

# ThePaint

---

Rami Shenouda Agaybi  
Computer Science

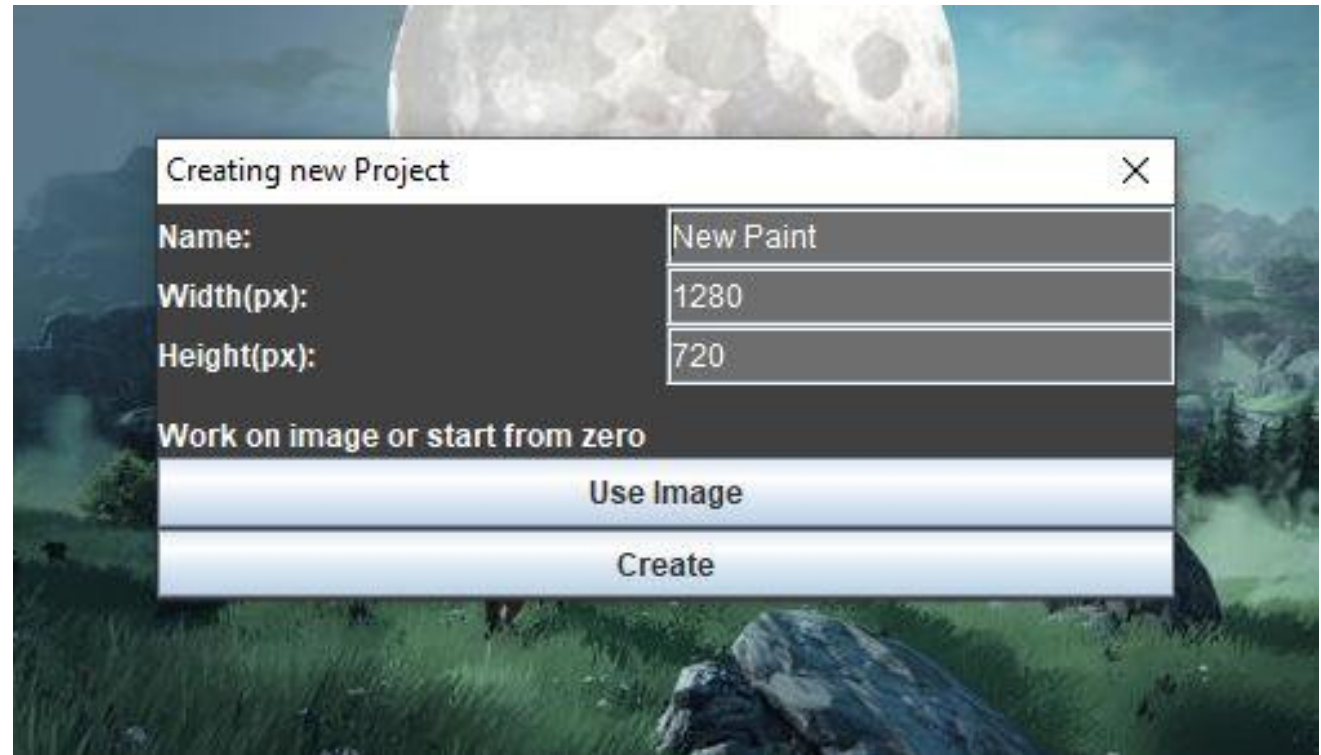
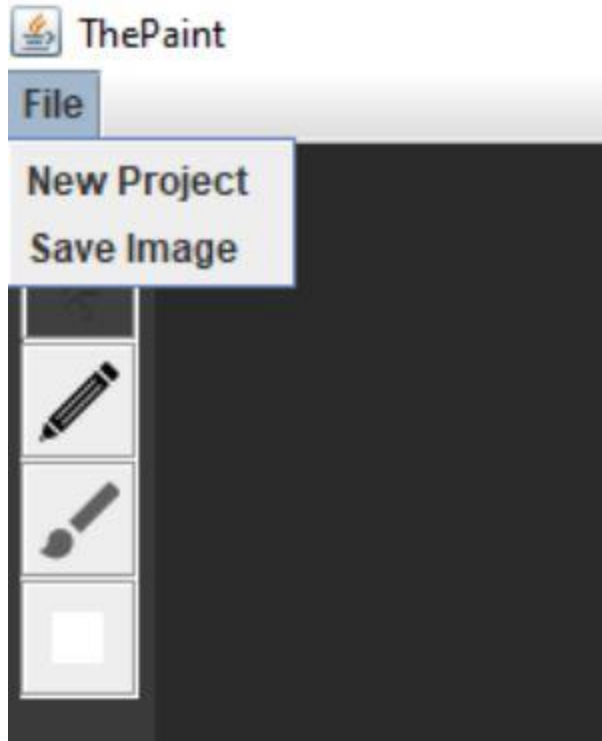
# About the Project

- A painting program with basic functions like
  - Create blank image with specific width and height
  - Load an image from disk
  - Draw on images
  - Save images
  - Color Selector
  - Px value setter
  - Pencil tool with fixed px value
  - Brush tool which allows changing the px value
- GUI and Events created using code



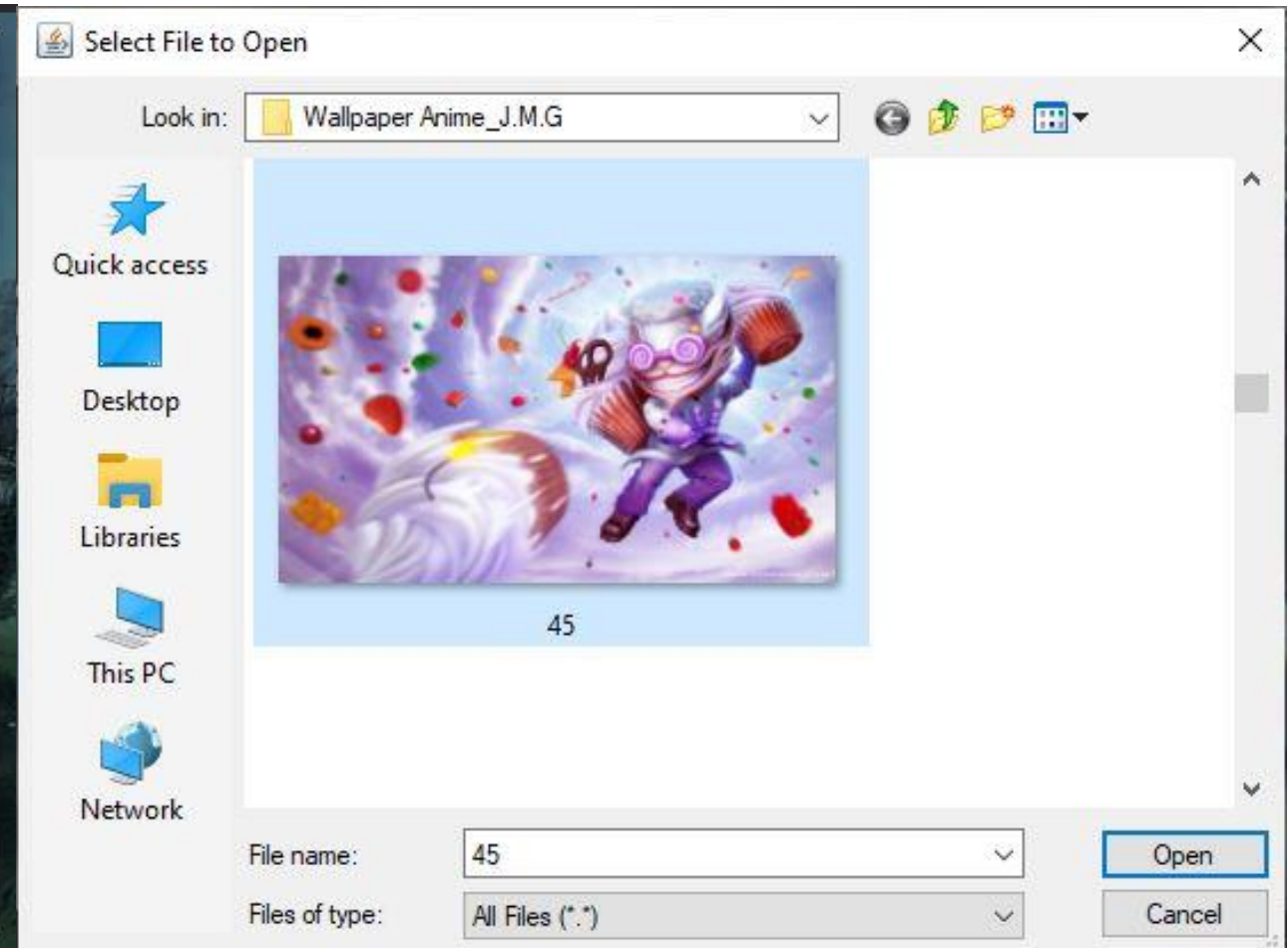
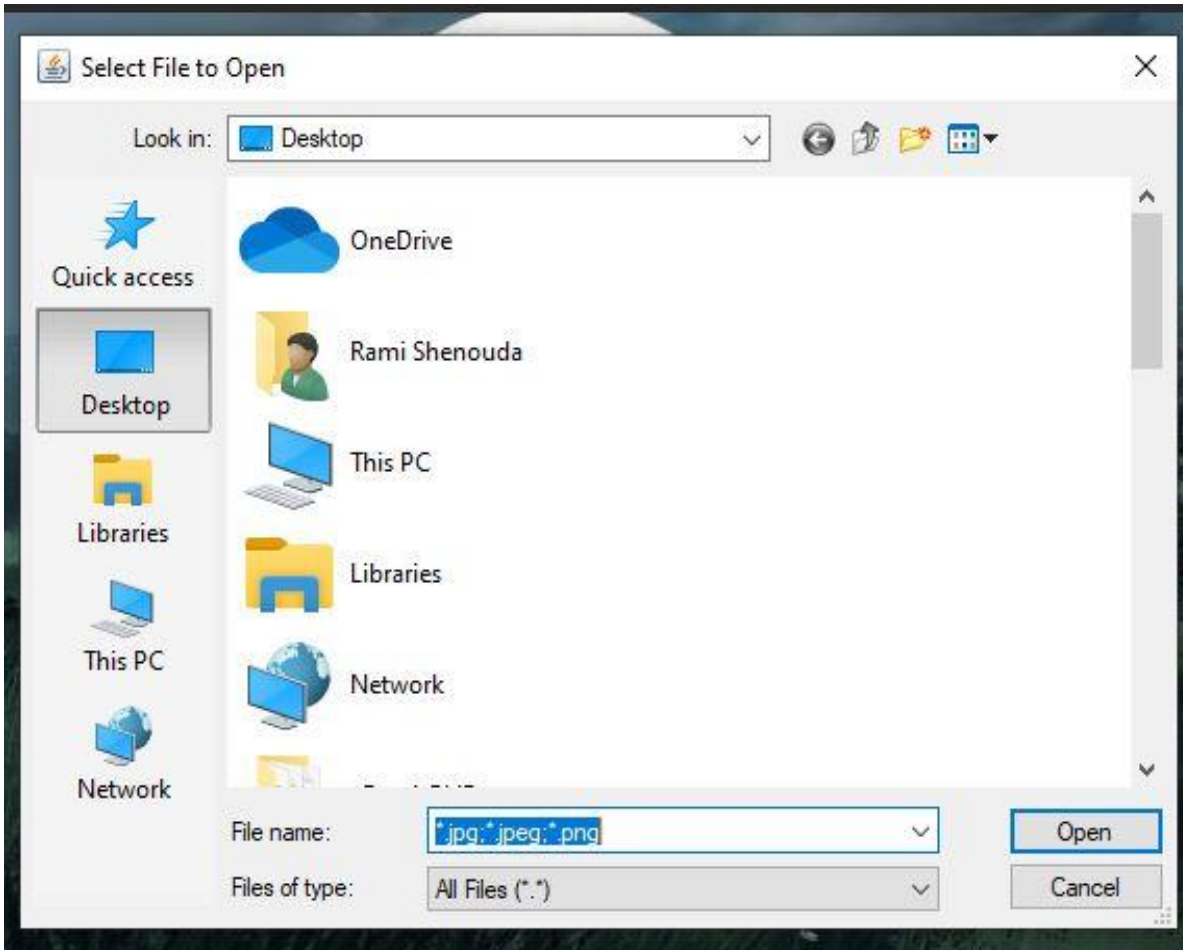
Home Screen - ThePaint.java is the main class

# The File - New Project



# The File - New Project- Use Image

- The button opens up a FileDialog(Allowed Extensions are (JPG, JPEG, PNG))







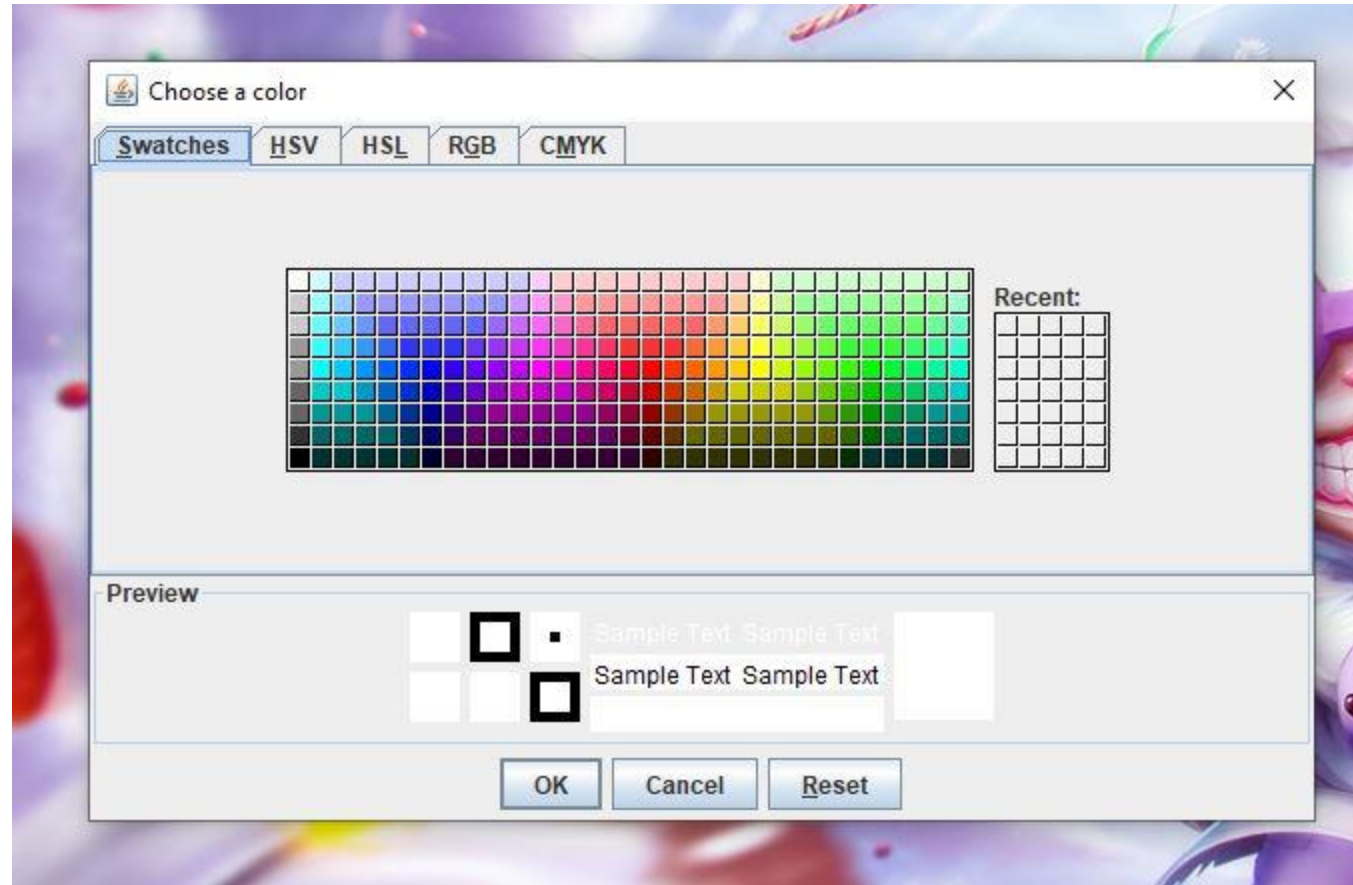
The Program

# Tools

- The TextField is used to set the brush size
- The First tool (Select) is doing nothing allows the user to move without worrying of missing with paint
- The second tool (Pencil) allows the user to draw on the image using Fixed size only
- The Third tool (Brush) allows the user to draw on the image with different sizes
- The Fourth tool (Color Picker) allows the user to change the color

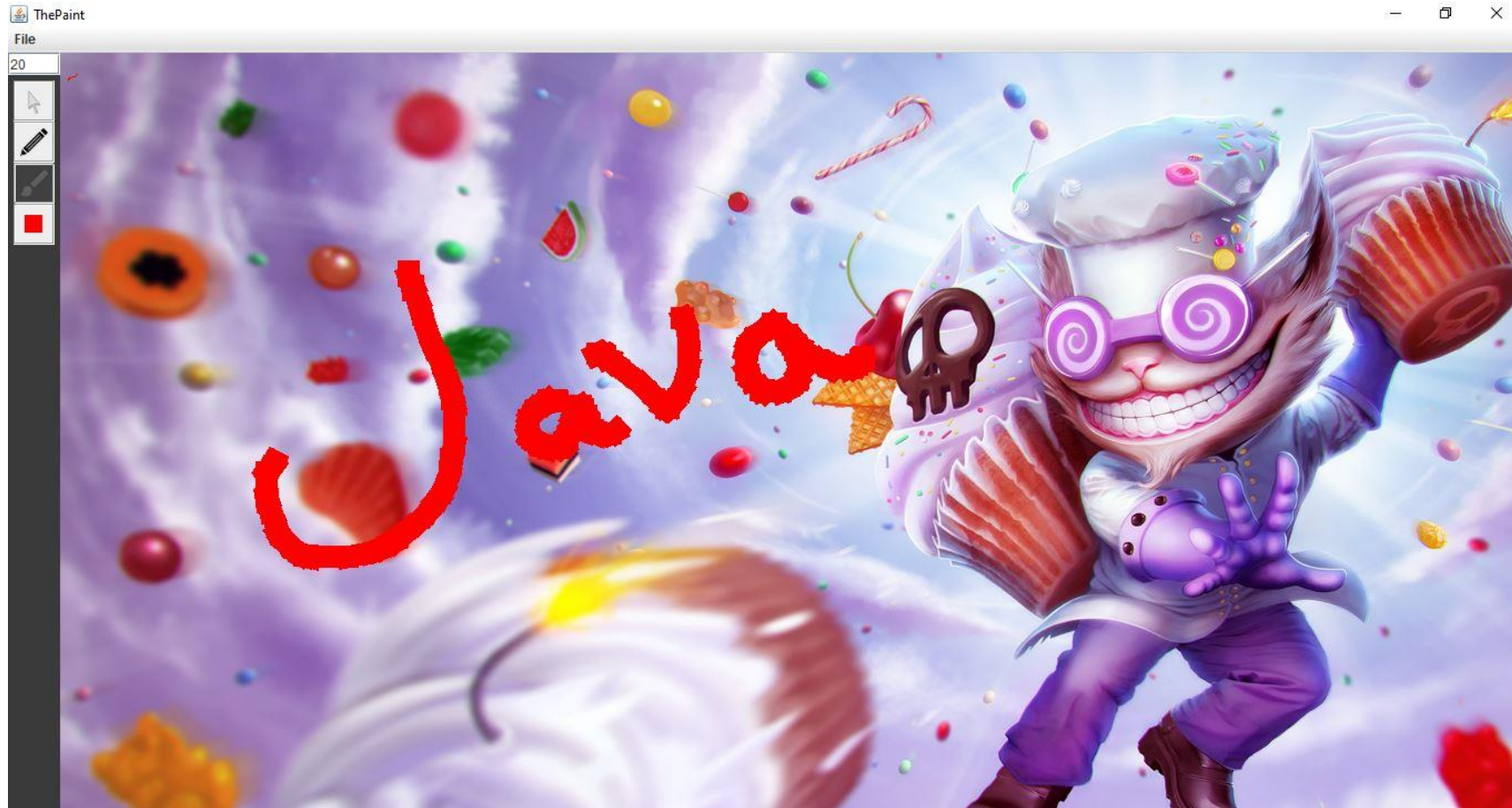


# When click on ColorPicker

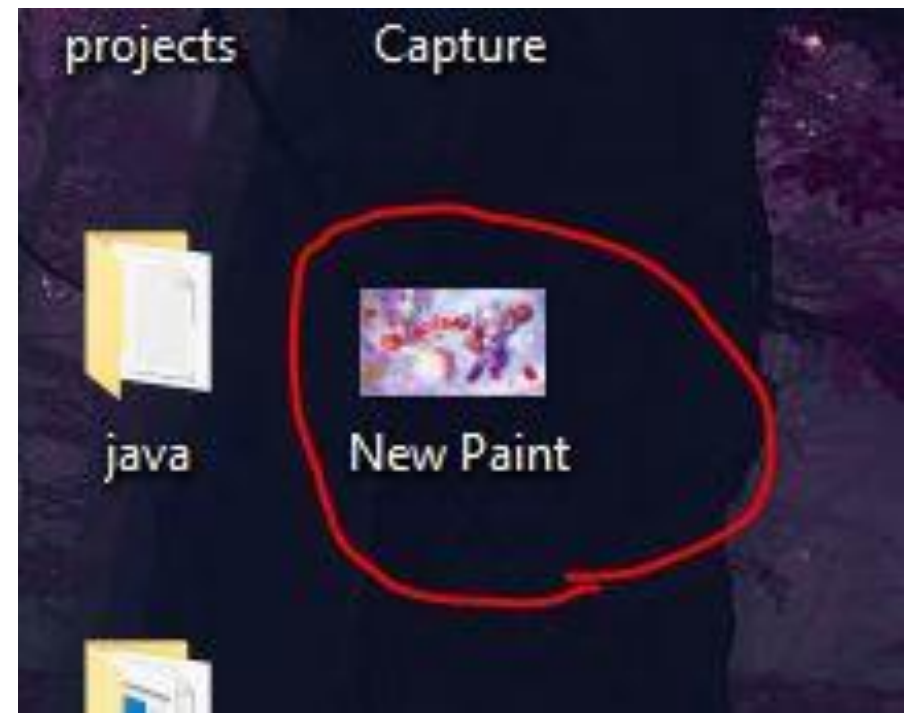
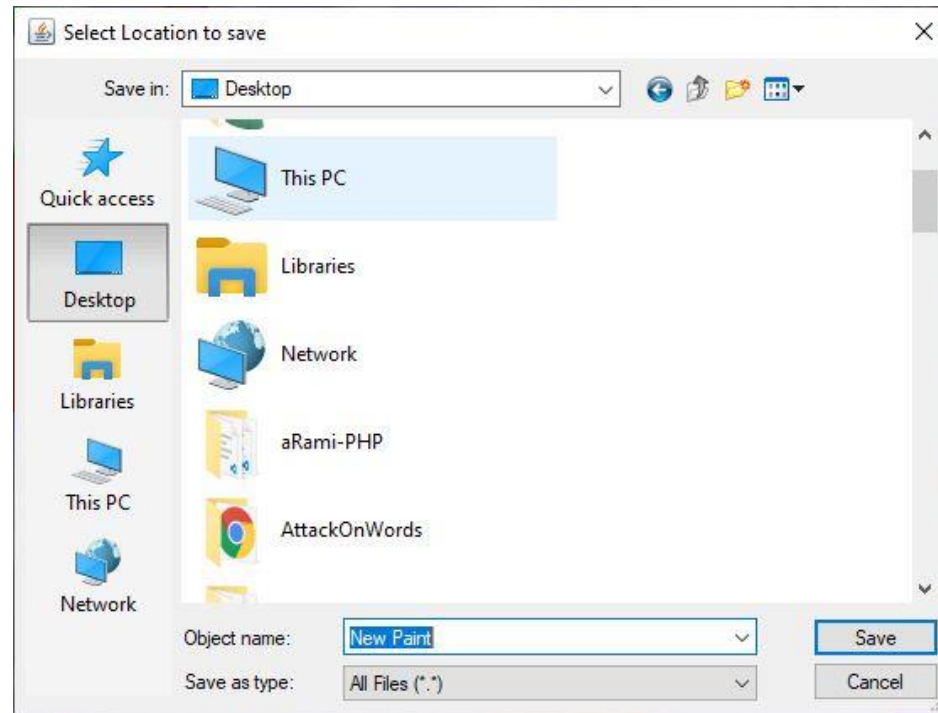
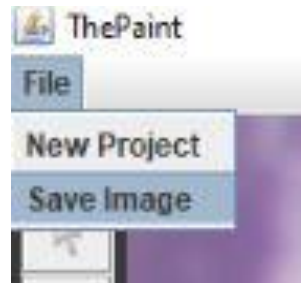





# Drawing using brush (Red, 20px)



# Saving the art ^\_^





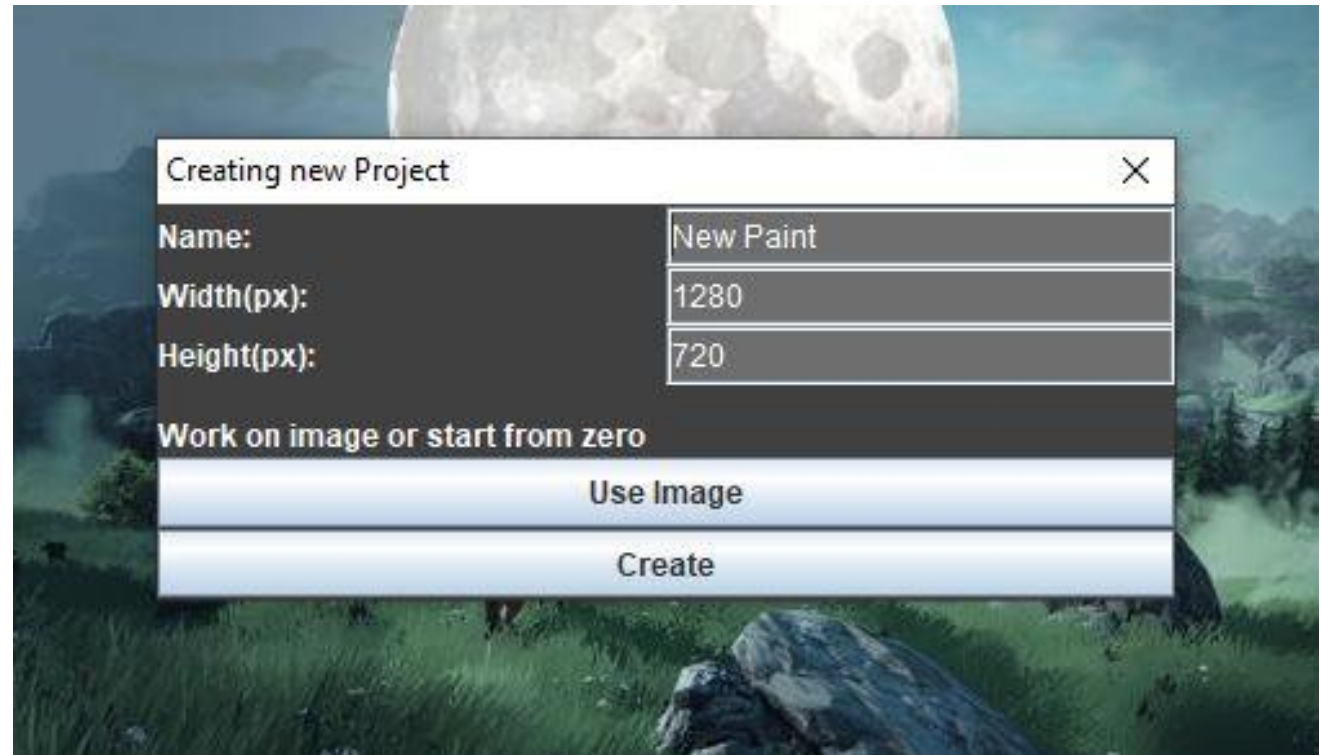
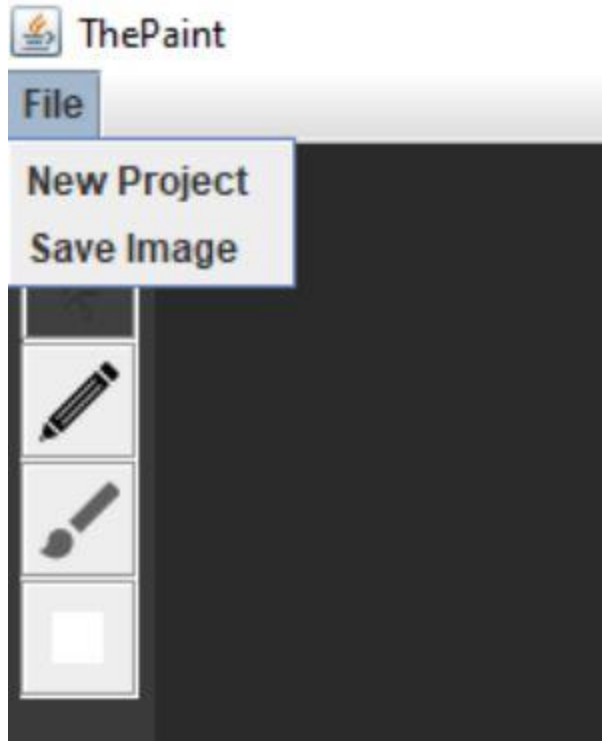
 See all photos

+ Add to



The Saved File

# The File - NewProject - Create





Javan

Drawing on the blank image with pencil



Thank You!

---