Mehran Sahami
CS 106A

Section Handout #6: More Arrays and HashMaps

1. Image processing (Chapter 11, exercise 12, page 458)

Write a method **flipHorizontal** that works similarly to the **flipVertical** method presented in the chapter except that it reverses the picture in the horizontal dimension. Thus, if you had a **GImage** containing the image on the left (of Jan Vermeer's *The Milkmaid,* c. 1659), calling **flipHorizontal** on that image would return a new **GImage** as shown on the right:
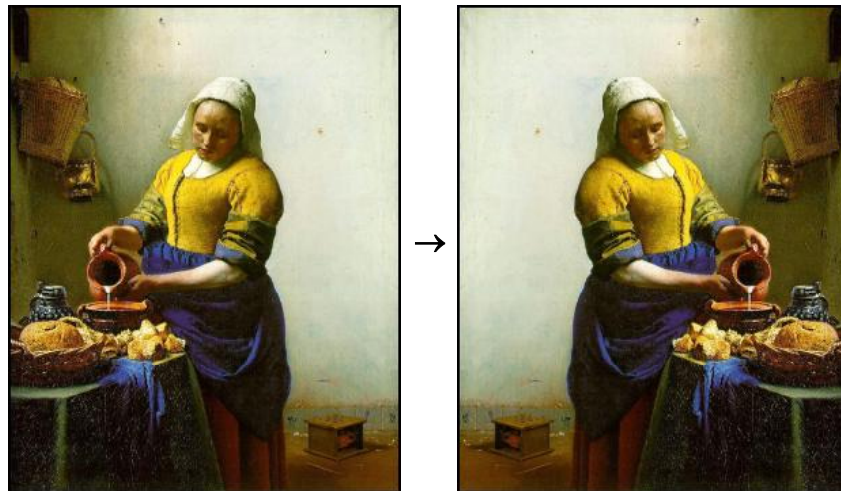
2. Name Counts

Write a program that asks the user for a list of names (one per line) until the user enters a blank line (i.e., just hits return when asked for a name). At that point the program should print out *how many times* each name in the list was entered. You may find that using a **HashMap** to keep track of the information entered by user may greatly simplify this problem. A sample run of this program is shown below.