Nathan Nickerson Weekly Summary

Monday July 8, 2013 – Today I setup my applet successfully. I also hard coded importing a picture to know I could get a picture into my applet. I have not started using JAI.

Tuesday July 9, 2013 – Worked on getting the repository for setup for git. Started playing around with the JAI API. No commits have been committed today.

Wednesday July 10, 2013 – Met with Matt and discussed tasks and a question about the code directory inside of the repository. I moved my project to the code directory inside of my repository. I have updated my tasks. Did more research than code for JAI. I’ve successfully loaded an image using the JAI API.

Thursday July 11, 2013 – Fixed a repaint issue when the picture was loaded. I did some more research on the JAI API for the objects that are read only like PlanarImage or Raster. Started playing around with the Raster object and the pixel data.

Friday July 12, 2013 – Took a day off to focus on other classes.

Saturday July 13, 2013 – Figured out how to alter many pixels at a time or a single pixel. Found out in my research that each pixel found with x and y coordinates has bands. Bands are consisted of three different values that are red, green, and blue. There can be more or less than three bands, but almost every image consists of only the RGB values. Scroll bars are now usable.

Monday July 15, 2013 – Created a bounding box that is not bound to anything. Trying to think of how to define a cluster of pixels.

Tuesday July 16, 2013 – Changed my pixel class to store the x and y coordinates of that specific pixel. Worked on ways to find the “redeye” color or values. Found that hue, saturation, and brightness (HSB) help. Bounding boxes now work. I made the bounding boxes ways more precise. I still do not know how I am going to put a bounding box around the eye.

Wednesday July 17, 2013 -