Arrays Assignment

Photoshop is a wonder tool to edit photos. You are going to create photo editing functions using your knowledge of arrays, loops, and objects.

**Assignment Part 0 – Shuffling Cards**

The first part of the assignment is for the sole purpose of re-arranging arrays. You are to create a deck of cards and create two shuffle methods that simulate real life shuffling. Some examples include:

* Riffle shuffle
* Monte Shuffle
* Milk Shuffle
* Imperfect Riffle Shuffle
* Hindu Shuffle
* Overhand Shuffle

**Assignment Part 1 – Relevant Methods**

The second and third part of the assignment relate to creating photo editing methods. However, in order to do this, you must understand the programs already created for you.

In a document, list out the different attributes and methods of Pixel and SimplePicture, and explain what each method does.

It MUST be formatted like the following sample.

Sample:

# Pixel

## Attribute: x

* **Datatype:** int
* **Description:** is the location of the pixel on the picture

## Method: getGreen()

* **Access Modifier**: public
* **Modifier**: non-static
* **Return Value**: int
* **Parameters:** None
* **Description:** gets the green value of a pixel, between 0 and 255; 0 means no green, 255 means max green

**Assignment Part 2 – Creating Your Own Methods**

The third part is to create your photo-editing methods. You will create three methods in your Picture class. Be creative! You must:

* Create a method that re-arranges your pixels
* Create a method that changes all of your pixels
* Create a method that changes some of your pixels, depending on the values of the pixels