

Chapter 1

Package : glasses.lib

This package contains library functions to be referenced by the other components of the installation. The individual class information regarding the individual objects are given from this point onwards.

1.1 ImageObject

A fresh object created heavily dependent on the BufferedImage class in java.io package. This solves the purpose of maintaining images as objects. Allows persistent layer management when working with the images, in concurrent ImageObject instances. This is vital for the working of the rest of the project. The accessible elements of the program are listed out here.

1.1.1 Constructors

All the constructors of this class are accessible elements. There are seven constructors in total. They each exist for the ease of usability.

ImageObject()

Default constructor for the ImageObject class. This involves creation of a null object.

ImageObject(BufferedImage)