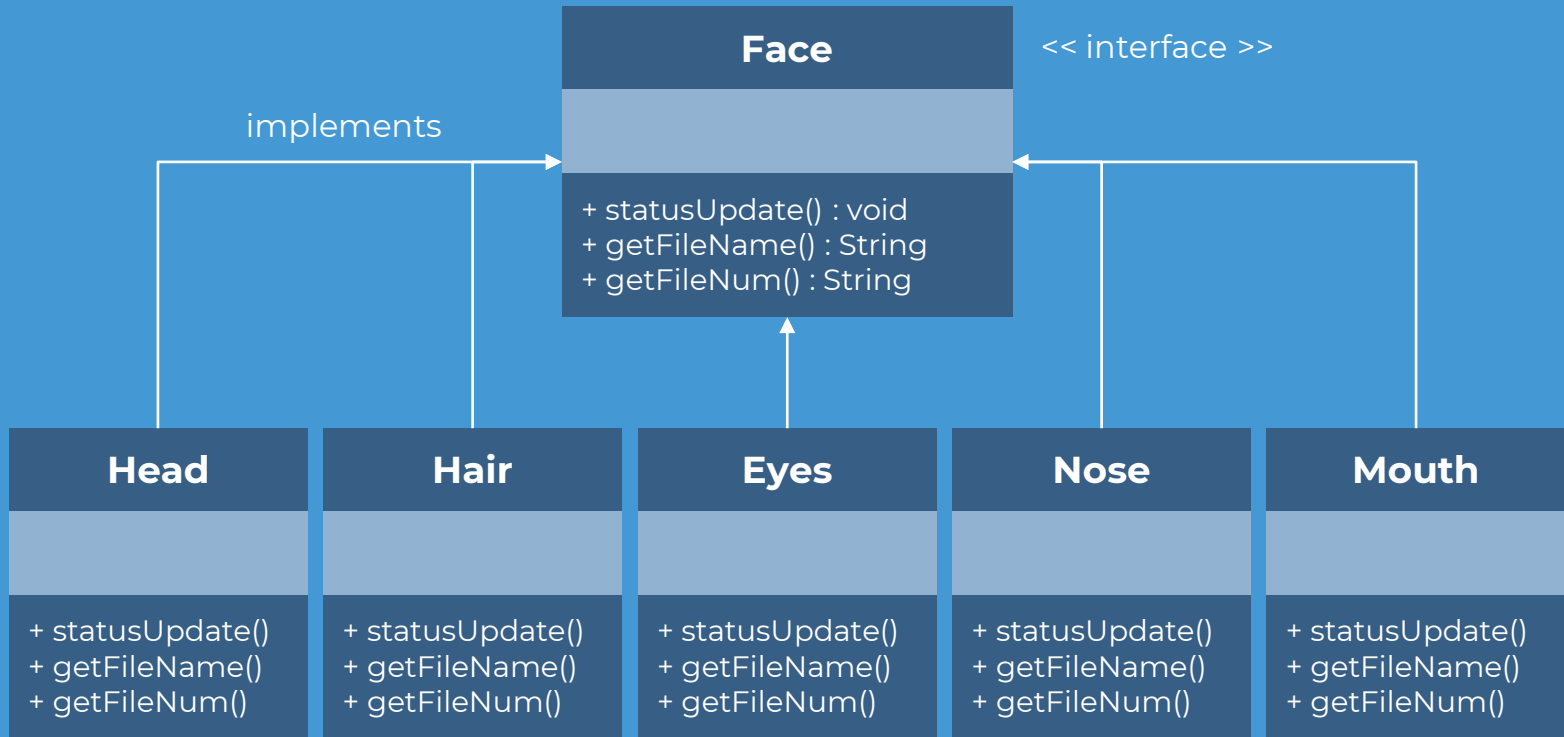
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## Patterns Implemented

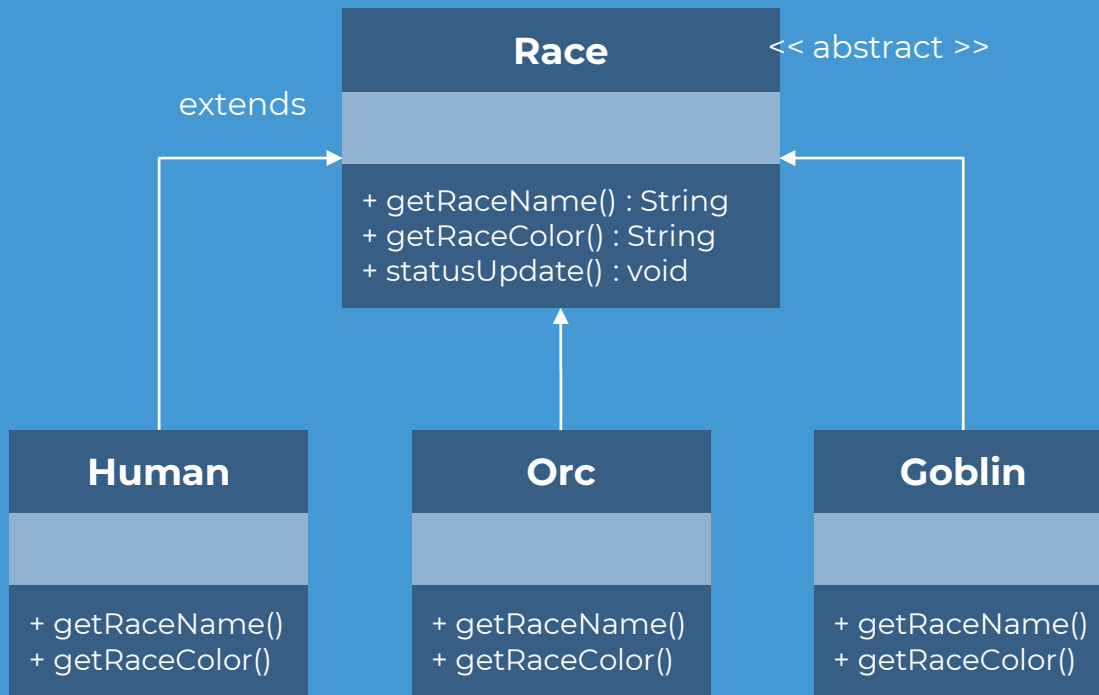
- Creational: Factory
- Structural: Facade
- Behavioral: Template Method



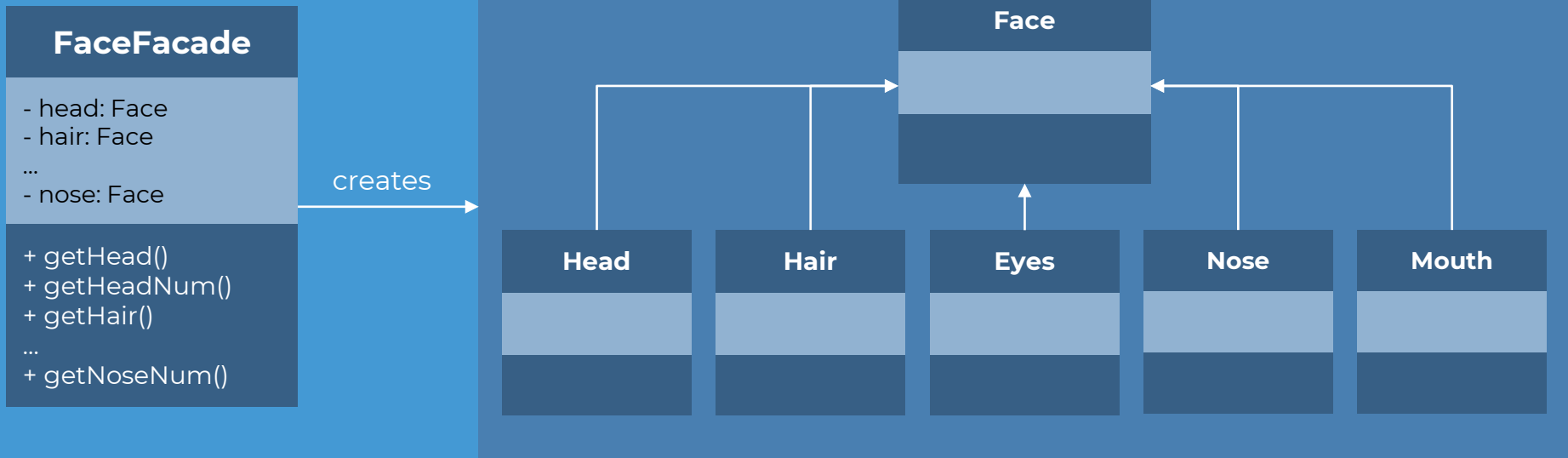
# FACTORY



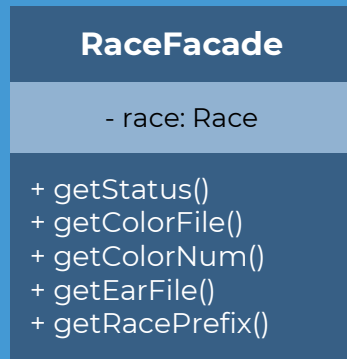
# TEMPLATE



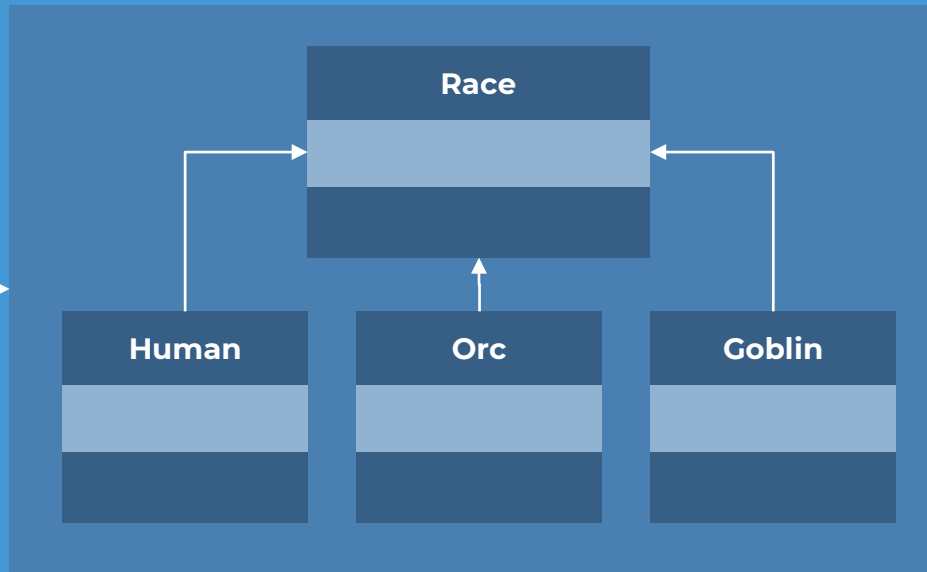
# FACADE



# FACADE



creates



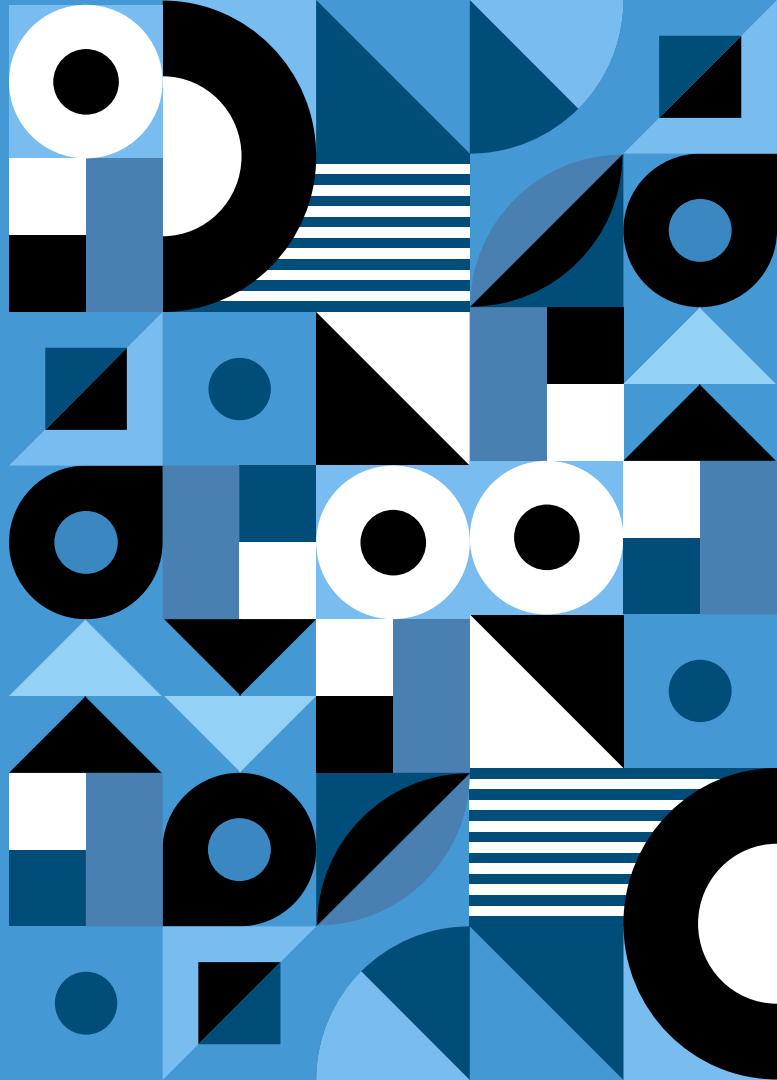


# 03

## Best Practices

A working code is not  
enough...

SECTION 3



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# Best Practices

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## Some of my best practices:

- Importing
- Naming conventions
- Access modifiers
- StringBuilder
- Catch blocks
- Documentation

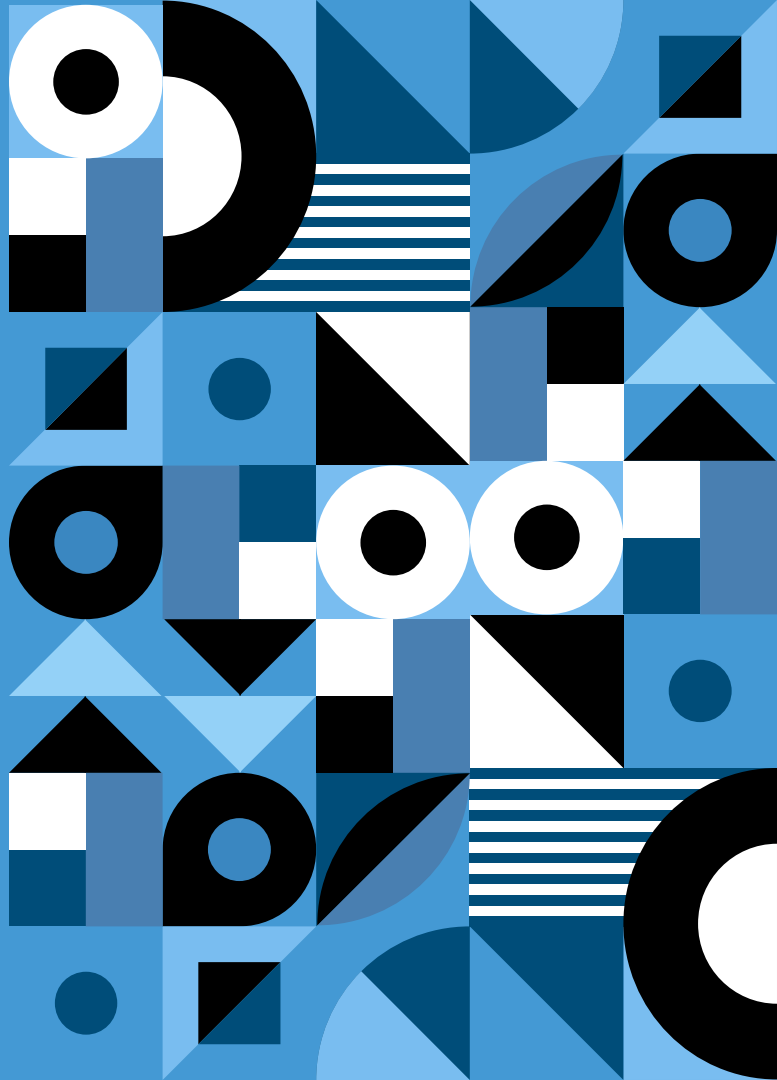


# 04

## The Future

Picasso is more than just my  
class project

SECTION 4



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## FURTHER DEVELOPMENT

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### USER INTERFACE

The app should provide  
a UI with buttons and  
simple text



### ERGONOMICS

The app should allow  
immediate reuse and offer  
basic customizability.



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