SceneOne extends Scene

Instance Variables:

String[][] name
String[][] difficulties
ImageFilter[][] images
Int[][] hours
String fileName
Int hoursPlayed
Int startedPlaying

Methods:

...
Public SceneOne(String [][], ImageFilter[][]
images, int[][] hours, String[][]
difficulties, String fileName

Public void drawScene()
Public String findLongestHours(int[][]hours,
String[][] names)

Public void drawOutImages(ImageFilter[][]
images, String[][] names, String[][]
difficulties

Public void wait(int sec)

ClassName extends Scene

Instance Variables:

Double moneyMade
String sofrwareUsed
ImageFilter[][] skillVisuals
String[][] skillDifficulty
String[][] skillName
Int[][] learningTime

Methods:

Public SceneTwo(ImageFilter[][] skillVisuals,
String[][] skillDifficulty, int[][]
learningTime, String[][] skillNames)

Public void drawScene()

Public void wait(int sec)

Public void drawOutSkills(ImageFilter[][] ar,,
String[][] skillDifficulty, String[][]
skillNames, int[][] learningTime)

Public String findHardestSkill(int[][] hours,
String[][] names)

ImageFilter

Instance Variables:

...

Methods:

public ImageFilter(String fileName)

Public void pixelate(int size)
Public void colorShift(int amount)
Public void redColor()
Public void saturate(int amount)

ImagePlus

Instance Variables:

private Pixel[][] pixels

Methods:

public ImagePlus(String fileName)
public Pixel[][] getImagePixels()
public Pixel[][] getPixelsFromImage()