List class attributes and functions here

Shuto

# MainDisplay

**Attributes:**

No attributes.

**Operations:**

+ \_\_init\_\_(): void

+ display(img): void

Lyu

# CalculateDisplayImage

ImageSettings

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- width: int

- height: int

- projectorDistance: float

- projectedWidth: float

- correctionFactor: float

- brightness: float

- leftImage: boolean

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+ getWidth(): int

+ getHeight(): int

+ getProjectorDistance(): float

+ getProjectedWidth(): float

+ getCorrectionFactor(): float

+ getBrightness(): float

+ isLeftImage(): boolean

+ initialize(): void

ImageProcessor

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+ processImage(): void

+ controlIntensity(): void

+ generateMask(): void

+ correctGamma(): void

+ generateDisplayImage(): void

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Yuta

# ConfigureReader

**Attributes:**

No attributes

**Opearations:**

+ \_\_init\_\_()

+ getImageWidth(): int

+ getImageHeight(): int

+ getProjectorDistance(): float

+ getProjectorImageWidth(): float

+ getGamma(): float

+ getMethod(): str

+ getImagePath(): Tuple[str, str]

Zenyu

# ImageReader

**Attributes:**

None

**Operations:**

+ getImage(): Tuple[str, str]