**Algorithm:**

1. **Stamp class**
   1. Sets location on the x axis
   2. Sets location on the y axis
   3. Sets scale
   4. Sets rotation
   5. Sets stamp color
   6. Clamps the position to the side of the screen
   7. Keeps the scale in a range from 0.5-2.0
      1. If the value leaves this range, reject it and log a stack trace
   8. Normalizes rotation in a range from 0-360
   9. Draws the stamp
2. **Stamp Collection**
   1. An empty array to store all the instances
3. **Random Color**
   1. Sets a random number for red value
   2. Sets a random number for green value
   3. Sets a random number for blue value
   4. Returns color as r, g, b
4. **Setup**
   1. Create the Canvas to work on
   2. Pushes a new instance when the user clicks on the screen.
5. **Draw** 
   1. Sets background color
   2. Redraws the stamps that have been pushed and keeps them on the canvas.
6. **Mouse Clicked**
   1. Just tests whether or not the mouse has been clicked