



```
//
Color[][] pixel = originalbild.getPixelArray();
Color[][] pixelNeu = originalbild.getPixelArray();

//
Picture neuesBild = new Picture();
neuesBild.setPixelArray(pixelNeu);
return neuesBild;

//
double rot    = 0.0;
double gruen  = 0.0;
double blau   = 0.0;

//
int xx = x - halb;
int yy = y - halb;

//
int laenge = filter.length;
int halb   = laenge / 2;

//
for (int i = 0; i < laenge; i++) {

//
for (int j = 0; j < laenge; j++) {

//
for (int x = halb; x < originalbild.getWidth() - halb; x++){

//
for (int y = halb; y < originalbild.getHeight() - halb; y++) {

//
rot    += filter[i][j] * pixel[xx+i][yy+j].getRed();
gruen  += filter[i][j] * pixel[xx+i][yy+j].getGreen();
blau   += filter[i][j] * pixel[xx+i][yy+j].getBlue();

//
if(rot < 0.0)      rot    = 0.0;
if(rot > 255.0)    rot    = 255.0;
if(gruen < 0.0)    gruen  = 0.0;
if(gruen > 255.0)  gruen  = 255.0;
if(blau < 0.0)     blau   = 0.0;
if(blau > 255.0)   blau   = 255.0;

//
pixelNeu[x][y] = new Color((int) rot, (int) gruen, (int) blau);

public Picture faltung(Picture originalbild, double[][] filter) {
}
}
```



}

}

}

}