Documentation for MosaicMe

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This documentation is split into two parts: how to use the MosaicMe app and how to view and build the MosaicMe project in Xcode.

System Requirements: Mac OSX 10.8 or later and Xcode 5.1.

<u>App</u>
In the submission there is MosaicMe.app application. The .app is hidden. It should look like this:

Double click on the application to open it. Or open it however you like to open Mac applications.

Watch the Youtube video to see how to use the app. The link is: http://youtu.be/tf6pHV3VBKc. Below are the steps in detail.

There is a Control Panel
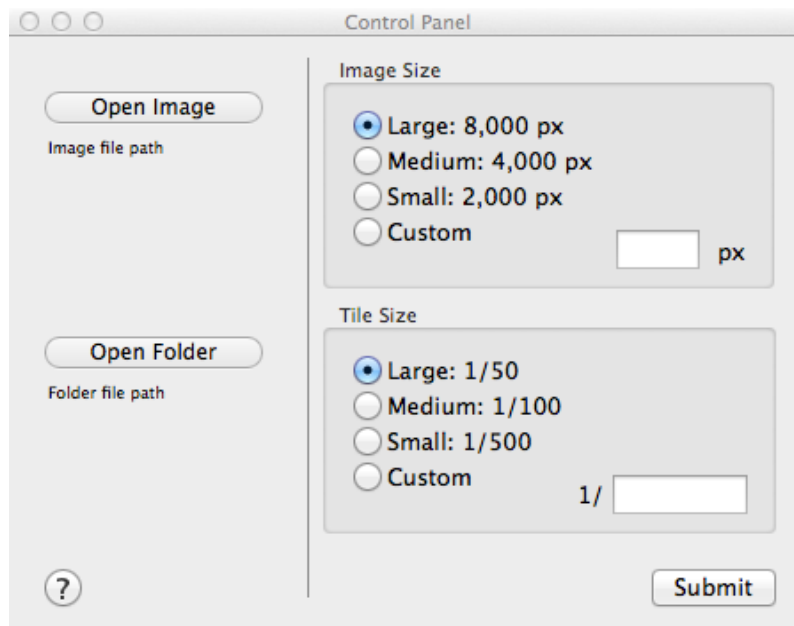
And there is a image viewing window

1. Click the Open Image button on the Control Panel. A file dialogue will appear. Navigate to an image in the "stock images" folder submitted with this project or any other image you want to use. Press OK. The file path will appear below the button.
2. Click the Open Folder button on the Control Panel. A file dialogue will appear. Navigate to the "stock images" folder or any folder of images you want to use. Press OK. The file path will appear below the button.
3. Select your desired mosaic image size and tile size in the Control Panel. To understand what Image Size and Tile Size represent, click the help button on the lower left corner of the Control Panel.
4. Click the Submit button on the control Panel.
5. Soon the mosaic image will appear. If you do not like it you can change the entries on the Control Panel and press submit again.
6. You can change the zoom of the image with tools in the tool bar.
7. You can overlay the template image and change its opacity with the tools in the toolbar.
8. You can go to File -> Save or press Command-S to save the mosaic image.
9. If you close the Mosaic window or the Control Panel you can open them again with Command-W and Command-P, respectively.
10. To quit the application, go to MosaicMe -> Quit or press Command-Q.

<u>Xcode Project</u>
1. Open Xcode 5.1
2. The following window will appear:

3. Click on "Open Other" at the bottom right of the window. A file dialogue will appear. Navigate to the MosaicMe folder in the submission. The MosaicMe folder should contain MosaicMe_v2 folder, MosaicMe.xcodeproj and MosaicMe_v2Tests folder. You want to click on the MosaicMe folder itself or MosaicMe.xcodeproj, either is fine.
4. In the top left corner of Xcode, right below the Run button, there is a little folder icon. Click this to show the Navigation Area. If you have trouble with the interface look at https://developer.apple.com/library/mac/referencelibrary/GettingStarted/RoadMapOSX/books/RM_YourFirstApp_Mac/Articles/GettingStarted.html to understand the layout.
5. Click on the MosaicMe project at the very top of the Navigation Area and go to Build Settings. Depending on what Operating system you are using, you will want to set Architectures Base->SDK and Deployment->OS X Deployment Target to either 10.8 or 10.9. See image below.
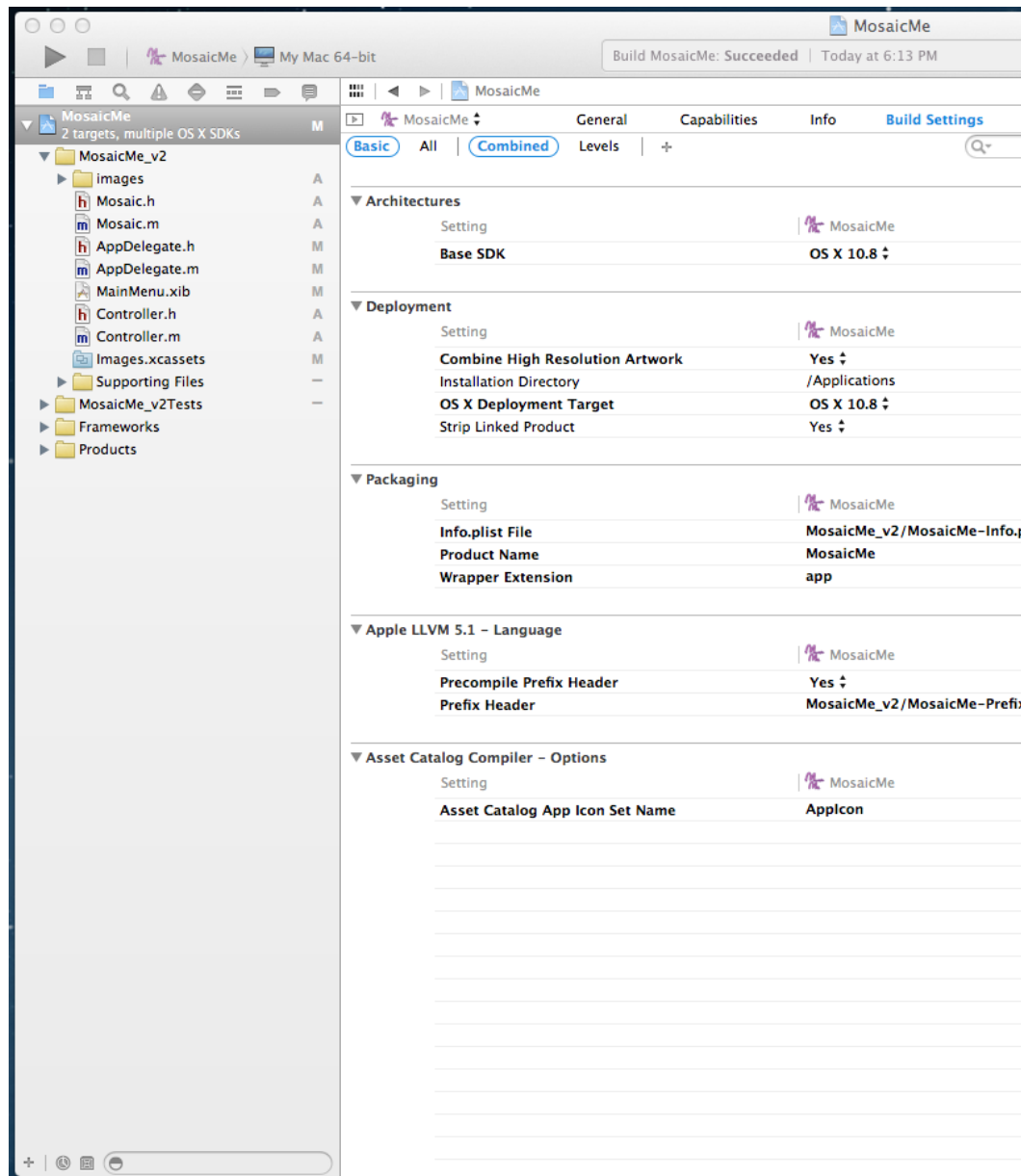
6. Then navigate to any of the .h (header) or .m (implementation) files in the MosaicMe_v2 folder to look at the code. You can also look at the interface builder in the MainMenu.xib file so see the UI controls and their connections. Again, look at the above link if you want to know more about using Xcode.
7. To build and run the project, click the Run button on the upper left corner. Then you can proceed to play with the app as you did for the App instructions above.
8. If you want to analyze the memory management of my code, click and hold the Run button and a menu should pop up. Click Analyze. Hopefully you will find my code is squeaky clean because in Xcode 5 memory is almost entirely managed Automatic Reference Counting.

That was MosaicMe.