Project 1 Class notes – Due around 9.13.17

* Each image is in a QLabel – seen by the green border.
* Five thumbnails visible. Centered horizontally. Vertical position up to us.
* Navigate with arrow keys – Left and Right
* Scroll to the left at the leftmost position should bring up a new set of thumbnails.
* Up key enlarges, down returns to thumbnails.
* Can use left and right keys while enlarged.
* Thumbnails should allow for fast forward with greater/less than keys. Slide left and right to next set of thumbnails.
* Must retain aspect ratio
* Highlighted images that are selected. Colors should stand out.
* Small details that don’t matter: background color, border colors, highlighted image color, position of thumbnails bar (vertically),
* Don’t use scroll widgets. The point is program at a lower level.

Five QLabels next to each other. Labels are initialized at start, not dynamically, and placed. Labels can be made invisible as needed and shown as needed. Stick PixMaps on them. When move them around change the border color to show moving animation. When moving change the pixmaps that are attached to the Labels (in event handlers). In full screen mode you only have one Label. Has to be consistent order. Design for reliability, reuse and modularity.

Our QLabel dimensions are fixed. Write a utility function that can do the math to find the correct aspect ratio for an image based on the QLabel.

Clickable Labels: