**Pseudocode**

1. Create a method to make an image gray scaled.
   1. To do this, first add the red, green, and blue values of each pixel in the image
   2. Then, take the sum, and divide by 3
   3. Output these pixels as a new variable for a new image.
2. Create a method to make an image negative
   1. To do this, subtract 255 from the red, green, and blue values of each pixel in the image.
   2. Output these pixels as a new variable for a new image.
3. Create a method to make an image colorized (funky)
   1. To do this, first if the red value of a pixel of an image is 200 or more, subtract 100 from it.
   2. Repeat this for the green and blue pixels.
   3. Output these pixels as a new variable for a new image.
4. Create a method to make an image go through a custom color pallete.
   1. To do this
      1. If the red, blue, and green value is 0 to 30, set it red.
      2. If the red, blue, and green value is 30 to 60, set it orange.
      3. If the red, blue, and green value is 60 to 90, set it yellow.
      4. If the red, blue, and green value is 90 to 120, set it green.
      5. If the red, blue, and green value is 120 to 80, set it cyan.
      6. If the red, blue, and green value is 180 to 210, set it blue.
      7. If the red, blue, and green value is 210 to 240, set it pink.
      8. If the red, blue, and green value is 240 to 255, set it magenta.
   2. Output these pixels as a new variable for a new image.
5. Ask the user what image they would like to select.
6. List the options:
   1. Taj Mahal
   2. Pyramid of Giza
   3. Temple of Artemis
   4. Garden of Babylon
7. Save their response.
   1. If it equals one of the options, choose the corresponding image with the exact same name as the picture object.
   2. If it does not equal one of the options, tell the user they did not correctly input the wanted picture, and terminate the program.
8. Ask the user what special effect they would like to see on the selected image.
9. List the options:
   1. Grayscale
   2. Negative
   3. Colorize
   4. Palette
10. Save their response.
    1. If it equals one of the options, apply the corresponding filter with the correct method created in earlier steps.
    2. If it does not equal one of the options, tell the user they did not correctly input the wanted filter, and terminate the program.
11. Show the image they selected with the chosen filter.
12. Ask the user if they would like to save the image to disk, reply Y for yes and N for no.
13. If they replied
    1. Yes, then save the image as the original picture name plus the new effect put onto it.
       1. Then tell the user the file was saved as, and report the title.
       2. Then thank the user for using the program, and terminate.
    2. No, then do not save the image, thank the user for using the program, and terminate.