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CS 132 Lab 4

4 hours

It would have been a much easier lab if I was told to not overthink the complexity of the code required for this lab it. The differences in functionality of the methods threw me off.

3.

IntArrayWorker:



IntArrayWorkerTester:



4. The HorizontalInverter works to flip the image horizontally from left to right. By pressing the button, it flips the rows of pixels to be on the opposite side. This makes the image look as if it were flipped.

5.



6. It seems that the pixels of the image get darker to a certain degree. Over time, the image just becomes very dark gray.



7. When darkened and then brightened, the picture isn’t the same as it was before. The original values were skewed due to the math involved in both darkening and brightening the image.



8.

128 to all: It turns the entire image gray. This is due to the values of the pixels being in the middle of the saturation level, making it gray.

255, 128, 0: It turns the entire image to orange. This is because the red pixel value is at its highest possible saturation. This combined with no darkness from the blue, allows for the green pixel value to mesh with the red, creating orange.

Removing blue: I can tell that it removes blue since the blue pixels are literally removed and replaced with a shade of green. For example, the pool by the track is completely removed when implementing this method. Other than this, much of the image turns yellowish.

