

Acop Video Bean – Design modifications



- ❖ enumerable final static constants are replaced with public enumerations (each one in its own *.java file)
 - ❖ *ImageFormat.java, ImageFlag.java, OverlayState.java and ColorMap.java*

- ❖ source code formatted according to Java code style.
 - ❖ class names (e.g. *VideoHeaderV3* instead of *CVideoHandler3*)
 - ❖ private variable names (e.g. *isLiveMode* instead of *m_bLiveMode*)
 - ❖ method names (e.g. *adjustTable(ColorMap map, int bytesPerPixel, int eBitsPerPixel)* instead of *AdjustTable(int aMode, int aByPP, int aEBitPP)*)

- ❖ number of closely related classes are joined into one class
 - ❖ e.g. *CBasicImageLoaderV3, CBasicPNGWriterV3 CIMMLoader* replaced by *ImageParser*

- ❖ avoided same console output (e.g. exception messages) for different cases

- ❖ same properties name specified in AcopVideo & ImageDisplayer classes
 - ❖ based on names from AcopVideo: e.g. "keepAspectRatio" instead of "keepAspectRatioEnabled"

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- ❖ avoided duplication in AcopVideo and ImageDisplayer classes :
 - ❑ of variables/methods (e.g. overlayState variable, setOverlayState/getOverlayState methods)
 - ❑ firing/catching property changes events

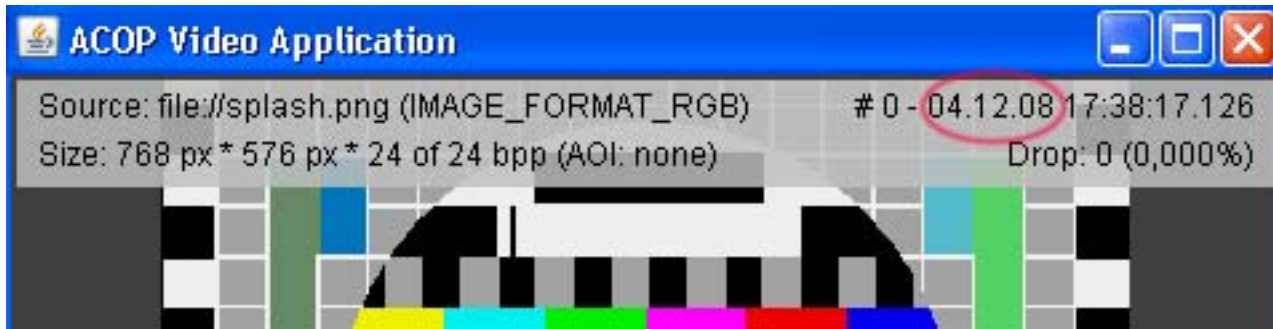
- ❖ added ImageCounter class which contains information about received/dropped frames number

- ❖ resetting Image Counter if camera port ID is changed (check ID from each received IMAGE)

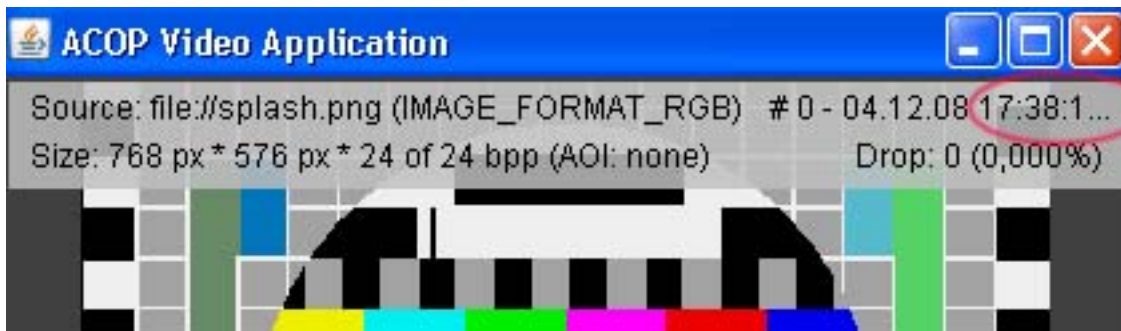
Acop Video Bean – Functionality modifications



- ❖ changes in Overlay Information Window
 - ❖ contains date in full format if image-date is not today



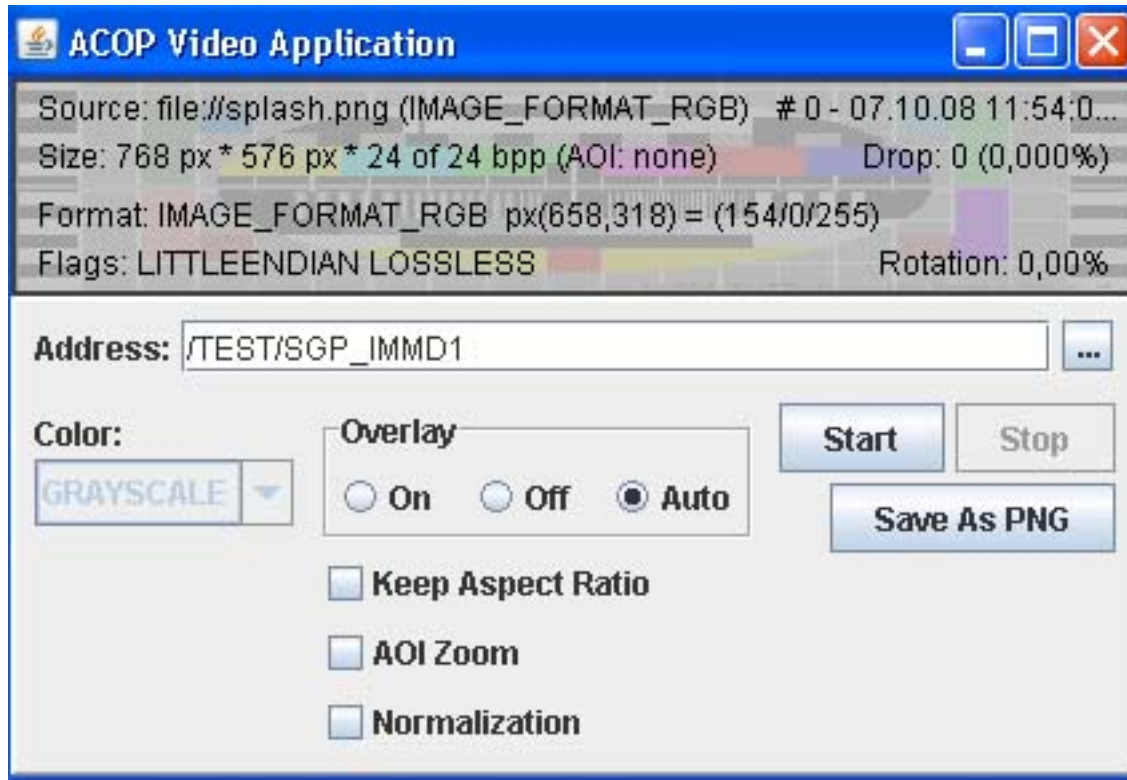
- ❖ string drawing is clipped with "..."-extension in region that is available



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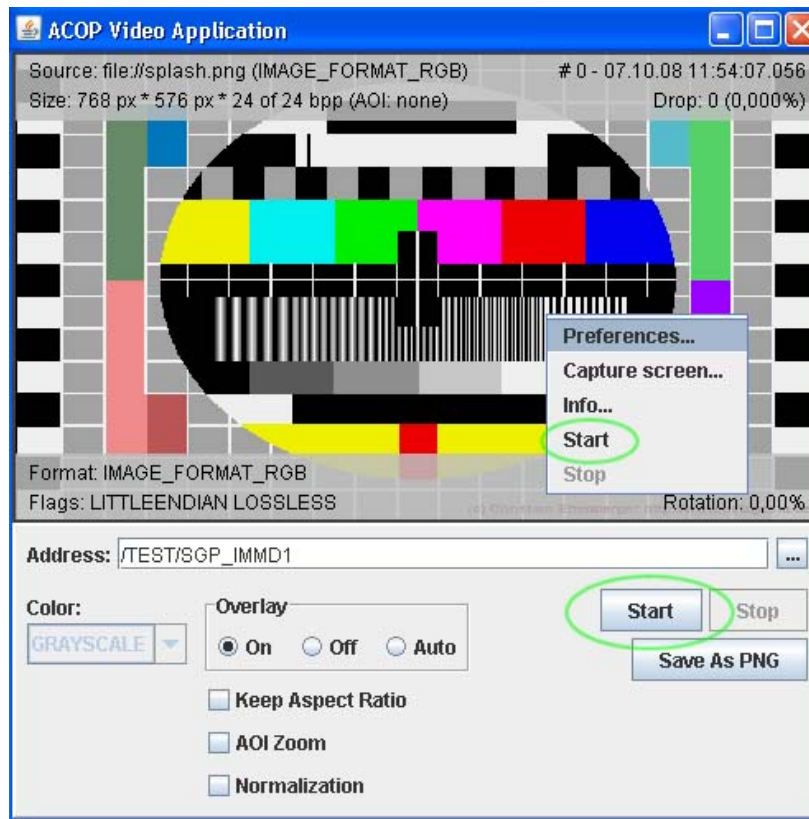
- ❖ updating overlay info not only by dragging and also by clicking in video window (stop mode)
- ❖ avoided leads to bad Video Overlay and GUI drawing during main frame resizing



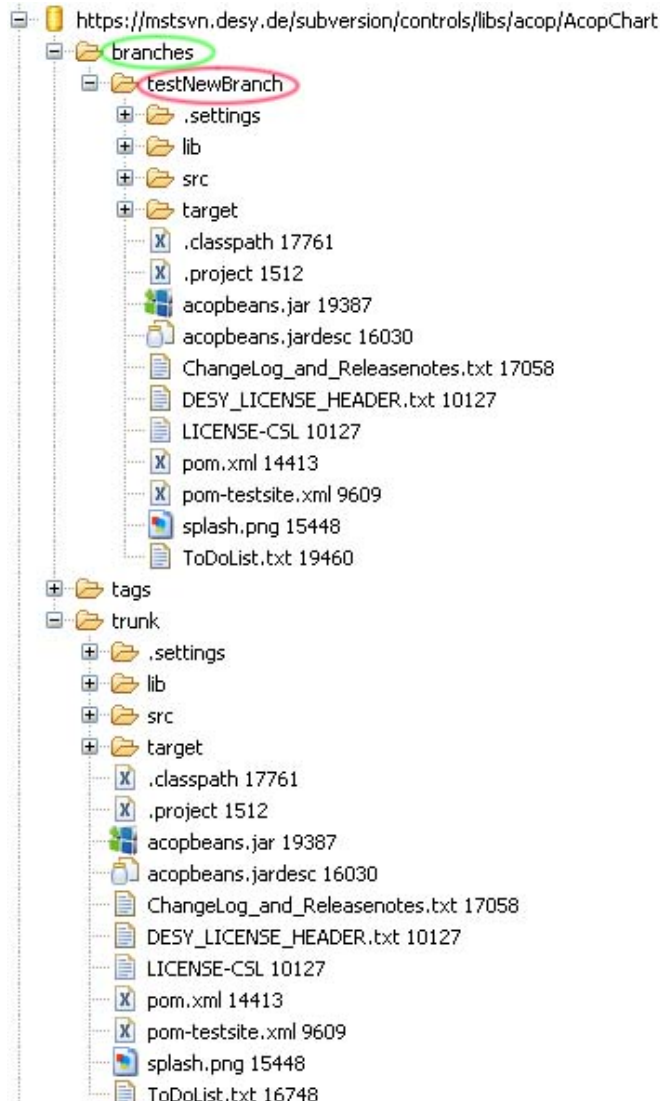
Acop Video Bean – Functionality modifications



- ❖ enabling/disabling Start/Stop menu items in context menu (like it is done for GUI buttons)
- ❖ fixed bug with redrawing image window (on stop mode)



Acop Video Bean – Design modifications



- ❖ created new remote folder “branches” and “testNewBranch” branch version in SVN repository
- ❖ tested for commit/update/delete operations

Acop Video Bean – Task list



- ❖ create wrapper classes in order to use it as plug-in in JDDD
- ❖ change behavior for grayscale normalization, do not change original data, because by making this, normalization can not be switched off (in stop mode)
- ❖ 1:1 display of video data (1 pixel is equal to 1 pixel)
- ❖ add logging and exception throwing/catching cases