Nathan Nickerson Weekly Summary

---Week 1---

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 – Had a meeting with Matt today. I received a yellow and need to work harder. Full description of the meeting is in the Tasks document.

---End of week 1---

---Week 2---

This week I have very little to show. Red eye is finished, but could use a few tweaks. There was a lot of procrastination and loss of motivation for this week. I really need to get going and find motivation again.

---End of week 2---

---Week 3---

Thursday July 25, 2013 – Meeting with Matt today. I received a red today and the full description of the meeting can be found in the tasks document.

Saturday July 28, 2013 – Logo has been made and set as the icon of the applet. The applet’s name is now changed to Inspiram.

The rest of the week consisted of working with math functions to create a line and curves. A difficult point I did not realize until it had happened is the origin of a picture for pixels starts in the top left corner. This would mean that the y-axis is flipped. This week was supposed to be my bounce back week. I bounced to late and did not bounce the distance.

---End of week 3---

---Week 4---

Wednesday July 31, 2013 – Meeting with Matt today. Yellow is my status for this week because it could have been a little more challenging. Was a good week project wise and did some tasks that made me feel better. I was able to paste an image from the systems clipboard and implemented the standard ctrl + v keystroke to paste. I was able to put point to point lines in as well as text. I was also able to put in text. A user could now save their image to C:/Inspiram as a png and any name they’d like.

---End of week 4---

---Week 5 ---

---End of week 5---

---Week 6---

Got my locker implemented. History doesn’t work quite yet. Minimal technical depth was shown as well as time put into the project. Meeting described in the tasks.

---End of week 6---

---Week 7---

Started with a demo project to understand how layers may work. Once I did the layers demo, I went to the white board and drew up a basic design for layers. I implemented layers into my actual project and had a lot of re-working to do.

---End of week 7---

---Week 8---

Created my own anti-alias technique and smooth’s the red eye as well as the regular line. My technique is more of a blur and was based from the grid sampling and gaussaier blur. Started resizing the image, but not complete..

---End of Week 8---

---Week 9---

This week was more successful. I tuned up my red eye removal tool, fixed history, did a double buffer, and actually did the quadratic Bezier curve.

---End of Week 9---