

GrayScale

Objective

To practice writing information methods. Methods that return a value.

Instructions

average() – this method will calculate the average of three integer values sent to it and return that average. Do this first! Your program won't work until you complete the next step.

Next, follow the comments in `draw()`. You will extract the RGB values from a pixel and average those values in order to get a gray scale value. Hint: The `flatten()` lab you completed shows you how to extract the red, green, and blue values from a color. This is what you are being asked to do here.

The challenge with this program is you are asked not only to write the **average()** method, but to use other information methods like **red()**, **green()**, and **blue()** to determine the RGB values of a particular pixel. Your program should take our blue falcon logo and turn it black and white when you click. Examples



Hints

You need to use `red()`, `green()` and `blue()` information methods to extract the value from a particular pixel.