|  |  |
| --- | --- |
| /\*\* |  |
|  | \* Brightens the color of the <code>BlusterCritter</code> by the specified darkening factor of one half. |
|  | \*/ |
|  | private void brighten(){ |
|  | Color c = getColor(); |
|  | int red = (int) ((c.getRed() + 2) \* (1 + DARKENING\_FACTOR)); |
|  | int green = (int) ((c.getGreen() + 2) \* (1 + DARKENING\_FACTOR)); |
|  | int blue = (int) ((c.getBlue() + 2) \* (1 + DARKENING\_FACTOR)); |
|  | if(red > 255) |
|  | red = 255; |
|  | if(green > 255) |
|  | green = 255; |
|  | if(blue > 255) |
|  | blue = 255; |
|  | setColor(new Color(red, green, blue)); |
|  | } |
|  |  |
|  | /\*\* |
|  | \* Darkens the color of the <code>BlusterCritter</code> by the specified darkening factor of one half. |
|  | \*/ |
|  | private void darken(){  int DARKENING\_FACTOR = 0.10; |
|  | Color c = getColor(); |
|  | int red = (int) (c.getRed() \* (1 - DARKENING\_FACTOR)); |
|  | int green = (int) (c.getGreen() \* (1 - DARKENING\_FACTOR)); |
|  | int blue = (int) (c.getBlue() \* (1 - DARKENING\_FACTOR)); |
|  |  |
|  | setColor(new Color(red, green, blue)); |
|  | } |
|  |  |