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CS 132 Lab 5

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.

7. In the ImageBlurrer, neighboring pixels are called to and adjusted to itself. This meshes the code with one another, making it blurry.

ImageBLurrer specifically affects surrounding pixels and doesn’t have the addition of a block. This means that less code is required for the desired output.

In image pixelate, it uses getBlockElements to mesh pixels into an essentially larger pixel.

It includes more for loops to affect both color and columns/rows, which isn’t required for Image Blurrer.