**Use Cases of Image Capturing App**

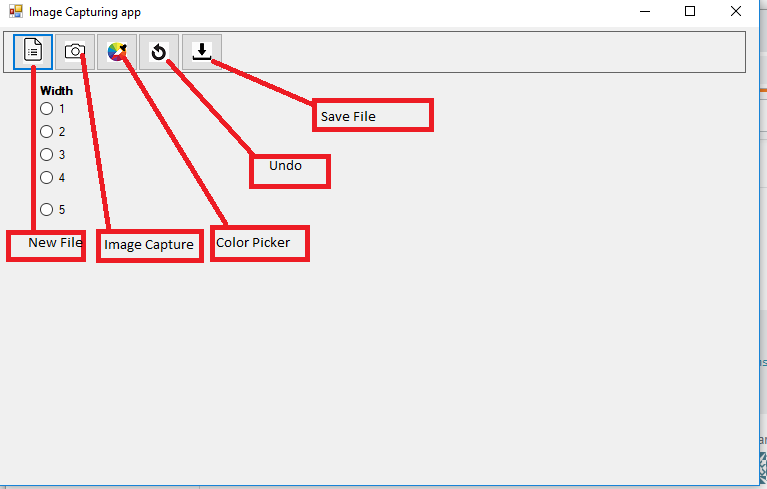
**Installation :**

* Run the exe file on the System
* App Installed on System ,by double click on App we can use it.

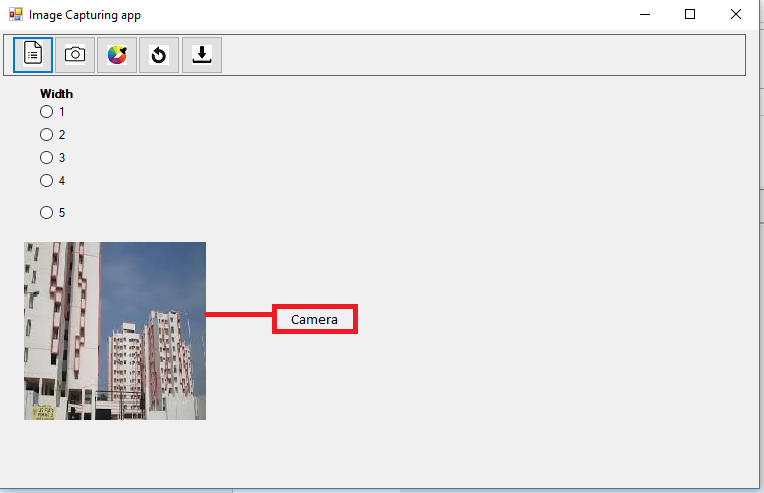
**Use Cases :**

New File :-

1. First Run the App we will got the UI as follows.

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Capture :-

1. When click on New file ,we will get a Selfie camera as follows.

3 . When Click on Image Capture ,that image is captured as follows.

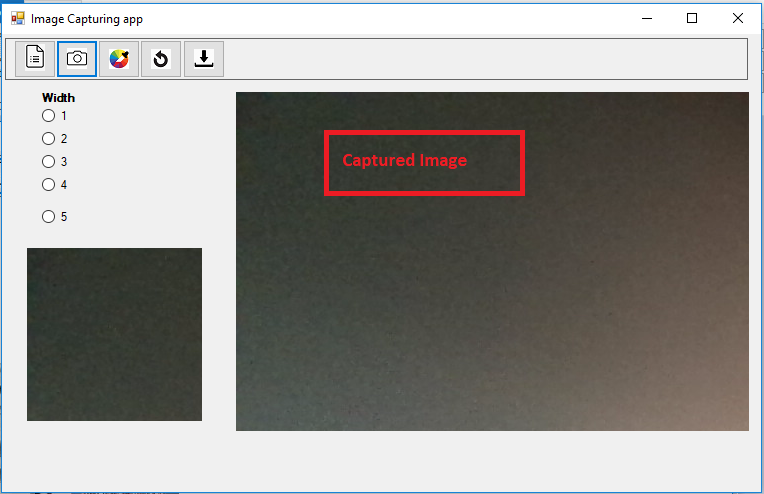
3.1. For Capturing the image we use ‘**AForge’**.Which will activate the camera from our application.

-> VideoCaptureDevice VideoSource = new VideoCaptureDevice (CaptureDevices[0].MonikerString);//camera Name

-> VideoSource.NewFrame += new NewFrameEventHandler(VideoSource\_NewFrame);

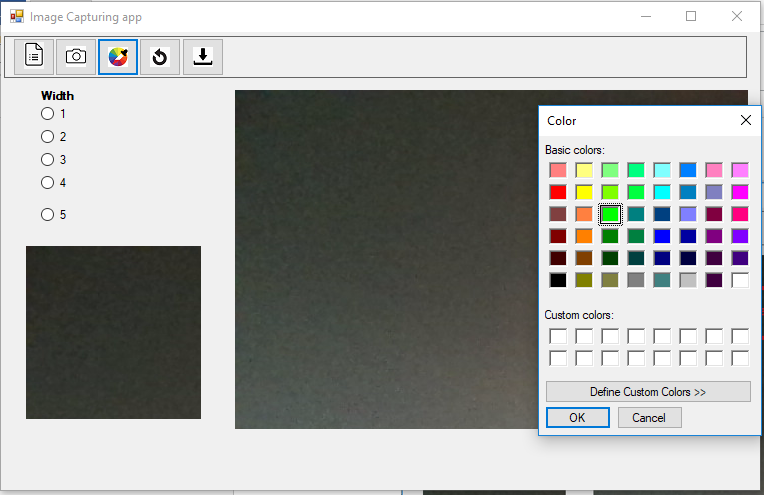
private void VideoSource\_NewFrame(object sender, NewFrameEventArgs eventArgs)

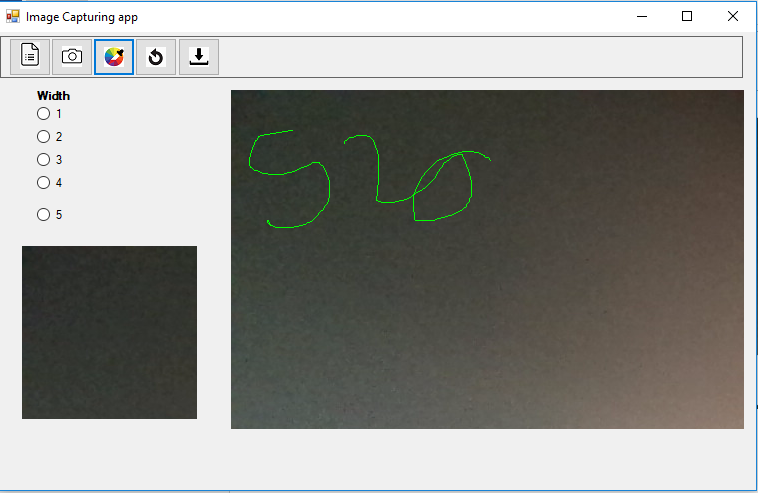
{ pictureBox1.Image = (Bitmap)eventArgs.Frame.Clone();}



Pick Colour :-

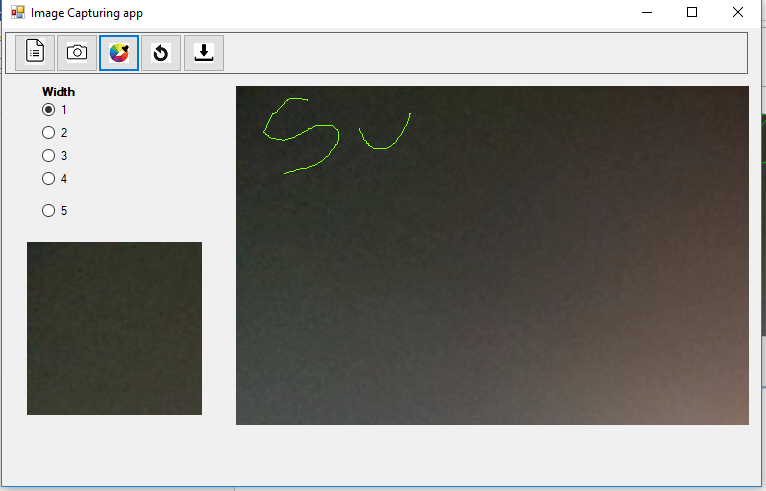
4. When Click on the color Picker, we will get color dialog box from which we will select the desired color and then draw on image.



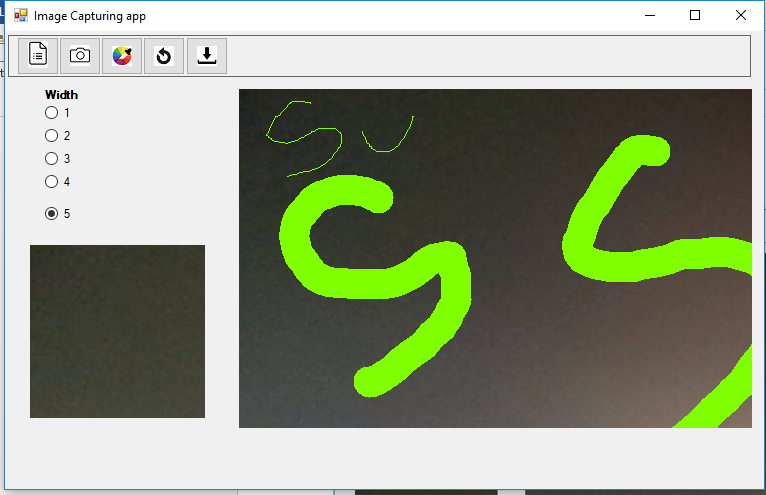


Width :

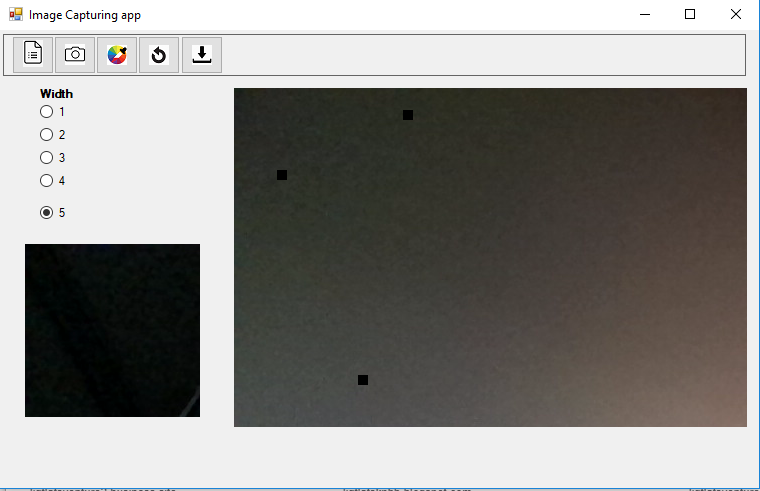
By Selecting width we can increase or decrease the width of Pencil.



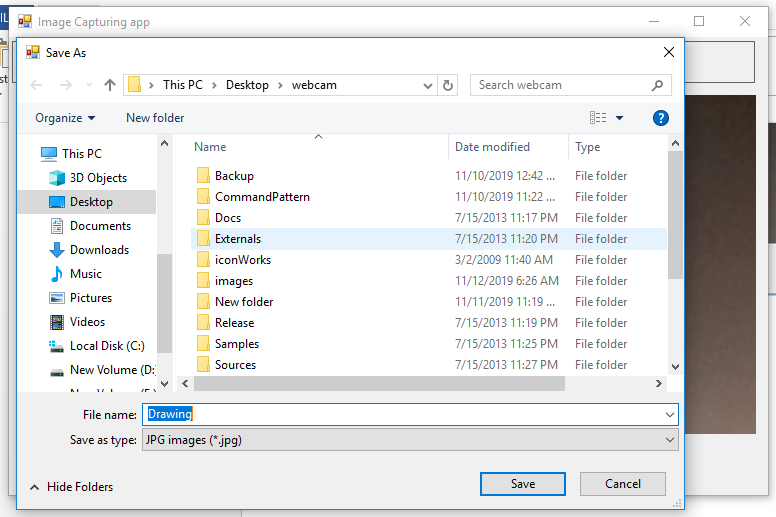
* By selecting the width as ‘5’ ,the width of Pencil increase as follows.



Undo :-

5. When Click on Undo last changes are cleared and shown as follows.

6. When Click on Save ,savefiledialog box will open with with **.jpg** format and ask for File name & Location.



Note:At Present all Last actions cleared at a time.It takes some more time to do R&D on the last 6 actions.

* Actually I have tried multiple ways like ,Capture all the Pencil actions in Stack.
* When click on undo I have pop the top item and again peek the top element of the stack to PictureBox.
* Then in that case all last pencil actions cleared.So I need to do R&D on that it takes more time actually.

1. Select FileLocation & enter File name then click on save button the file will be save in that Particular Location.
2. At the same we will store the image as SVG in selected Location.

* For saving the document as SVG ,we used ‘**Rasterdge**’ dlls.
* This dll has the method name as ‘**ConvertToVectorImages**’ which takes the file and convert it into SVG.
* We have created one folder in ‘**C’** drive as ‘**output**’🡪C:\Output\
* The converting SVG file is saved in that output folder.

🡪public override void ConvertToVectorImages(ContextType targetType,

String directory, String fileName, RelativeType type)

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Valid Value** |
| targetType | The target image format. | ContextType.SVG ContextType.HTML |
| directory | The output file directory. | Any valid file directory on the disk. |
| fileName | The output file name. | Any valid file name. |
| Type | The method to write the output font. | When running on the IIS, the value is RelativeType.ASP; if it is running on the Visual Studio, the value is RelativeType.SVG/RelativeType.HTML. |