



IMAGE VIEWER : SLIDESHOW

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Abstract: Image viewers that are available online currently pose a challenge to the users regarding the usability. With further investigations it was found that the users also face the barrier of cost. Most of the available free version of image viewer a user has to satisfy its needs with just basic features as all the other significant features comes at a cost. Therefore our project tries to tackle all of these problems. friendly. Image Viewer Slideshow, provides basic features ranging from opening a photo, zooming in and out , sliding pictures to see the next picture to advanced features like taking a live picture, editing the clicked photo to sharing the photo and even deleting it.

It is a simple android application which would help the users to access and use the app to edit images of various formats by giving them several options to choose from. This application will also have a highlight slideshow feature which will enable the user to view their images in one go. This app is made to be user friendly.

Keywords: features, user, image, photo, images, basic, picture, available, viewer

I. INTRODUCTION

An image viewer is basically a software program which would viewing. These features range from basic to advanced including shrinking, enlarging, cropping or painting on an image. allow a user to open and view an

image file. Most image viewing software is designed for viewing only, like Windows Photo Viewer. Other image viewer programs, like Paint or Adobe Photoshop, provide image editing features in addition to simple viewing.

Using IVE, an individual can view, organize and edit photos from the device in quick and simple steps. Arrangement of photos into folders and albums. A simple application that users can install on their system and use it instantly.

II. LITERATURE SURVEY

The informational boom, brought a major hit/effect in the means of expression using analogical supports. The ability to static images was taken advantage of by the early movie photography. The big difference - the 24 frames per second of the movies were replaced by a single frame, whose length and succession was established by the author. A Diaporama - named in the French-speaking countries and not only or an AV-as called in the UK represents a series of static images projected with a change , having a dedicated soundtrack. Technically, two slide projectors were needed/demanded, linked to a mechanic or electronic device able to (sing, dance, act, etc., in front of people) the dissolving change between slides), and a sound device, most often an open reel tape or a cassette player.

A special attention was paid to the device. In the same way, the electronic device consisted in a remote control which triggered a triac based circuit. It was able to increase or decrease the voltage applied to the projector's halogen bulbs, and also to command the changing of the slides. So, the slide show could be reproduced using an open reel tape or a cassette player with 4 tracks; the first two were dedicated to the soundtrack, while the 3rd or the 4th belonged to the (making two or more things look the same or happen at the same time) SIMDA, BASGEN, STUMFL, KODAK, IMATRONIC were some of the most used brands. The companies' interest created also multivision systems, able to command a large number of projectors.

III. IMPLEMENTATION

A. Use Case Diagram of the System

The following Use Case Diagram shows the different ways the user can interact with the system. It mentions the frequent interactions that a user might have with the system and also shows the basic flow of events occurring during the use of the application

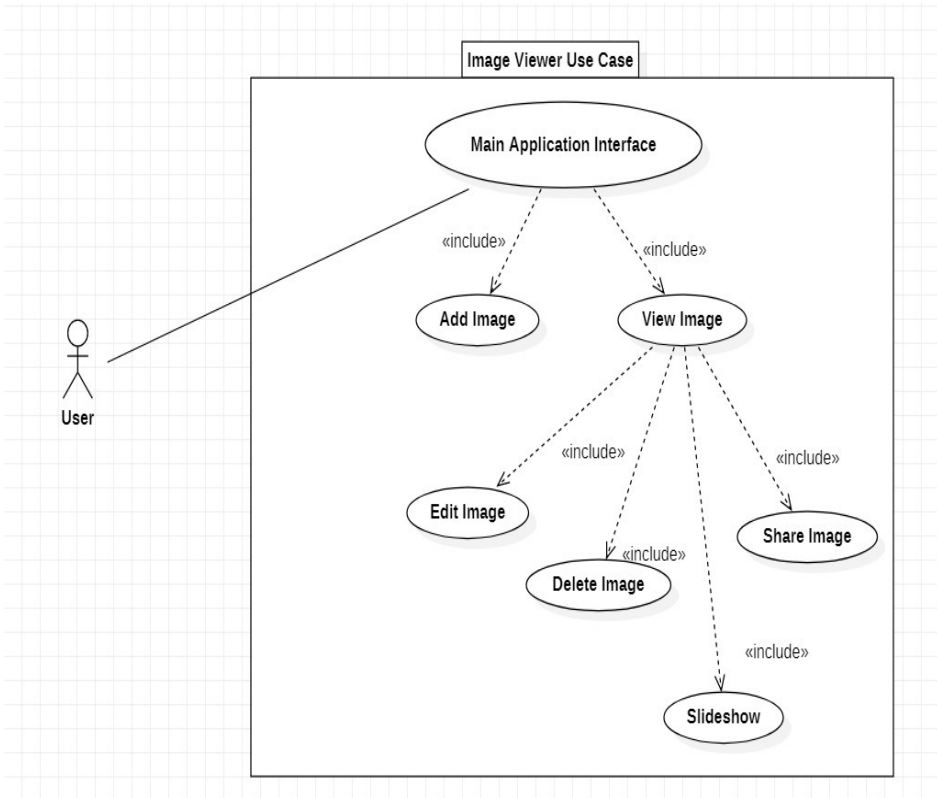


Fig 1. Use Case Diagram

B. IMPLEMENTATION DETAILS

Android Studio

We have used Android studio for our project, because it’s the best Platform out there to create and develop android Apps in Java, it has extensive testing tools and frameworks, a very flexible gradle build system, a very feature rich built in android Emulator, organized file structure and the project can be Integrated with GitHub.

Kotlin

We have used Kotlin for our project because Kotlin is a general purpose, free, open source, statically typed “pragmatic” programming language initially designed for the JVM (Java Virtual Machine) and Android that combines object-oriented and functional programming features. It is focused on interoperability, safety, clarity, and tooling support.

XML Layouts

A layout defines the structure for a user interface in your app, such as in an activity. All elements in the layout are built using a hierarchy of View and ViewGroup objects. A View usually draws something the user can see and interact with. Whereas a ViewGroup is an invisible container that defines the layout structure for View and other ViewGroup.

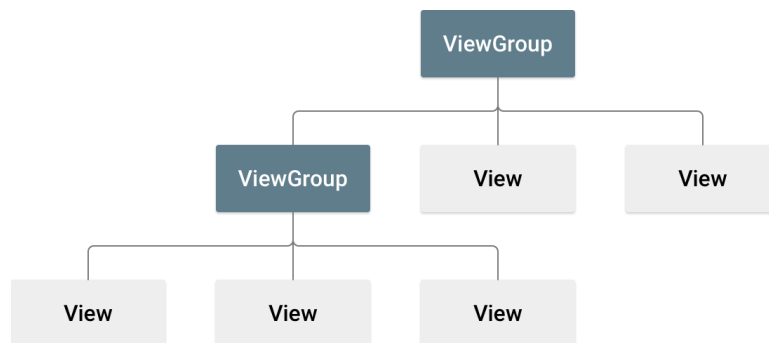


Fig 2. XML Layouts

**IV. CONCLUSION**

We have created an Android application which shows all the images that are stored on the device's Internal storage and SD Card, Images are displayed in the tiles format, with different and suitable dimensions for portrait and landscape images, user can click on an image and the Image will be displayed in Full screen, user can pinch the images to zoom in and zoom out and at the bottom we have buttons with some important features like Editing, Sharing, Deleting the images and the Slideshow feature, User can open the camera from the application itself and click images, and the new clicked pictures will be available in the image viewer once the user refreshes the Image viewer. This was all implemented and made possible by using the Android Studio with the language of implementation being Kotlin, Java & XML.

V. REFERENCES

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