

## ImageHandler.java

```
1 import java.io.BufferedOutputStream;
11
12
13 public class ImageHandler {
14
15     public static final byte SILENT = 0,
16                             CHIRPED = 1,
17                             SYNC = 2;
18
19     public static void handle(CricketObserver o, String out) throws
    FileNotFoundException {
20         AList<Color> palette = new AList<Color>(); // green
21         Color green = new Color().rgb(0, 255, 0);
22         Color red = new Color().rgb(255, 0, 0); // red
23         Color blue = new Color().rgb(0,0,255); // blue
24         palette.addLast (green);
25         palette.addLast (red);
26         palette.addLast (blue);
27
28
29         OutputStream imageout =
30             new BufferedOutputStream (new FileOutputStream (new
    File(out)));
31         IndexPngWriter imageWriter = new IndexPngWriter
32             (o.ticks, o.crickets, imageout, palette);
33         ByteImageQueue imageQueue = imageWriter.getImageQueue();
34         byte[] bytes;
35         boolean chirped;
36         int sync = o.sync();
37         for(int i = 0; i < o.ticks; i++) {
38             bytes = new byte[o.crickets];
39             for(int j = 0, cricket = 0; j < bytes.length; j++,
    cricket++) {
40                 if(i != sync) {
41                     chirped = o.chirped(i, cricket);
42                     bytes[j] = chirped ? CHIRPED : SILENT;
43                 } else {
44                     bytes[j] = SYNC;
45                 }
46             }
47             try {
```

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```
48         imageQueue.put(i, bytes);
49     } catch (InterruptedException e) {
50         // TODO Auto-generated catch block
51         e.printStackTrace();
52     }
53 }
54 try {
55     imageWriter.write();
56 } catch (IOException e) {
57     // TODO Auto-generated catch block
58     e.printStackTrace();
59 } catch (InterruptedException e) {
60     // TODO Auto-generated catch block
61     e.printStackTrace();
62 }
63 }
64 }
65
```