* 1 - 76: A lot of imports, mostly from OpenCV library.
* 82 - 124: Loading OpenCV library and declaring of variables that are used globally
* 127 - 251: the onCreate method is run right when the app starts and sets up all buttons and their actions  
  This includes selection of background color
* 254 - 399: functions for capturing an image/selecting an image from gallery from a dialog box
* 401 - 528: A separate thread that runs which attempts to remove the background color and identify the fragments within the image

1. 407 - 423: Creates a binary map of the image   
   1's are placed where the pixel is within 30 units of background color's R, G, and B components  
   0 otherwise
2. 426 - 435: Runs the OpenCV function findContours on the binary map
3. 437 - 444: Removes all contours that are less than a minimum area  
   (in this case .005 of the area of the whole image)
4. 446 - 451: The remaining contours are filled and used as a binary mask for the original image  
   Here we check for a chessboard pattern within the masked image by running the function in lines 482 – 510
5. 482 - 510: An 8 by 8 chessboard pattern is searched by the OpenCV function findChessboardCorners.  
   If identified, we set up a corresponding idealized list of world coordinates for the chessboard corners and use PnPRansac to find the pose of the camera, R and T.  
   H = [R1, R2, T] establishes the homography from real world coordinates to pixel location and apply the inverse to the original image to get a dewarped version.  
   If not identified, we exit and display dialog that we were unsuccessful
6. 453 - 472: Each contour is added to list of fragments iff the chessboard pattern has been identifed in the previous contours or it is not a chessboard pattern itself based off OpenCV function findChessboardCorners
7. 476 - 479: The actual dewarping occurs here using H^-1
8. 512 - 524: Displays unwarped image and dialog of the results

* 538 - 570: Fragments are saved on the SD card and their paths are stored
* 227 - 230: Paths are sent to the next activity, view\_gallery.java, for display (since there's no more space to display them).

