Updated: May 4th, 2020

Problem: oh no how do I convert from color to angle in Colorpicker??

1. *Understand the reverse equation.* You are given an equation for Angle → Color. Check the abstract classes for a certain method.
    a. Let's break down the equation…
        i. Convert radians to degrees → Math.toDegrees(angle)
        ii. Account for possible negative values → + 360
        iii. Account for color placement on our wheel.
            1. See HSV color wheel compared to our version of the color wheel. Where is the placement of red? → + 90
        iv. Convert degrees to hue
            1. Assume that each degree corresponds to a specific hue → % 360
            2. Hue → HSV: Color = hue, saturation, value. We are assuming full saturation and value for our color wheel (1f).
        v. Convert HSV to Color (an int)
            1. Color.HSVToColor(new float[] {hue, 1f, 1f});
2. // TODO: *Implement getAngleFromColor.*
    a. Color (int) → HSV, again assume full saturation and value. See ColorUtils documentation for a handy method.
    b. HSV → hue
        i. HSV is in the form of a float array with 3 values… in that order… which of these shall you pick? :)
    c. Hue → radians (do part 1ai~iv backwards)