

1. Photo Tagger

The goal of this assignment is to create an app that can capture, tag, save, and retrieve photos on your smartphone. A possible layout of the app is shown in Fig. 1.

- **Capture:** When clicked, it takes a picture and shows a thumbnail image and the photo size in bytes.
- Tag: A user can type multiple tags (separated by a ";").
- **Save:** When clicked, it saves the photo in a database along with the tags and the size of each photo.
- Load: A user can specify one or more tags and a size. If only tags are specified, your app will find and show the first photo (and size) that contains any of those tags. If only the size is specified, your app will find and show the first photo (and size) whose size is within ±25% of the specified size. If both are specified, your app will find and show the first photo (and its size) that contains any of the mentioned tags and whose size is within ±25% of the specified size.



Fig 1. A possible GUI

2. Point Distribution

Tasks	Points	Grading
1. Capture – The app can capture photo and show the thumbnail image and the size (in the text box).	20	
2. Tag/Size – A user can input tags and size.	10	
3. Save – The save button inserts values correctly in a table (will be verified in Android Studio). You will be asked to print the content of your database table(s) using the Log.v("","");	20	
4. Load – works properly when only tags are provided.	10	
5. Load – works properly when only size is provided.	10	
6. Load – works properly when both are mentioned.	10	

7. Use a slider (or two buttons: back and forward) to show all images (and size) that matches the tag and size criteria in chronological order.	20	
Total:	100	