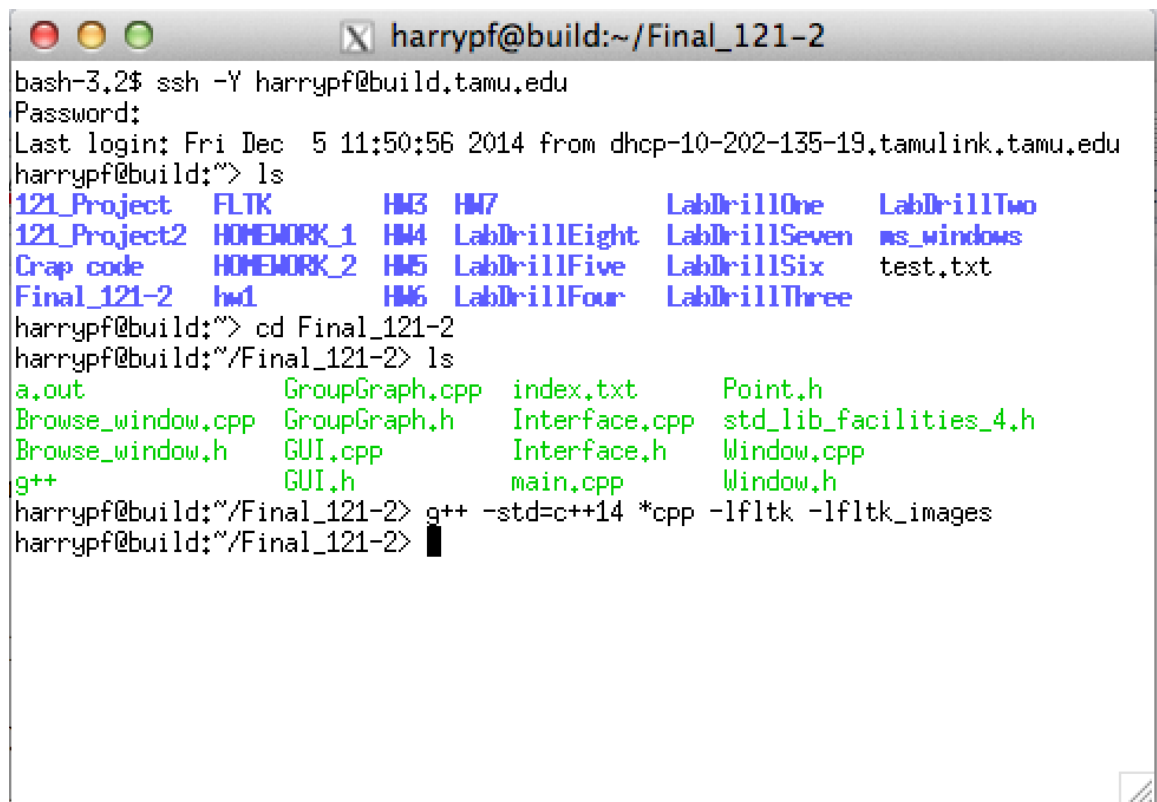


## Part 9 Instructions for how to run the code

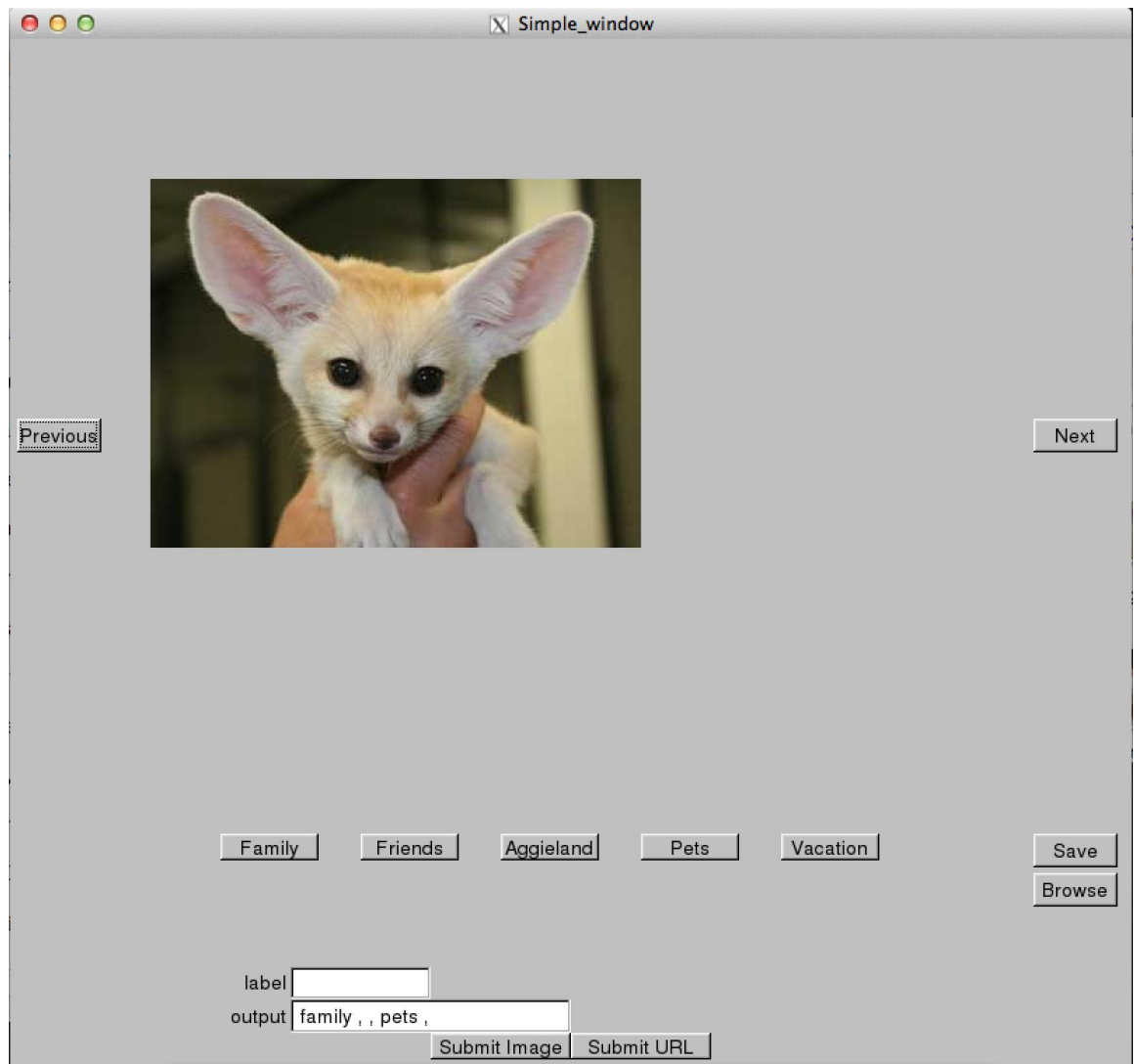
1. Put the project disc into the computer, open up the files and put into a folder in your CSCE H file.
2. Log onto build using XQuartz so that the GUI may be displayed properly.
3. Change directory to the location where you placed the code.
4. Compile all the files in folder using “g++ -std=c++14 \*cpp -lfltk -lfltk\_images”



```
harrypf@build:~/Final_121-2
bash-3.2$ ssh -Y harrypf@build.tamu.edu
Password:
Last login: Fri Dec 5 11:50:56 2014 from dhcp-10-202-135-19.tamulink.tamu.edu
harrypf@build:~$ ls
121_Project  FLTK      HW3  HW7      LabDrillOne  LabDrillTwo
121_Project2  HOMEWORK_1  HW4  LabDrillEight  LabDrillSeven  ms_windows
Crap code    HOMEWORK_2  HW5  LabDrillFive   LabDrillSix    test.txt
Final_121-2  hw1        HW6  LabDrillFour   LabDrillThree
harrypf@build:~$ cd Final_121-2
harrypf@build:~/Final_121-2$ ls
a.out      GroupGraph.cpp  index.txt      Point.h
Browse_window.cpp  GroupGraph.h    Interface.cpp  std_lib_facilities_4.h
Browse_window.h    GUI.cpp         Interface.h    Window.cpp
g++              GUI.h          main.cpp      Window.h
harrypf@build:~/Final_121-2$ g++ -std=c++14 *cpp -lfltk -lfltk_images
harrypf@build:~/Final_121-2$
```

5. After Compile, run the program using “./a.out”
6. What now should be displayed is our Aggie Snap GUI

7. If there are any images located in the index.txt file from past uses, they should be displayed with their appropriate tags.



8. In order to add more images/begin from scratch, decide whether you want to add an existing image or a URL image.
9. If you decide on an existing image, make sure the picture is located in the folder. Type the name of the image with the file type (Note: Only .jpg, .gif, .png, and .xpm and their capital versions are accepted) into the top text box.

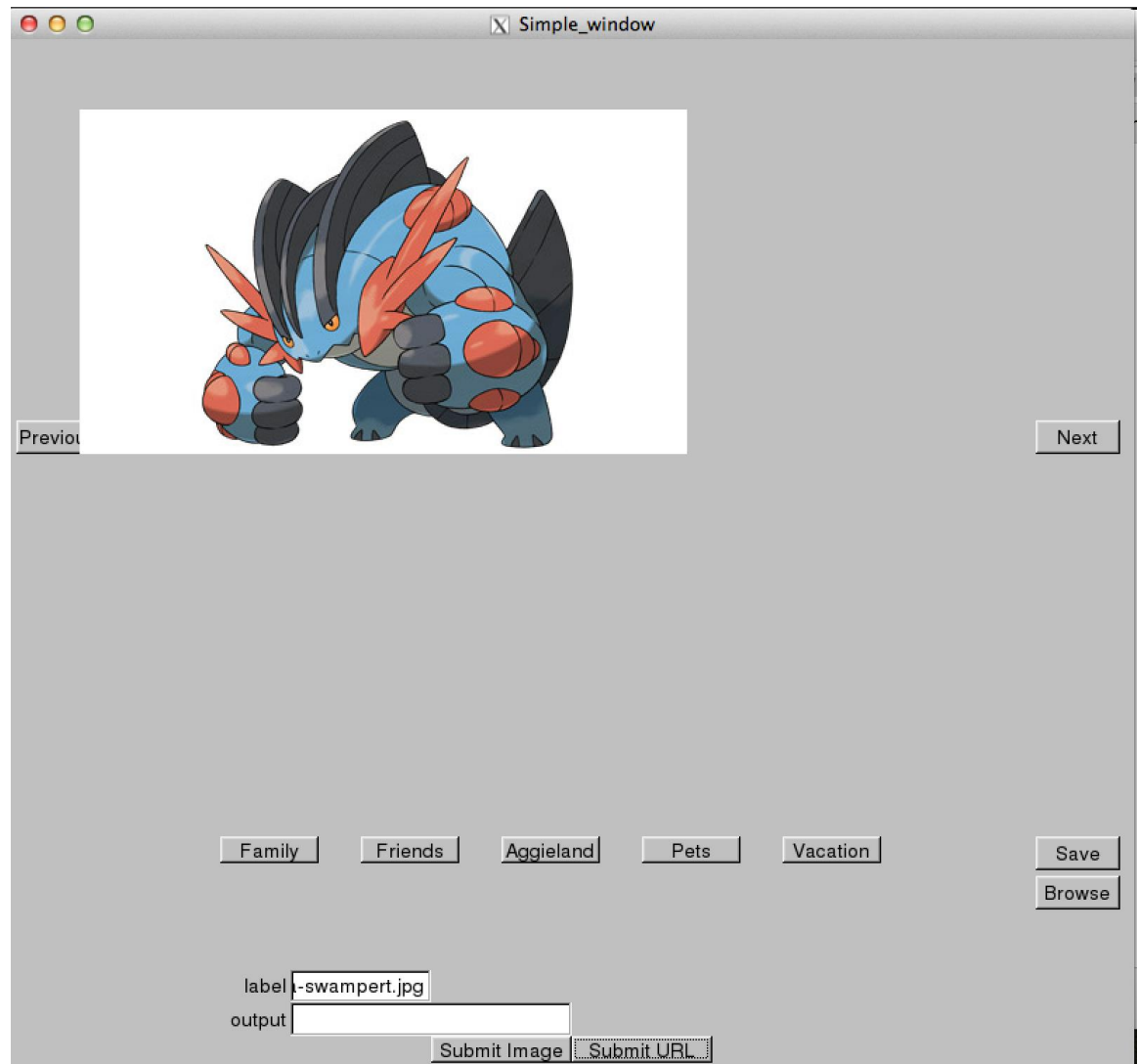
10. Then press the submit image button, and the image should be displayed in the GUI. If the image does not exist, or has the wrong file type, an error will be displayed.



11. If you decide on a URL image, copy and paste the image URL from an internet browser (Note: Only .jpg, .gif, .png, and .xpm and their capital versions are accepted) into the top text box.

12. Then press the submit URL button, and the image should be displayed in the GUI. If the image does not exist, or has the wrong file type, an error will be


displayed.



13. Once the image is displayed, you are able to add tags by clicking on the respective buttons naming tags, then pressing the "Save" button located to the right of the tags. This saves the image with the tags to the .txt to be accessed when called.

Simple\_window

Previous



Next

Family

Friends

Aggieland

Pets

Vacation

Save

Browse

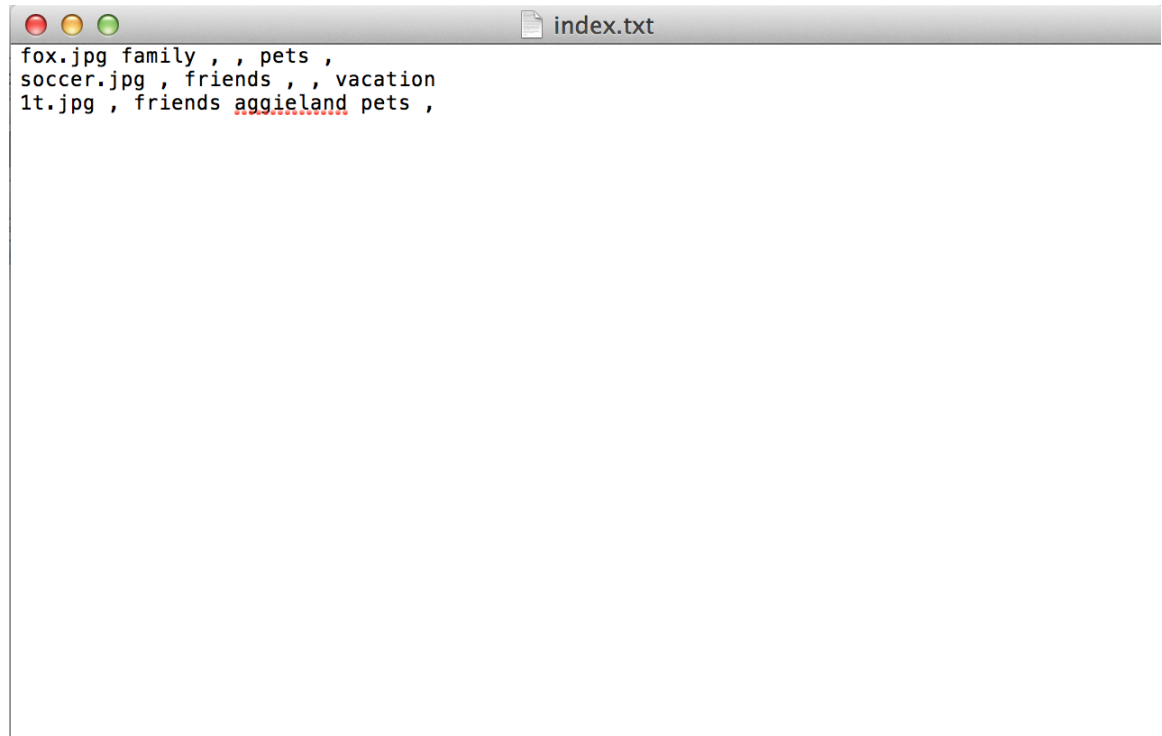
label

output

, friends aggieland pets ,

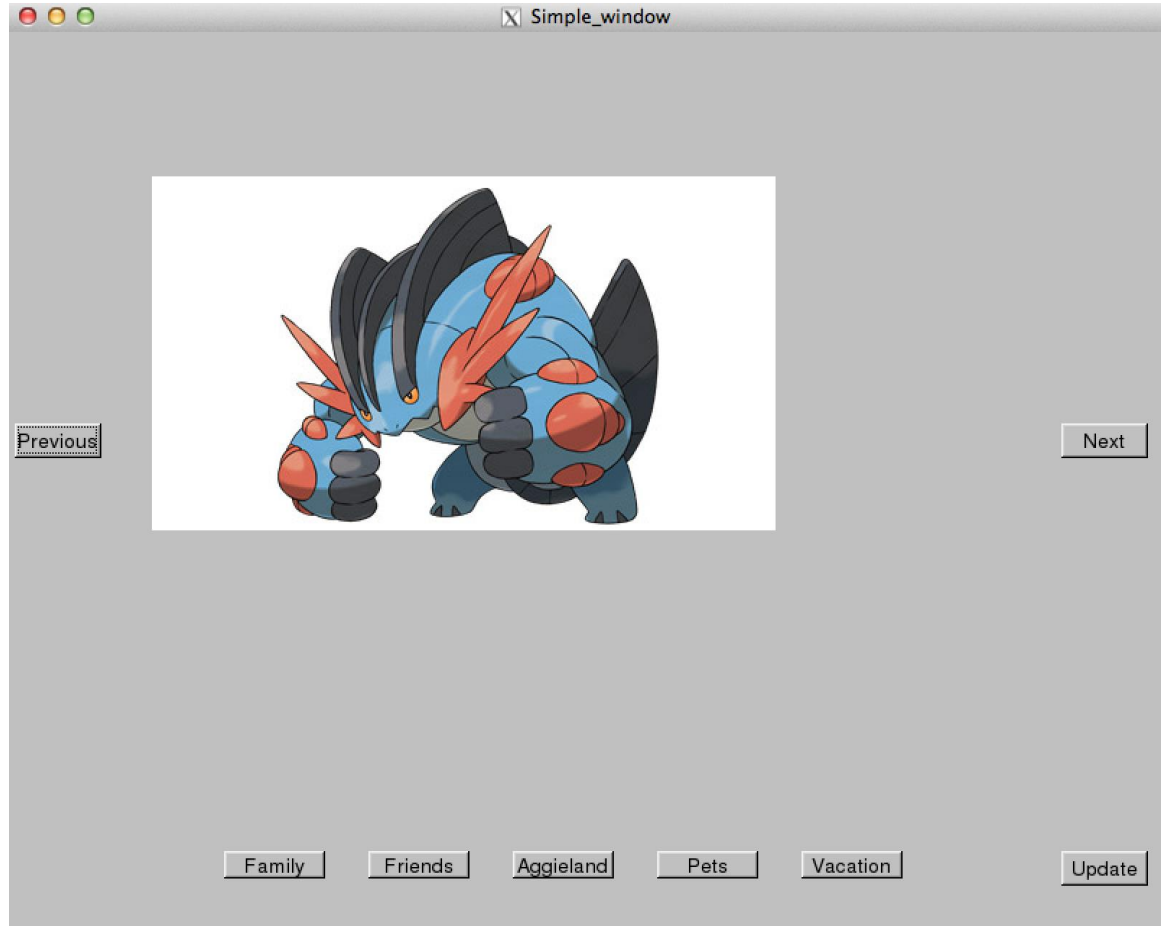
Submit Image

Submit URL



14. To view other images that are in Aggie Snap, hit either the previous or next button to view all the pictures with their tags being displayed in the lower text box.
15. If you want to view image of only a certain tag however, press the “Browse” button located in the lower right hand of the GUI.
16. A new window pops up, it is here that you press the tag buttons of the tagged images you want, and then press “Upload”. You will now be able to browse

the specific photos of the selected tag/tags using next and previous.



17. To navigate back to the main photo viewer, simply exit out of the browse window.

18. You now know how to use Aggie Snap! Enjoy!