

Labs:

Image Tools
Image Manager

IMAGE TOOLS

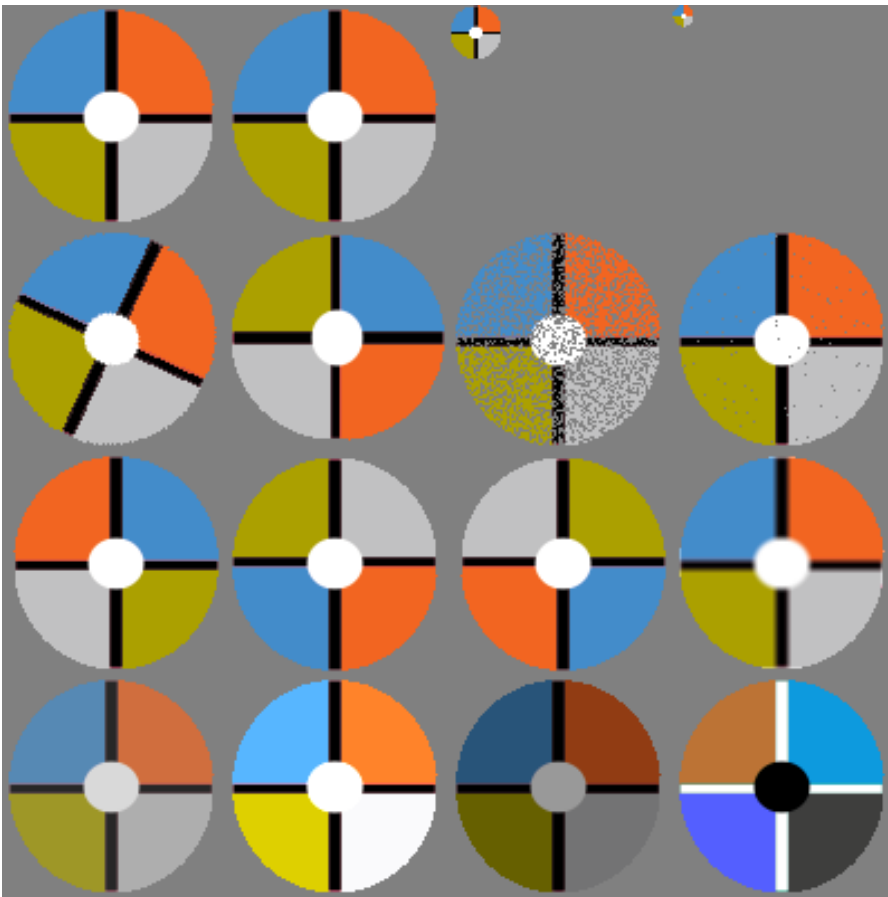
Directions

In this program you will be provided with a project that you need to modify to complete the lab. Your task will be to write and test all the methods in the ImageTools file.

Directions for completing this lab:

1. Write a method in the ImageTools file
2. Go to the TestingWindow file
3. Uncomment the line that corresponds to the method you have written.
4. Run the program the and verify that the method worked as intended
5. Repeat steps 1-4 until all the methods have been written and tested

When you are done your program should display the following:



Rubric

Points	Task
5	Load
5	Copy
5	Copy With Transparency
10	Has Transparency
5	Scale 1
5	Scale 2
10	Rotate
10	Flip
10	Blur
10	Invert Color
5	Remove Pixels 1
5	Remove Pixels 2
5	Fade
5	Light by %
5	Darken by %

IMAGE MANAGER

Directions

In this program you will be provided with a project that you need to modify to complete the lab. Your task will be to write and test all the methods in the ImageManager file. Use your ImageTools class to load your images.

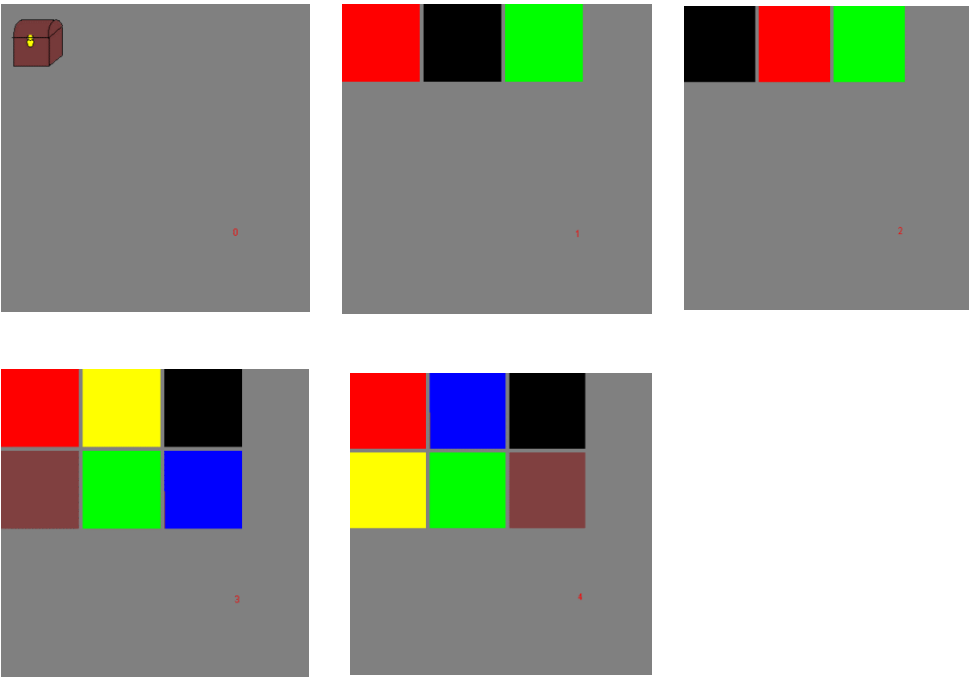
Your program will use the loadImages method to load the images map. The load images method uses the other methods in the file for various types of loads.

The ImageList.txt file will be read by your loadImages method to determine what images need to be loaded and how. Each line in the file tells you what image needs to be opened and how it is to be read and what the image(s) are to be named. The first word of a line will tell what kind of load will be occur.

Types of loads:

Type / Format	Description
Single Format: single,key,fileName.extension Example: single,axe,bigAxe.jpeg	Key – Key value for the MapEntry FileName.extension – file name
Strip Named by Location Format: SNbL,number columns,key,fileName.extension Example: SNbL,3,man_walking,walker.png	Number columns – number of sub images Key – Key value for the MapEntries (each key name will be followed by a number 0 to number columns -1) FileName.extension – file name
Grid Name by Location Format: GNbL,number columns,number rows , key,fileName.extension Example: GNbL,2,2,dog,dog.png Example Name: dogr0c1	Number columns – number of columns Number rows – number of rows Key – Key value for the MapEntries (each key name will be followed by r, then the row number, then c and then the column Number) FileName.extension – file name
Strip Specified Name Format: SSN,number columns,keys,fileName.extension Example: SSN,3,man_standing,man_left_leg_out,man_right_leg_out,walker.png	Number columns – number of sub images Keys – The keys will be listed off FileName.extension – file name
Grid Specified Name Format: GSN,number columns,number rows, column,keys,fileName.extension Example: GSN,2,2,dog_up,dog_left,dog_right,dog_down,dog.png	Number columns – number of columns Number rows – number of rows Key – The keys will be listed off FileName.extension – file name

When your program is done it should cycle the following images:



Rubric

Points	Task
60	Load Images
10	Load Image
10	Load Image 2
5	Get Image
5	Remove Image
10	Get Keys