State Diagram

The process starts with the user clicking on the Browse button in the image pane of GUI. The image pane browse button will trigger a binary tree function to open and browse files for desired image / images. Once the user is satisfied with the choice, the files get sent to the classes pane where the user can create any number of classes and edit them, these autosave on every iteration. If at least one class is created, and every class is created correctly, the data gets passed to the program for computation, where object recognition takes place. Once computing stage terminates the results are passed into a transition state, called “waiting” room. Objects computed is compared to the initial input of classes and if conditions check out, user is prompted with the results, data gets autosaved and program terminates. If this is not the case and a error occurs, user is prompted with the error and taken back to the initial stage.