

The purpose of this USEME file is to document how to use our GUI application operations.
Note: To run the interactive application, make sure that you navigate to the folder in which the jar is located.

Then you may call `java -jar HW7.jar -interactive` to run the GUI application.

You may also call `java -jar HW7.jar -text` to use interactive text mode.

Menu Operations - all operations in the GUI can be found through the menus

- File -> load - Load in a specified image into the current layer.
- File -> save - Saves the image at a specific location. You must specify the extension of the image to save properly. (Ex. type “newImage.jpg” when asked for a filename)
Additionally, if the model has multiple layers, save saves the topmost visible layer.
- File -> loadAll - Loads the layers from the given text file into the application. Make sure to specify the text file created from saveAll, rather than the folder the text file is located inside.
- File -> saveAll - Saves all the given layers into a folder that contains the images, layer information, and a text file. You must first provide the image file type, followed by a space, and then the name of the folder (Ex. when prompted, type “png multilayers”).
- File -> quit - Quits the application.
- Layer -> new - Creates a new layer with the given name.
- Layer -> remove - Removes the layer with the given name.
- Layer -> set visible - Sets the given layer to be visible.
- Layer -> set invisible - Sets the given layer to be invisible.
- Layer -> set current - Sets the given layer as the current layer to be worked on.
- Layer -> copy - Copies a layer. You must first provide the name of the layer to copy, followed by the name of the new layer (Ex. type “one onecopy”).
- Layer -> checkerboard - Creates a checkerboard on the current layer. You must provide the dimensions of the checkerboard and then the 2 rgb color values all separated by spaces (Ex. type “30 50 0 0 0 255 255 255” - this produces a white & black board)
- Layer -> apply -> greyscale - Applies greyscale to the current image.
- Layer -> apply -> sharpen - Sharpens the current image.
- Layer -> apply -> sepia - Applies a sepia tone to the current image.
- Layer -> apply -> blur - Blurs the current image.
- Layer -> apply -> mosaic - Applies a mosaic effect on the current image. The number of seeds must be specified (Ex. type “4000” when prompted. The seed number should not exceed the number of pixels in the image).
- Layer -> apply -> downscale - Downscales the current image to the given dimensions

(Ex. type “300 200” when prompted. Neither dimension should be higher than its corresponding dimension in the image).

- Tools -> numberoflayers - Updates the log to the number of layers in the application
- Help -> about - Page about the application.
- Help -> authors - Page about who made the application.
- Help -> guide - Page about the guide, to use the application.

Note that all of the effects operations can be applied by simply clicking on the buttons on the left side of the screen in the effects panel. Additional information about the operations can be found in the USEME.txt file.