



8 bits means a range of 0-255

255 in one gives max bright color of that

In the ColorDim.java file you can use a get color call to find the int assigned to that color and then dim it by lowering that number and passing it back.

To clarify, the class color has the methods.

Java allows you to cast a variable as an int after being assigned a double as well as casting before.

int blue = color.getBlue() = blue (int) Color.get

Use Nested for loops to check every pixel with one increasing x coord other y coord going through each row

• for loop format: for (initial; condition; increment) { }

Multiplying the color value by less than 1 decreases brightness and more than 1 increases

In comparison for for loops make sure it never exceeds window size

When using brighten or dim make sure the color value is between [0 and 255]

What is static? Declaring static means there is only one for the class. Meaning a number set as static will be that number for all of them. Whereas instance variables differ for each object in the class. This applies to methods as well.

- Statics are useful when the objects all need to know something, how many objects exist
- Static methods useful when interacting with static variables

Flipping an image is just switching the x,y coordinate to the bottom, just like algebra. The function Flip does this as a local variable then saves it to an instance variable.

To save memory, rather than making a new image you can create 2 variables that can hold the color values of opposite pixels and swap them.



Sept 23 Architecture of altering images

~~Image Processor~~ ~~Class~~ ~~pt 1~~

Instance Variable = BufferedImage image

Methods

getImage() setImage() dim() brighten() average()

Methods act on image to alter visual appearance

~~ImageProcessor~~ ~~GUI~~ ~~Class~~ ~~pt 2~~

Instance variable = Image processor

Methods ~~the~~

draw() handleMousePress() handleKeyPress()

Big thing in part 2 is that the ImageProcessor class is used as an instance variable, carrying all that data forward.

- Use "new" when creating an instance variable to allocate memory